PATH OF IRON – PLAYTEST

CREDITS

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Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison.

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Welcome to the *Path of Iron* playtest! This book is the next one in a series of "Path" books, each one focusing on a concept of magic. In this book, the focus is metal, constructs, or material-based magic, including magic that manipulates or relies on objects to work. The book is expected to release later this year.

This document details three new base classes: the archivist, the saboteur, and the vanguard, along with a new magic system known as "rune magic".

The saboteur is a roguish-type that is a master of traps, able to create and disarm them with ease. It can adapt to a variety of situations, but is best played with careful planning and preparation.

The vanguard relies on his construct companion to fight. He is more geared towards a combat-oriented support role, able to help multiple allies at once with mystical resonances of power.

The archivist makes use of the new rune magic system introduced later in the document. It's essentially a "wizard" for runic magic. Depending on your specialization, he can rain destruction, heal allies, or manipulate time and space.

As mentioned above, this document introduces rune magic, a new form of magic casting. While it works in many ways like arcane spellcasting, it has its own list of 120 spells you'll find in this document which make up it's abilities. Each spell creates runes upon the user once cast, which the caster can use to increase the power of his next spell.

Threads will be open for discussion on:
- Paizo.com
- Giant in the Playground

where you can discuss the material in this document and give feedback. You can also give your feedback directly to me on the Ascension Games website, using the contact form.

While opinions on the classes at first-glance are appreciated, as are theory-crafting builds and characters, actual play is far more useful. This goes doubly for the archivist and the new rune magic system, due to its combo-oriented spellcasting; how it performs over the course of a day is vital to the balance and fun of the class.

Thank you so much for your interest in *Path of Iron*! If you like what you see here, check out the Path of Iron Kickstarter and consider supporting the project!

I look forward to hearing your thoughts and opinions on *Path of Iron*!

Christopher Moore,
Lead Designer

REFERENCES IN THE BOOK

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

APG – *Pathfinder Roleplaying Game Advanced Player's Guide*
ACG – *Pathfinder Roleplaying Game Advanced Class Guide*
ARG – *Pathfinder Roleplaying Game Advanced Race Guide*
UM – *Pathfinder Roleplaying Game Ultimate Magic*
UC – *Pathfinder Roleplaying Game Ultimate Combat*
B1 – *Pathfinder Roleplaying Game Bestiary*
B2 – *Pathfinder Roleplaying Game Bestiary 2*
B3 – *Pathfinder Roleplaying Game Bestiary 3*
B4 – *Pathfinder Roleplaying Game Bestiary 4*

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

ARCHIVIST

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

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

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

Class Skills

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

Skill Points Per Level: 2 + Int modifier.

Class Features

All of the following are class features of the archivist.

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

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

An archivist learns one runic script of his choice at each archivist level, plus a bonus script known at 1st, 5th, 9th, 13th, and 17th levels, a shown on **Table**: **Archivist**

under "Scripts Known". These five bonus scripts must be chosen from the archivist's chosen study (see below). At first, an archivist can only learn 1st-level scripts. As he grows in skill, he can master scripts of much greater power, as shown on **Table**: **Archivist** under "Max Script Level". To learn or cast a runic script, the archivist must have an Intelligence score of at least 10 + the script's level. The Difficulty Class for a saving throw against an archivist's script is 10 + the script's level + the archivist's Intelligence modifier.

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

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

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

Fundamentals: All archivists learn a number of fundamentals, scripts that are so simple that they require little effort to cast. An archivist begins play knowing any three fundamentals of his choice. He continues to learn more fundamentals as he advances, as shown in **Table**: **Archivist** under "Fundamentals Known". Unlike other runic scripts, a fundamental can be cast an unlimited number of times per day. While fundamentals can be overloaded like any other runic scripts (see Rune Magic at the end of this document), the magic is too weak to generate much energy: casting a fundamental does not grant the archivist any runic power charges.

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

Study Synergy (Su): At 1st level, an archivist's ability to overload his runic power into a script gains

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

new function, based on his chosen study. This ability is described in his chosen study's entry. As with the normal use of runic power, the effects of the archivist's study synergy stack for each runic charge of the specified type that is overloaded.

Altered Script (Su): At 4th level, the archivist learns to adapt his rune magic to the situation at hand. As a swift action, the archivist gains a single runic charge of his choosing. In addition, the archivist may exchange any number of his runic power charges out for charges of a different rune design. The new charges can be of any design, not just those that are available to the archivist through his rune spells. The archivist can use this ability once per day, plus an additional time per day for every six levels past 4th, to a maximum of three times per day at 16th level.

ARCHIVIST STUDIES

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

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

Alteration

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

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

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

Table: Castings Per Script Per Day

Script Level

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

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

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

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

Twinned Alteration (Ex): At 14th level, once per day when you cast an alteration script that targets a single creature or object, you may have it target two creatures or objects instead. If you overload that script, only the first target is affected by the script's overload; the second target is treated as if the script was cast with no runic charges overloaded into it. The twinned script still only grants one runic charge as normal (or none, if you overloaded it).

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

Creation

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

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

Runic Barrier (Su): Whenever you overload a script, you create a 10-foot-radius barrier centered on yourself. Allies in the area (including you) gain a +1 bonus to their Armor Class for each creation runic charge expended. The barrier lasts until the end of your next turn.

Study Abilities: Your powers unlock the secrets of creation.

Writ of Recovery (Ex): At 2nd level, when you cast a script that recovers hit points, you do not provoke attacks of opportunity for casting that script. In addition, the maximum amount of hit points your healing scripts can heal is based on your archivist level, not the script's normal maximum. For example, if you were 8th level and cast a recover script, it would heal 1d8+8 hit points instead of the normal 1d8+5 maximum.

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

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

Spell Barrier (Su): At 14th level, you gain spell resistance equal to your archivist level + 11. Unlike normal spell resistance, lowering this spell resistance to allow spells to affect you is a move action, rather than a standard action.

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

Destruction

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

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

Script* without increasing its casting time. You can still apply a metascript feat you know to a script modified in this way.

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

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

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

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

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

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

Invocation

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

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

Ward of the Seasons (Su): Whenever you overload a script, you can grant yourself or a creature within 30 feet resist energy 5 against your choice of acid, cold, electricity, or fire damage for each invocation runic charge expended. This effect stacks and be applied to a different energy type for each runic charge. For example, if using three invocation runic charges, you can apply three charges to fire damage to grant fire resist 15, two to cold and one to acid to grant cold resist 10 and acid resist 5, or any other combination. The resistance lasts for 1 minute.

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

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

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

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

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

One With the World (Ex): At 20th level, you become one with the forces of nature. You become immune to paralysis, sleep, and petrification, and gain tremorsense out to 30 feet. When you overload a script that deals acid, cold, electricity, or fire damage, you may replace the script's normal damage with one of the other four energy types or split the script's damage, so that half is of its normal type and half is of a different type.

Manipulation

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

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

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

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

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

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

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

Temporal Mastery (Su): At 20th level, you become a master of both time and space. You stop aging, cannot be magically aged, and no longer take penalties to your ability scores for aging. Age bonuses still accrue, though you do not die from old age and still physically appear as the age you were when you gained this ability. Manipulation scripts you cast that move or teleport always arrive exactly where you want them to with no chance of appearing off-target (this benefit also applies to your spatial leap ability). When you overload a manipulation script, it is automatically boosted by Enlarge Script* without increasing its casting time. You can still apply a metascript feat you know to a script modified in this way.

Revelation

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

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

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

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

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

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

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

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

SABOTEUR

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

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

Alignment: Any

Hit Die: d8

Starting Age: Self-taught

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

Class Skills

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

Skill Points Per Level: 6 + Int modifier.

Class Features

All of the following are class features of the archivist.

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

Saboteur Trap: One of a saboteur's most versatile tools are her traps. Unlike most trapsmiths, a saboteur can create complex, magically-enhanced traps with minimal material, imparting her own arcane power into the trap to make a wide variety of effects. In many ways, saboteur traps behave like spells in trap form, and as such their effects can be dispelled by effects like *dispel magic* using the saboteur's level as the caster level.

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

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

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

Table: Saboteur

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

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

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

The saboteur uses her level as the caster level to determine any effect based on caster level. Creating traps consumes raw materials, but the cost of these materials is insignificant—comparable to the valueless material components of most spells. If a spell normally has a costly material component, that component is expended during the placing of that particular trap. Traps cannot be made from spells that have focus requirements (saboteur traps that duplicate divine spells never have a divine focus requirement). A saboteur can prepare a trap of any assembly she knows. To learn or use a trap, a saboteur must have an Intelligence score equal to at least 10 + the trap's level. The Difficulty Class for a saving throw against a saboteur's trap is 10 + the trap level + the saboteur's Intelligence modifier. The Difficulty Class of Perception checks to locate a saboteur trap or Disable Device checks to disable a saboteur trap is equal to the trap's save DC + 10. A saboteur may know any number of assemblies. She stores her assemblies in a special tome called an assembly book. She must refer to this book whenever she prepares a trap but not when she sets it. A saboteur begins play with two 1st level assemblies of her choice, plus a number of additional assemblies equal to her Intelligence modifier. At each new saboteur level, she gains one new assembly of any level that she can create. A saboteur can also add assemblies to her book just like a wizard adds spells to his spellbook, using the same costs and time requirements. A saboteur can study a wizard's spellbook to learn any assemblies that is equivalent to a spell the spellbook contains. A wizard, however, cannot learn spells from an assembly book. A saboteur does not need to decipher arcane writings before copying them.

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

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

Charlatan's Mark: The saboteur gains a +1 bonus on Bluff, Diplomacy, Sleight of Hand, and Stealth checks against the target and on Bluff and Disguise checks to pass herself as the marked target. This bonus increases by +1 for every three levels past 1st (max +7).

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

Informant's Mark: The saboteur gains a +1 bonus on Knowledge, Sense Motive, and Perception checks made against or concerning the marked target. This bonus increases by +1 for every two levels past first (max +10).

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

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

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

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

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

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

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

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

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

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

Cunning Resistance (Ex): The saboteur's mark gives her insight to better defend herself against her opponent's abilities. She gains a +1 insight bonus to saving throws against effects made by the target of her duelist's mark. This bonus increases to +2 at 12th level.

Deadly Strikes (Ex): A saboteur with this trick is especially deadly. Whenever she confirms a critical hit against the target of her assassin's mark, she can choose to apply one of the following affects: bleed for 2d6 damage per round, blinded for 1 round, or staggered for 1 round. These effects can be negated by a Fortitude save. The effects improve if the attack is made with a weapon that has a higher critical multiplier: a weapon with a x3 multiplier deals 3d6 bleed damage, blinds for 2 rounds, or staggers for 2 rounds, while a weapon with a x4 multiplier or greater deals 4d6 bleed damage, blinds for 1d4+1 rounds, or staggers for 1d4+1 rounds. The saboteur must be at least 16th level before selecting this trick.

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

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

Duality (Su): A saboteur with this trick can literally be in two places at once. As a swift action, the saboteur can split herself into two individuals for a brief time. Her second body (referred to as her "twin") appears at a location chosen by the saboteur within 30 feet. The twin is an exact copy of the saboteur; it can attack, flank, threaten spaces, place traps, use magic items, or perform any other task the saboteur is capable of. However, the saboteur and her twin share actions, resources, and hit points. They only have a single round's worth of actions between the two, though if the saboteur takes a move action to move, her twin can move an equal distance. Damage dealt to one is dealt to the other, as is healing. Beneficial and harmful effects applied to one (such as haste or confusion) apply to both simultaneously and equally. Area of effect abilities only apply once, even if both the saboteur and her twin are in its area. Charged items or items with limited uses per day have their uses shared between the two. Any permanent magic items are also active on the twin. The twin must remain within 500 feet or the effect ends. The saboteur can use this ability a number of minutes per day equal to 1/2 her Intelligence bonus; this duration does not need to be consecutive, but must be spent in 1-minute increments. The saboteur must be at least 16th level before selecting this trick.

Duelist's Parry (Ex): The saboteur can parry an opponent's strikes. When the target of her duelist's mark makes an attack roll against her (either in melee or at range), she can use an attack of opportunity to attempt to parry the attack. She makes an attack roll at her full base attack bonus; if her attack roll is equal to or higher than the attack roll of the opponent, the attack automatically misses. For each size category that the attacking creature is larger than the saboteur, the saboteur takes a –4 penalty on her attack roll. The saboteur must declare the use of this ability after the attack is announced, but before the roll is made. She may only parry a single attack each round from each of her marked targets. The saboteur must be at least 6th level before selecting this trick.

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

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

Enemy of my Enemy (Ex): The saboteur can sow discord with simple words. Whenever the saboteur makes a Diplomacy check to influence the attitude of a creature, she can adjust its attitude by up to three steps, rather than just two. In addition, she can use Diplomacy to worsen a creature's attitude towards another. For every step she improves the creature's attitude towards her, she can also simultaneously decrease the creature's attitude towards a different creature by one step. The creature she is influencing must be able to either see the second creature or know the second creature from prior interaction to be influenced in such as manner (the saboteur cannot make the creature hostile towards a creature it doesn't know about). The saboteur must be at least 4th level before selecting this trick.

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

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

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

Informed Trigger (Sp): A saboteur with this trick can create a trap with a scrying sensor built into it. When placing a trap (either a saboteur trap or a mechanical trap), she can choose to add the sensor to it. When the trap is triggered, the saboteur is immediately notified mentally. Within 1 minute of being notified of the trap's activation, she can choose to observe the area of the trap, as if using *clairaudience/clairvoyance*, using her saboteur level as her caster level. She must be within range of the *clairaudience/clairvoyance* effect (400 ft. + 40 ft./level) in order to use it, but she is still mentally notified of the trap's activation if outside of this range. The saboteur can use this ability once per day for every six saboteur levels she has, to a maximum of three times per day at 18th level. The saboteur must be at least 6th level before selecting this trick.

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

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

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

Nowhere to Hide (Su): So long as a saboteur with this trick has marked a target with her informant's mark, she gains the benefit of *locate creature* against that target, using her saboteur level as her caster level. She also gains blindsight out to 20 feet against the target of her informant's mark. The saboteur must be at least 8th level before selecting this trick.

Piercing Strikes (Ex): When attack the target of her assassin's mark, the saboteur's weapons are considered magic for the purpose of bypassing damage reduction. At 8th level, her weapons are considered silver and cold iron. At 12th level, her weapons are considered one alignment type (chaotic, evil, good, or lawful). She can change which alignment type her weapons function as each time she

marks a target, but the type chosen must match one axis of the saboteur's alignment. Her weapons must count as the same alignment against all of her current targets (if she has more than one marked target). The saboteur must be at least 4th level before selecting this trick.

Poison Adept (Ex): The saboteur gains a bonus on Craft (alchemy) checks involving poisons equal to half her saboteur level. She cannot accidentally poison herself when applying poison to a weapon. This ability counts as the poison use class feature for the purpose of meeting prerequisites.

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

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

Secret Passage (Sp): A saboteur with this trick can use magic to grant passage into completely secure areas. Once per day as a full-round action, she can touch a wall to affect it as a *passwall* spell, using her saboteur level as her caster level. She can use this ability an additional time each day for every two saboteur levels obtained past 10th. At 16th level, she can use three of her daily uses of this ability to instead create the effects of a *phase door* spell. The saboteur must be at least 10th level before selecting this trick.

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

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

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

Table: Combined Arms

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

by half.

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

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

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

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

Improved Mark (Ex): At 9th level, a saboteur's ability to mark a target improves. She can now maintain two marked targets at once, and marking a target can be done as a swift action. She may now change which type of

marks are applied to her marked targets as a swift action, but only once per marked target in a 24 hour period. She can change all of her marks with the same swift action.

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

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

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

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

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

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

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

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

Masterful Infiltration (Ex and Su): The saboteur can bypass any sorts of defenses and barricades with ease. She no longer triggers traps for any reason, even magic traps and symbol spells. At-will as a swift action, the saboteur can pass through walls. Until the end of her turn, she can pass through a wall or other surface that is up to 5 feet thick per level as if she were incorporeal. She must exit the solid material by the end of her turn. In addition, once per day as a standard action she may bypass any barrier; this functions as an *ethereal jaunt* spell, using her saboteur level as her caster level. When under the effect of this ethereal jaunt, she can bypass any effect that would normally block ethereal creatures, such as a wall of force. Any equipment she wields while using this ability is treated as if it had the *ghost touch* property.

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

SABOTEUR TRAPS

Saboteurs gain access to the following traps. While most of these are spells found in the *Pathfinder Roleplaying Game Core Rulebook*, those with superscripts are from other Pathfinder Roleplaying Game material, as outlined in the introduction of this document.

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

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

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

4th-Level Saboteur Traps: *acid pit*[APG]*, aggressive thundercloud (greater)*[APG]*, bestow curse, black tentacles, contagion, creeping ice*[ACG]*, daze (mass)*[UM]*, dimensional anchor, enervation, flaming sphere (greater)*[ACG]*, hold monster, ice storm, obsidian flow*[UC]*, phantasmal killer, rainbow pattern, resilient sphere, shout, solid fog, spellcrash (lesser)*[ACG]*, true form*[APG]*, volcanic storm*[UM]*, wall of fire*

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

6th-Level Saboteur Traps: *acid fog, antimagic field, banshee blast*[ACG]*, chain lightning, chains of fire*[ARG]*, circle of death, curse (major)*[UM]*, disintegrate, flesh to stone, forcecage, freezing sphere*

VANGUARD

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

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

Alignment: Any

Hit Die: d8

Starting Age: Self-taught

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

Class Skills

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

Skill Points Per Level: 4 + Int modifier.

Class Features

All of the following are class features of the vanguard.

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

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

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

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

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

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

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

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

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

Table: Vanguard

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

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

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

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

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

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

Table: Vanguard Spells Known

Spells Known

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

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

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

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

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

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

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

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

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

Vanguard Tactics (Ex): At 3rd level, the vanguard automatically grants his teamwork feats to his construct companion. The companion doesn't need to meet the prerequisites of these teamwork feats.

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

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

Improved Imbue (Sp): At 11th level, the vanguard can imbue more powerful magic. The vanguard can now maintain up to two imbued spells at once. One of these imbues can be of a spell up to 4th level, the other can only be of a spell up to 2nd level. The spells can be divided between different weapons, between the vanguard and his companion, or any combination therein.

However, a single action or attack can only trigger one imbued spell at a time, even if both imbued spells have the same triggering condition. If multiple imbued spells would trigger simultaneously, the vanguard determines which of the two imbued spells trigger.

Rapid Construction (Ex): At 14th level, a vanguard learns how to craft items with rapid speed. He uses the 1/10 gp value of mundane items to determine how much time it takes to craft them, and he requires only half the normal amount of time to create magical items. In addition, it now takes him only 8 hours to restore a construct companion reduced to 0 hit points, or 24 hours to create a replacement for a completely destroyed or lost companion.

Greater Imbue (Sp): At 17th level, the vanguard's imbue becomes even more powerful. The vanguard can now maintain up to three imbued spells at once. One of these imbues can be of a spell up to 6th level, one can be up to 4th level, and the third can only be of a spell up to 2nd level. The spells can be divided between different weapons, between the vanguard and his companion, or any combination therein. A single action or attack can still only trigger one imbued spell at a time, even if multiple imbued spells have the same triggering condition.

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

CONSTRUCT COMPANIONS

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

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

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

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

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

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

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

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

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

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

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

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

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

A construct companion can have up to three pieces of integrated equipment at once. If the companion has an integrated ranged weapon, the vanguard can integrate ammunition along with it. Up to 100 pieces of ammunition can be integrated with each ranged weapon. Reloading an integrated weapon is no faster than reloading the weapon as normal, and can be reduced by feats and abilities such as Rapid Reload possessed by the companion. Integrating more ammunition takes 10 minutes of work by the vanguard.

Once a piece of equipment is integrated, it cannot

Table: Construct Companions

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

be removed intact. Removing integrated equipment involves either destroying the equipment (though sunder checks and the like) or spending 1 hour removing the item, the process of which gives it the broken condition but leaves it intact enough to be repaired via *make whole* or similar magic. Removing a ranged weapon requires removing its integrated ammunition, if any.

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

However, such a link has its drawbacks. As the companion is powered by the vanguard's magic essence, the construct cannot move more than 100 feet away from the vanguard at any time. If it does, the construct companion immediately shuts down, rendering it helpless and unable to act. The vanguard must be able to exercise mental control to keep the companion functioning. If the vanguard is ever unconscious, asleep, killed, stunned, or confused, the companion cannot act and is considered helpless.

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

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

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

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

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

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

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

Construct Companion Skills

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

Base Forms

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

Combat Form

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

Eldritch Form

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

Scouting Form

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

AUGMENTATIONS

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

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

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

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

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

ABILITY AUGMENTATION (EX)

Prerequisites: Level 7

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

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

ABLATIVE SHIELDING (SU)

Prerequisites: Level 10

Effect: A magical barrier of force surrounds the construct companion, mitigating incoming damage. The barrier grants the construct companion temporary hit points equal to 3 times its total Hit Dice. As long as the barrier has at least 1 temporary hit point remaining, the

barrier restores 5 temporary hit points each round, back up to the its normal maximum. If the barrier is ever reduce to 0 hit points, it breaks and does not regain hit points for 1 hour, after which it is restored to 1 hit point.

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

ARMOR EMPOWERMENT (SU)

Prerequisites: Level 4

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

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

DISRUPTION FIELD (SU)

Prerequisites: Level 10

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

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

ELDRITCH BOOST (SP)

Prerequisites: Charisma 10

Effect: The companion gains the ability to cast a small number of low-level spells. Choose any three spells from the following list: *acid splash, detect magic, flare, light, message, ray of frost, read magic, sift*^APG, or *spark*^APG. The construct companion can cast these spells at-will. The caster level for these spells is equal to the companion's Hit Dice, and the save DC for these spells is equal to 10 + the companion's Charisma modifier.

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

ELDRITCH CASTER (SP)

Prerequisites: Charisma 11, Level 4

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

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

ELDRITCH MIGHT (SP)

Prerequisites: Charisma 12, Eldritch Caster, Level 7

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

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

ELDRITCH POWER (SP)

Prerequisites: Charisma 13, Eldritch Might, Level 13

Effect: The companion gains the ability to cast potent magic. Choose any one spell from the following list: *daylight, dispel magic, fireball, lightning bolt, stinking cloud, thunderstomp (greater)*^ACG, and *wind wall*. The construct companion can cast this spell once per day. At 18th level, the construct can choose an additional spell to cast

once each day. It can also choose a spell it already knows to gain an additional casting of that spell each day. The caster level for these spells is equal to the companion's Hit Dice, and the save DC for these spells is equal to 13 + the companion's Charisma modifier.

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

ENERGY DISCHARGE (SU)

Prerequisites: None

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

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

ENERGY SHIELDING (EX)

Prerequisites: None

Effect: The companion is shielded from harmful energies. The vanguard must choose from acid, cold, electricity, or fire. The companion gains resistance 5 against that energy type. This resistance increases by 5 at 5th level and every five vanguard levels thereafter. This augmentation can be chosen more than once. Each time it is gained, it must be applied to a different energy type.

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

ENERGY STRIKE (SU)

Prerequisites: Level 7

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

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

EXTRADIMENSIONAL ARSENAL (SU)

Prerequisites: Level 4

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

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

MENDING TOUCH (SP)

Prerequisites: None (automatically gained at 1st level)

Effect: The companion can touch an object to restore its hit points. This functions as *mending*, though it restores 1d6 hit points, plus an additional 1d6 hit points

for every three Hit Dice possessed by the companion (max 6d6). The companion can use this three times per day, plus an additional time for every three hit dice it obtains (max 8 uses per day). This cannot be used to repair damage done to a construct (including itself), nor can it restore a destroyed magic item.

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

MENTAL LINK (SU)

Prerequisites: Level 10

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

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

MUNITIONS GENERATION (SP)

Prerequisites: Level 4

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

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

REINFORCEMENT (EX)

Prerequisites: Level 13

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

Resonance: A magical barrier protects a select few allies nearby. One ally within 30 feet gains the benefit of a *stoneskin* spell. The ally must remain within 30 feet to benefit from the effect. An additional ally can be targeted at 16th and 19th levels. The resonance ends after 1 minute, though it ends on an individual once it has prevented enough damage (as outlined in *stoneskin*).

TACTICAL REPOSITION (SU)

Prerequisites: Level 13

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

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

TECHNICAL KNOWLEDGE (EX)

Prerequisites: Intelligence 10

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

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

TERRAIN ADAPTATION (EX)

Prerequisites: Level 7

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

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

WEAPON EMPOWERMENT (SU)

Prerequisites: None

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

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

VANGUARD SPELLS

Vanguards gain access to the following spells. While most of these spells are found in the *Pathfinder Roleplaying Game Core Rulebook*, those with superscripts are from other Pathfinder Roleplaying Game material, as outlined in the introduction of this document.

0-Level Vanguard Spells: *acid splash, arcane mark, detect magic, know direction, light, mage hand, mending, message, open/close, read magic, spark*[APG]

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

2nd-Level Vanguard Spells: *ablative barrier*[UC], *acid arrow, ant haul (communal)*[UC], *arcane lock, arrow eruption*[APG], *badger's ferocity*[UM], *bear's endurance, bestow weapon proficiency*[UC], *brow gasher*[UC], *bull's strength, bullet shield*[UC], *bullet ward*[ACG], *cat's grace, chill metal, cure moderate wounds, defensive shock*[UM], *eagle's splendor, effortless armor*[UC], *find traps, flaming sphere*[ACG], *fox's cunning, heat metal, kinetic reverberation*[UC], *knock, levitate, magic siege engine*[UC], *make whole, masterwork transformation*[UM], *mirror hideaway*[ACG], *molten orb*[ACG], *owl's wisdom, protection from arrows*[UC], *pyrotechnics, recoil fire*[UC], *reinforce armaments (communal)*[UC], *reloading hands*[UC], *resist energy*[UC], *returning weapon*[UC], *ricochet shot*[UC], *rope trick, scorching ray, shatter, shield other, silk to steel*[UM], *stabilize powder*[UC], *status, tactical acumen*[UC], *telekinetic assembly*[UC], *thunder fire*[UC], *versatile weapon*[APG], *whispering wind*

3rd-Level Vanguard Spells: *arcane sight, burst of speed*[UC], *coordinated effort*[APG], *cure serious wounds, disable construct*[ACG], *dispel magic, fireball, flame arrow, flash fire*[UC], *haste, heart of the metal*[ACG], *hostile levitation*[UC], *improve trap*[ARG], *keen edge, lightning bolt, locate weakness*[UC], *magic vestment, magic weapon (greater), pellet blast*[UC], *protection from arrows (communal)*[UC], *protection from energy*[UC], *resist energy (communal)*

[UC], *returning weapon (communal)*[UC], *shield companion*[ACG], *shield of fortification (greater)*[ACG], *shrink item, silver darts*[ACG], *slow*

4th-Level Vanguard Spells: *ball lightning*[APG], *battlemind link*[UM], *cure critical wounds, dimension door, enlarge person (mass), fire shield, firefall*[APG], *flaming sphere (greater)*[ACG], *magic siege engine (greater)*[UC], *minor creation, mirror transport*[ACG], *named bullet*[UC], *protection from energy (communal)*[UC], *reduce person (mass), rusting grasp, secure shelter, soothe construct*[UM], *stoneskin*[UC], *vitriolic mist*[UM], *wall of fire, wreath of blades*[UC]

5th-Level Vanguard Spells: *acidic spray*[UM], *animate objects*[UC], *cure light wounds (mass), dispel magic (greater), energy siege shot*[UC], *fabricate, fire snake*[APG], *lightning arc*[UM], *major creation, rapid repair*[UM], *sending, stoneskin (communal)*[UC], *telekinesis, telepathic bond, teleport, unbreakable construct*[UM], *wall of iron, wall of force*

6th-Level Vanguard Spells: *analyze dweomer, arcane cannon*[UC], *bear's endurance (mass), bull's strength (mass), call construct*[UM], *cat's grace (mass), chain lightning, chains of fire*[ARG], *control construct*[UM], *cure moderate wounds (mass), disintegrate, eagle's splendor (mass), energy siege shot (greater)*[UC], *firebrand*[APG], *fox's cunning (mass), getaway*[APG], *named bullet, greater*[UC], *owl's wisdom (mass), repel metal or stone, teleport object*

RUNE MAGIC

Magic is learned in many forms. From the lengthy incantations of a wizard to the pious chants of a cleric, the method by which magic is cast can be just as important as its result. However, typical spellcasting is employed in the same manner regardless of its source: a sorcerer whose power comes from his draconic ancestry still uses the same words and motions that a studied wizard will, and produces the same result. However, this is not true for a caster that learns rune magic, for its magic synthesizes and builds upon itself in ways that current magic cannot hope to accomplish.

Rune magic is a new form of magical power introduced in *Path of Iron*. In many ways the basics of casting a rune spell are similar to casting an arcane or divine spell, such as with needing concentration or interacting with an *antimagic field*, and many of their effects replicate familiar arcane and divine magics. However, there are some notable differences, namely:

• Learning a runic script
• Casting a script
• The Runic Charge system
• Castings per day
• Script Designs and Subdesigns
• Detecting and identifying a script or runic charge
• Creating magic items
• Feats

This section will go into detail on each of these differences, and how to incorporate runic magic alongside existing spellcasters in your games.

In any place that these rules do not explicitly differ from the core rules for casting spells (see Chapter 9 of the *Pathfinder Roleplaying Game Core Rulebook*), assume that the rules are exactly the same as casting an arcane spell.

CASTING RUNE MAGIC

Regardless of who is casting a runic script, all practitioners of rune magic function the same way when using their scripts.

Learning Rune Magic

Only characters that have the rune magic class feature learn runic magic (in this case, the archivist in this book). A rune spell is referred to as a "script"; those that employ rune magic are referred to as "scribes". Each script has its own effect, description, and so on, as a normal spell.

Where clerics can choose from their entire list of spells each day, and a wizard can learn more spells and add them to their spellbook, a scribe must learn their scripts in advance. A scribe's class level determines the number of scripts he can learn, what kind of scripts he can learn, and how often each day he may cast each of his known scripts, as outlined in the scribe's class description. A scribe must have an Intelligence score of at least 10 + a script's level in order to learn or cast a script, and it must be a script found on his script list.

When a scribe learns a new script, it can be of any level he is capable of casting, so long as he knows at least one script of every level below the level of script he wishes to learn. For example, should a 5th-level archivist wish to learn a 3rd-level script, he must already know a 1st-level and 2nd-level script. As a scribe can cast his lower-level scripts more frequently than his higher-level scripts, it may prove advantageous to learn some lower-level scripts as opposed to always learning the highest level possible.

Choosing a Script

In order to cast a script, you must first choose which script to cast. A scribe can cast any script that he knows without any sort of preparation, so long as he is capable of casting a script of that level or higher.

To cast a script, you must be able to speak. All runic scripts require a scribe to speak words of mystic power, which are given shape in the form of runes upon the caster's body and possessions. As such, you must be able to speak in order to cast a runic script (similar to a spell with a verbal component). Runic scripts do not require somatic gestures, and as such armor and shields do not interfere with the casting of runic scripts. Additionally, you must concentrate to cast a script.

If a script has multiple versions, you choose which version to use when you cast it. You don't have to learn a specific version of the script. The same applies to scripts with multiple types of overload.

A scribe does not have spell slots like a normal caster. Instead, he may cast each script that he knows a certain number of times each day, based on his class level. For example, a 5th-level archivist could cast each 1st-level script he knows twice each day, each 2nd-level script spell once each day, and each 3rd-level script he knows once each day.

Like a normal spellcaster, a scribe receives bonus scripts per day if he has a high Intelligence score, as shown in the Ability Scores section in Chapter 1 of the *Pathfinder Roleplaying Game Core Rulebook*. These extra castings can be applied to any script he knows of the appropriate level. For example, an archivist with an Intelligence score of 20 gains two additional castings each day of 1st-level scripts he knows, plus an additional casting each day for scripts of 2nd, 3rd, 4th, and 5th levels. He must be able to cast a script of the given level to receive the extra castings each day.

These extra castings are not granted to each script he knows; rather, the scribe chooses which script to apply them to. In the above example, if the archivist knows two 1st-level scripts (say, *empower** and *aegis**), he can choose to gain two additional castings of *empower**, two additional castings of *aegis**, or one additional casting of each. He does not need to decide which script he wishes to apply his bonus castings each day to ahead of time.

Once a scribe has cast all of his daily castings of a given script, he cannot cast it again until he regains his daily castings. However, the scribe may still apply his bonus castings each day he receives for having a high Intelligence score to a particular script, even if he has already used up his daily castings of that particular script.

Counterscript

It is possible to cast any script as a counterscript. By doing so, you are using the script's energy to disrupt the casting of the same script by another character.

How Counterscripts Work: To use a counterscript, you must select an opponent as the target of the counterscript. You do this by readying an action. In doing so, you elect to wait to complete your action until your opponent tries to cast a script. You may still move at your normal speed, since ready is a standard action.

If the target of your counterscript tries to cast a script, make a Spellcraft check (DC 15 + the script's level). This check is a free action. If the check succeeds, you correctly identify the opponent's script and can attempt to counter it. If the check fails, you can't do either of these things.

To complete the action, you must then cast an appropriate script. As a general rule, a script can only counter itself. If you are able to cast the same script, you cast it, creating a counterscript effect. If the target is within range, both scripts automatically negate each other with no other results.

Counterscripting Metascripted Scripts: Metascript feats are not taken into account when determining whether a script can be countered.

Negation as a Counterscript: You can usually use *negation** to counterscript another script being cast without needing to identify the script being cast. *Negation** doesn't always work as a counterscript (see the script description).

Counterspell vs. Counterscript: Generally speaking, an arcane or divine caster cannot counterspell a runic script, and a scribe cannot counterscript an arcane or divine spell, even if the scripts and spells have similar effects. However, *dispel magic* can counter runic scripts, and *negation** can counter spells, and the Improved Counterspell and Improved Counterscript* feats can let you counter both (see Runic Designs vs. Schools of Magic later in this document).

SCRIPT DESCRIPTIONS

The description of each runic script is presented in a standard format. Each category of information is explained and defined below. The primary difference in scripts are a script's design, the lack of components (all scripts only have verbal components), and its overload ability. Runic scripts follow the same rules for normal spells when it comes to range, duration, area, effects, targets, casting time, saving throws, and spell resistance.

Name
The first line of every script description gives the name by which the script is generally known.

Design (Subdesign)
Beneath the script name is a line giving the design of rune (and the subdesign, if any) to which the script belongs. Designs are rune magic's parallel to the eight schools of magic; each group conforms to a general theme, but their effects are more broad than the normal schools of magic allow.

Every script belongs to one of six runic designs. A design of runes is a group of related scripts that adhere to a similar theme.

Alteration
Alteration spells change the physical form. These spells can change the shape of either an object or of a living creature, or can alter their properties to be stronger or weaker than they once were.

Creation
Creation spells create something from nothing, or assemble unworked or broken material into a complete form. They also are responsible for creating life, including healing ailments, mending wounds, or even conjuring forth a living creature to serve.

A creature or object brought into being by a creation script cannot appear inside another creature or object, nor can it appear floating in an empty space. It must arrive in an open location on a surface capable of supporting it.

The creature or object must appear within the script's range, but it does not have to remain within the range.

Generation: A generation script manipulates matter to create or repair an object in the place the scribe designates. If the script has a duration other than instantaneous, magic holds the generated object together, and when the script ends, the created object vanishes without a trace. If the script has an instantaneous duration, the generated object is merely assembled through magic. It lasts indefinitely and does not depend on magic for its existence.

Healing: Certain creations heal creatures or even bring them back to life. These scripts can also cleanse a creature of harmful ailments.

Summoning: A summoning script creates a temporary replica of an existing creature and breathes life into it. When the script ends or is dispelled, a summoned creature vanishes as if it never existed to begin with. A summoned creature also goes away if it is killed or if its hit points drop to 0 or lower, destroying the replica.

Destruction

Destruction scripts manipulate energies that harm and destroy. These spells most commonly employ negative energy, force effects, or sonic blasts to harm creature and objects, and can often wither away a creature's body, crippling it both physically and mentally. Destruction scripts can also destroy magic itself, removing ongoing effects or suppressing magic items.

Invocation

Invocation spells call upon the forces of nature. These spells can invoke the primal energies of fire, air, earth, and water, manifest plants and animals, or even control light or the weather.

Manifestation: The manifestation subdesign uses natural energies to create a simulacrum of an existing thing. These scripts most often call upon animals and plants to do the scribe's bidding. However, these are not completely real, as they are simply energy given a familiar form: once the script that manifested those things ends, the objects or creatures in question vanish.

Manipulation

Manipulation scripts control alter the flow of time and space and control the fundamental laws and energies of existence. All manipulation scripts belong to one of four subdesigns.

Conviction: A conviction script manipulates the four great cosmic energies: chaos, evil, good, and law. All of these spells utilize these energies in some way, typically basing their effects on their targets' alignments.

Gravity: A gravity script alters the direction or strength of gravity in some way. This can lift and move objects from a distance, allow a creature to soar through the air, or crush foes to the ground.

Teleportation: A teleportation script transports one or more creatures or objects a great distance. The most powerful of these scripts can cross planar boundaries. The transportation is one-way and not dispellable, unless otherwise noted.

Teleportation is instantaneous travel through the Astral Plane. Anything that blocks astral travel also blocks teleportation.

Time: A time script alters the flow of time in some way, speeding it up, slowing it down, or stopping altogether, either for a single creature or in an area.

Revelation

Revelation scripts are the domain of the mind. These scripts can enhance or dull the senses or control thought and emotion.

Many revelation scripts have cone-shaped areas. These move with you and extend in the direction you choose. The cone defines the area that you can sweep each round. If you study the same area for multiple rounds, you can often gain additional information, as noted in the descriptive text for the script.

Scrying: A scrying script creates an invisible magical sensor that sends you information. Unless noted otherwise, the sensor has the same powers of sensory acuity that you possess. This level of acuity includes any scripts or effects that target you, but not scripts or effects that emanate from you. The sensor, however, is treated as a separate, independent sensory organ of yours, and thus functions normally even if you have been blinded or deafened, or otherwise suffered sensory impairment.

A creature can notice the sensor by making a Perception check with a DC 20 + the script level. The sensor can be dispelled as if it were an active script.

Lead sheeting or magical protection blocks a scrying script, and you sense that the script is blocked.

Thought: The thought subdesign are scripts that control emotions and thought. These scripts can either influence a creature's behavior or emotional state. All scripts in this subdesign are mind-affecting.

[Descriptor]

Appearing on the same line as the design and subdesign, when applicable, is a descriptor that further categorizes the script in some way. Some scripts have more than one descriptor.

Runic scripts use the same descriptors as normal spells do, including those added in *Pathfinder Roleplaying Game Ultimate Magic*, and they function in the same manner.

Level

The next line of a script description gives the script's level, a number between 0 and 9 that defines the script's relative power. This number is preceded by a list of classes whose members can cast the script. A script's level affects the DC for any save allowed against its effects, as well as determining how many times each day the scribe is capable of casting it.

Fundamentals: Scripts that are level 0 are considered "fundamentals", scripts that are incredibly simple to cast and learn. A scribe tracks his fundamentals known separately from his normal scripts known, as shown in

the scribe's class description. Unlike scripts of level 1 or higher, fundamentals can be cast an unlimited number of times each day, but do not generate runic charge (see Runic Charge below).

Components

Scripts do not have components as arcane and divine spells do. They do not require material components, nor do they ever have somatic components (meaning armor and shields do not interfere with their casting).

However, all scripts require the scribe to speak; his words are given shape in the form of the runes upon his belongings. As such, to cast a runic script, you must be able to speak in a strong voice. A *silence* spell or a gag spoils the incantation (and thus the script). A scribe who has been deafened has a 20% chance of spoiling any script he tries to cast.

As all runic scripts have the same "components", this line is omitted in the descriptions of each script when compared to a typical arcane or divine spell description.

Overload

Each script's description is followed by a listed Overload effect. This overload effect only applies if the script is overloaded with runic charges (see below). In most cases, an overload effect increases in power based on the number of runic charges used.

RUNIC CHARGE

The most notable difference between a typical arcane or divine spell and a runic script is the runic charge system.

Each rune must be given shape before it can create any effects, for without form, it has no power. When a scribe casts a script, he speaks forth words of power that give the rune shape. As he speaks, the rune slowly etches itself somewhere on his equipment. Most scribes prefer to etch it onto weapons or armor, though some make trinkets and talismans for the runes to manifest upon. Once the rune is complete, it flashes with magical energy, finally bringing forth the magical power of the script. However, at this point, the script is not quite finished.

Generating Runic Charge

Once a scribe successfully casts a script, the rune that was created remains on his belongings, even after the spell's effects end, still lingering with a small amount of magic power. This is known as gaining a **runic charge**. The charge corresponds to the design of the script that was cast. For example, if the scribe casts *see the unwritten**, a revelation script, the scribe gains a single revelation runic charge. The scribe can only have a limited number

Table: Maximum Runic Charge

Scribe Level	Maximum Runic Charges
1st-4th	1
5th-10th	2
11th-16th	3
17th-20th	4

of charges at once based on his scribe level, as shown above in **Table**: **Maximum Runic Charge**. If the scribe casts another script while at this maximum, the scribe must choose to either forgo the charge he would have gained from casting that script or replace one of his old runic charges with the new one.

An individual item cannot have more than one runic charge on it. If the item that a runic charge is scribed onto leaves the scribe's possession, the charge can no longer be used, but still counts against his maximum allowed charges. After 1 hour of being out of the scribe's possession, the runic charge dissipates to no effect. Runic charges in the scribe's possession dissipate normally at the start of each day when he regains his daily castings of his scripts.

Scripts that have been overloaded (see below) do not generate runic charges. Fundamentals (0-level scripts) never generate runic charge, whether overloaded or not.

Runic charges that are scribed onto an object can be identified with a Spellcraft check. The DC of this check is equal to the Spellcraft DC to identify the spell that created it, but only reveals what design of script that runic charge belongs to. Effects that can be used to detect a spell or script, such as *detect magic* and *seek magic*, detect the runic charge as giving of a faint magic aura corresponding to that script's design.

Overloading a Script

Once a scribe gains runic charges, he can then add the residual energies of his runic charges into his next script to enhance it. Doing so is known as "overloading" a script.

When a scribe overloads a script, all runic charges he currently has are consumed, increasing the power of the script for each runic charge used. The scribe must have at least one runic charge in order to overload script; he cannot do so while he has no charges available. The scribe must use all of his current runic charges when overloading; he cannot choose to keep some for later.

Overloading a script is done as part of the action required to cast the script and does not change its casting time. The runic charges are consumed as part of the action to cast the script; if the scribe loses the script, such as failing to concentrate or having his script countered, he loses the runic charges as well.

Overloading a script lets it exceed its normal limits. For example, a *striking* script normally can create a maximum of five darts of force energy. Each runic charge overloaded into it creates an additional dart, allowing a scribe to make more than the normal maximum of five.

Each script in the rune magic system has a specific overload associated with it. Most overloads can make use of any kind of runic charge to increase the effectiveness of the scripts, but some scripts require specific types of runic charge to get the most out of the spell.

Engraving: Some scribes may find it not worth using their current runic charges to improve the power of a more utility-based script like *slipstream*, but still wish to tap into the extra power that overloading provides. In such a case, the scribe can engrave the script.

Engraving a script takes 10 minutes, as opposed to the script's normal casting time (or an additional 10 minutes, if the script's casting time is already 10 minutes or longer), during which the scribe cannot take any other action. When the engraving is finished, the scribe overloads the script with the maximum number of runic charges possible based on his level. These charges can be of any kind of design. Engraving a script does not consume the scribe's normal runic charges, if any.

Engraving a script uses a daily casting of that script, just as if it were cast normally. Engraving a script does not generate runic charge, similar to when a script is overloaded.

INTEGRATING RUNE MAGIC

The default rule for the interaction of runic scripts and magic is simple: scripts interact with spells and spells interact with scripts in the same way a spell or normal spell-like ability interacts with another spell or spell-like ability. This is known as script–magic transparency.

Script–Magic Transparency

Though not explicitly called out in the spell or magic item descriptions, spells, spell-like abilities, and magic items that could potentially affect rune magic does affect rune magic, in the following ways:

Spell resistance is effective against scripts, using the same mechanics. All spells that dispel or negate magic have equal effect against scripts of the same level using the same mechanics, and vice versa. The spell *dispel magic* also works against runic scripts, while the *negation** script works against spells.

Dead magic areas and *antimagic fields* affect runic scripts, the same as a *negation field** affects spells.

The spell *detect magic* detects scripts, their number, and their strength and location within 3 rounds (though a Spellcraft check is needed to identify the design of the

runic aura), while *seek magic** detects spells, their number, and their strength and location within 3 rounds (though a Spellcraft check is needed to identify the school of magic).

Unless stated otherwise, feats such as metamagic feats that specifically affect spells do not affect scripts, and feats such as metascript feats that specifically affect scripts do not affect spells.

Multiple Effects: Scripts or runic effects usually work as described no matter how many other scripts, runic effects, spells, or magical effects happen to be operating in the same area or on the same recipient. Except in special cases, a script does not affect the way another script or spell operates.

Whenever a script has a specific effect on other powers or spells, the script description explains the effect (and vice versa for spells that affect powers). Several other general rules apply when scripts, spells, magical effects, or runic effects operate in the same place.

Stacking Effects: Scripts that provide bonuses or penalties on attack rolls, damage rolls, saving throws, and other attributes usually do not stack with themselves. More generally, two bonuses of the same type don't stack even if they come from different scripts, or one from a script and one from a spell. You use whichever bonus gives you the better result.

Different Bonus Types: The bonuses or penalties from two different scripts, or a script and a spell, stack if the effects are of different types. Untyped bonuses from any source (both script and spell) stack with each other.

Same Effect More than Once in Different Strengths: In cases when two or more identical scripts or spells are operating in the same area, but at different strengths, only the best one applies. For example, a character under the influence of both *stoneskin* and *diamond skin** benefits only from the stronger power. If one script or spell is negated or its duration runs out, the other script or spell takes over (assuming its duration has not yet expired).

Same Effect with Differing Results: The same script or spell can sometimes produce varying effects if applied to the same recipient more than once. The last effect in a series trumps the others. None of the previous scripts or powers are actually removed or dispelled, but their effects become irrelevant while the final script or power in the series lasts.

Multiple Mental Control Effects: Sometimes runic or magical effects that establish mental control render one another irrelevant (typically, compulsion spells and some thought scripts). Mental controls that don't remove the recipient's ability to act usually do not interfere with one another, though one may modify another. If a creature is under the control of two or more creatures, it tends to obey each to the best of its ability, and to the extent of the control each effect allows. If the controlled creature receives conflicting orders simultaneously, the

competing controllers must make opposed Charisma checks to determine which one the creature obeys.

Scripts and Spells with Opposite Effects: Scripts and spells with opposite effects apply normally, with all bonuses, penalties, or changes accruing in the order that they apply. Some scripts and spells negate or counter each other. This is a special effect that is noted in a script's or spell's description.

Instantaneous Effects: Two or more magical or runic effects with instantaneous durations work cumulatively when they affect the same object, place, or creature.

Runic Designs vs. Schools of Magic

Special abilities, items, and effects that provide resistances or bonuses to a school of magic also provide resistances to runic designs (or a subdesign, in some cases).

Each design and subdesign within the rune magic system can be equated to one or more schools of magic, as shown in the list below. If a subschool is given an equivalent school, that takes precedence over the school that is matched to its parent design (for example, scripts of the thought subdesign are considered only enchantments, not both divinations and enchantments). A creature that resists or is immune to a design's equivalent school of magic is also resistant or immune to any scripts of that design.

- Alteration scripts are treated as transmutation spells.
- Creation scripts are treated as conjuration spells.
- Destruction scripts are treated as necromancy spells.
- Invocation scripts are treated as evocation spells.
- Manipulation scripts vary based on subdesign. Time and gravity scripts are considered transmutations. Conviction scripts are considered evocations. Teleportation scripts are considered conjurations.
- Revelation scripts are considered divination spells, except for those scripts of the thought subdesign, which are instead considered enchantments.

    Illusion spells do not have an equivalent runic design.

Improved Counterspell/Counterscript: Normally, the only way for spellcasters and scribes to counter each other's magic is with *dispel magic* or *negation**. However, the feats Improved Counterspell and Improved Counterscript* allow both spellcasters and scribes to counter each others magic by using a spell or script of at least one level higher than the spell or script they wish to counter by using spells or scripts with equivalent designs and schools, as shown above.

For example, a spellcaster with the Improved Counterspell feat can use any necromancy spell of 4th-level or higher to counter *decaying ray* (a 3rd-level destruction script), while a scribe with Improved Counterscript* could use any 4th-level or higher invocation script to counter a wizard's *fireball* (a 3rd-level evocation spell).

SCRIPT LIST

The following section lists and describes the runic scripts of *Path of Iron*.

Order of Presentation: This list presents scripts in alphabetical order by name, except for scripts whose name begins with "lesser", "greater", or "mass", in which case it is alphabetized by the second word of the spell name. Each level of script is divided by design so that archivists can more easily determine which scripts belong to their studied design.

Hit Dice: The term "Hit Dice" is used synonymously with "character levels" for effects that affect a specific number of Hit Dice worth of creatures.

Caster Level: A script's power often depends on caster level, which is defined as the scribe's class level for the purpose of casting a particular script. The word "level" in the short script descriptions that follow always refer to caster level.

ARCHIVIST SCRIPTS

0-Level Archivist Scripts (Fundamentals)

Alteration
    Fortify: Subjects gain a small bonus on saving throws.
    Minor Alteration: Create minor changes to an object or creature.

Creation
    Repair: Make minor repairs on an object.
    Staunch: Target gains 1 temporary hit point, stabilizes if dying.

Destruction
    Pain: Strike a target for 1d4 slashing damage.
    Weakness: Ranged attack causes target to be fatigued.

Invocation
    Invoke Elements: Create minor elemental effects.
    Sunspark: Object shines with light.

Manipulation
    Lift: Lift up to 5 pounds from a distance.
    Move Portal: Opens or closes light objects

Revelation
    Decipher: Deciphers arcane writing from scrolls and spellbooks.
    Seek Magic: Detects all magical effects and items within 60 ft.

1st–Level Archivist Scripts

Alteration
Empower: Allies gain a +1 bonus to a single type of check.
Hinder: Ray causes target to take a 1d6+1 penalty to Strength or Dexterity.

Creation
Aegis: Subject gains +2 armor bonus, blocks *striking*.
Recover: Cure 1d4 damage +1/level (max +5).

Destruction
Drain: Negative energy deals 1d4 + 1/level in a 5-ft burst.
Pulse: Sonic pulse deals 1d8/2 levels (max 5d8) and may temporarily deafen target.

Invocation
Tangled Roots: Vines and roots entangle foes.
Winter's Bite: 1d4/level cold damage (max 5d4).

Manipulation
Slow Fall: Objects and creatures fall slowly.
Speed: Target's movement speed increases by 10 ft.

Revelation
Comprehension: You understand all spoken and written languages.
Disorient: Living creature of 4 HD or less loses its next action.

2nd–Level Archivist Scripts

Alteration
Enhance Movement: Target gains a swim speed or climb speed of 30 ft.
Sharpness: Weapons gain magical enhancements.

Creation
Armament: Create a temporary weapon or shield.
Reconstruct: Repairs an object.

Destruction
Breaking: Destructive energies break objects.
Striking: Missiles of force strike unerringly for 1d4+1 damage.

Invocation
Call of the Hunt: Ghostly manifestations of wolves help you hunt and fight.
Nature's Embrace: Target better resists heat and cold, can ignore 10 points of energy per attack of a specified energy type.

Manipulation
Slide: You rapidly teleport a short distance, but the movement is inaccurate.
Ward of Conviction: +2 to AC and saves, plus additional protection against selected alignment.

Revelation
Course of Action: Determine a creature's next course of action.
Second Sight: See at a distance for a short time.

3rd–Level Archivist Scripts

Alteration
Alter Form, Lesser: As *alter form*, but with weaker benefits.
Enhance Physique: Target gains +4 bonus to a single physical ability score.

Creation
Conjuring, Lesser: As *conjuring*, but with weaker creatures.
Shimmer: Glowing dust blinds and outlines creatures.

Destruction
Decaying Ray: Ranged touch attack deals 4d4 negative energy damage, +1 ray/four levels (max 3).
Negation: Cancels one magical script, spell, or effect.

Invocation
Sun and Moon: 40-ft radius of light or darkness.
Tremor: Ground shakes in 30 ft. cone, dealing 1d8/2 levels damage and tripping creatures (max 5d8).

Manipulation
Float: Subject flies at speed of 30 feet.
Shift: You randomly shift between dimensions.

Revelation
Enhance Mind: Target gains +4 bonus to a single mental ability score.
Hypnotize: Fascinates 2d4 HD of creatures.

4th–Level Archivist Scripts

Alteration
Cripple: Inflict crippling penalties to a target.
Protection: Armor or shield gains +1 enhancement per four levels.

Creation
Cleansing: Multiple creatures are cleansed of a specified ailment.
Create: Create a single object out of simple materials.

Destruction

Life Drain: Ranged touch attack deals 1d6 damage per to levels, grants caster temporary hit points.

Miasma: Vapory mist inflicts penalties on creatures in area.

Invocation

Dawn's Fury: 1d6 damage per level, 10-ft.-radius.

Primordial Ward: Elemental forces shape into a wall that protects you.

Manipulation

Alter Flow: Speed up or slow the flow of time around subjects, granting +1 or -1 to AC and Reflex.

Jaunt: Teleports you a short distance.

Revelation

Falsify Senses: Subjects perceive things incorrectly.

Sight Beyond Sight: Spies on subject from a distance.

5th–Level Archivist Scripts

Alteration

Diamond Skin: Subject receives DR 10/adamantine.

Unhindered: Subject moves normally despite impediments to movement.

Creation

Barrier: Barrier of force cannot be damaged.

Disenchant: Frees subjects from enchantments, transmutations, and curses.

Destruction

Pulverize: Object or creature takes 1d6/level damage, breaking object and penalizing creatures.

Wither: Field of negative energy deals 1d6 damage each round, sickens creatures.

Invocation

Poison Thorns: Growth of vines and nettles slows movement, poisons those in the area.

Stormcall: Lightning storm deals 10d6 damage to creatures in area, wind and rain hamper vision.

Manipulation

Destroy Conviction: Blast of cosmic energy deals damage to creatures of specified alignment.

Gravity Well: Amplified gravity burdens creatures, causes flying creatures to fall.

Revelation

Control Emotions: Alter subject's emotions.

Twisting Futures: Gain limited foresight, letting you reroll a single d20 within a certain time frame.

6th–Level Archivist Scripts

Alteration

Adaptation: Subject automatically adapts to hostile environments.

Alter Form: Change your physical being.

Creation

Conjuring: Create replicas of extraplanar creatures to fight for you.

Revitalize: Multiple creatures are cured of 1d8+1/level hit points (max +15).

Destruction

Chain Blast: 1 dart/2 levels deals 1d4+1 damage, chains to other targets

Negation, Greater: As *negation*, but with more targets and stronger effects.

Invocation

Call of the Wild: Ghostly manifestations of powerful animals fight alongside you.

Elemental Mantle: Target gains multiple benefits based on a specified element.

Manipulation

Shape Gravity: Alter gravity to move objects, attack creatures, or hurl objects and creatures.

Slipstream: You and allies slip between dimensions to travel fast.

Revelation

See the Unwritten: See things as they really are.

Weaken Willpower: Targets take penalty on Will saving throws.

7th–Level Archivist Scripts

Alteration

Enhance Physique, Mass: As *enhance physique*, but targeting multiple creatures.

Expose Weakness: Target's defenses are impaired.

Creation

Barricade: Conjure a wall of solid iron that is tough to destroy.

Revivify: Cures 5d8 damage + 1/level and restores life to recently slain creatures.

Destruction

Dust to Dust: Reduce a creature or object to dust.

Negation Field: Destructive aura negates all magic within 10 ft.

Invocation
Corrosive Spores: Cloud of toxic plant spores deal 2d6 acid damage.
Split the Sky: Changes weather in a local area.

Manipulation
Banish: Send 2 HD/level of extraplanar creature back to their home planes.
Dimensional Shift: Multiple creatures travel to another plane.

Revelation
Enhance Mind, Mass: As *enhance mind*, but affecting multiple targets.
Persuasion: Compel creatures to follow a course of action.

8th–Level Archivist Scripts

Alteration
Alter Form, Greater: Like *alter form*, but with more powerful benefits.
Reforge: Change the physical and magical properties of weapons and armor.

Creation
Bastion: Barrier protects creatures, prevents entry from outsiders.
Rejuvenation: Heals for 10 hit points/level, cleanses target of ailments.

Destruction
Cacophony: Blast of sonic energy deals 1d8/2 levels, deafens and stuns targets.
Decrepify: Wave of negative energy causes creatures to be exhausted.

Invocation
Grasping Earth: Ground beneath targets' feet pulls and traps them.
Primal Vigor: Glowing aura surrounds a target, granting it bestial aspects.

Manipulation
Direct Gravity: Change the direction of gravity, causing creatures to fall in a specified direction.
Out of Time: Push creature out of the flow of time for a short while.

Revelation
Mystic Sight: See and identify ongoing magical effects on creatures and objects.
Overwhelm: Creatures have their senses overwhelmed, staggering them or worse.

9th–Level Archivist Scripts

Alteration
Debilitate: Severely weaken a single creature.
Unstoppable: Targets become faster and stronger.

Creation
Conjuring, Greater: As *conjuring*, but with more powerful creatures.
Sixfold Veil: Barrier prevents passage.

Destruction
Devastation: Crushing force deals damage in a constantly increasing area, knocks prone.
Obliteration: Ravage creatures for 10 damage/level each round.

Invocation
Disaster: Call forth a natural disaster.
Elements Incarnate: Give shape to primal energies in the form of an elemental.

Manipulation
Restore Balance: Harms creatures based on their alignment, banishes outsiders.
Temporal Distortion: Stop the flow of time around you.

Revelation
Enigma: Creature becomes an enigma to outside divinations and mental effect.
Prescience: Subject gains a +1 bonus/2 levels to a single d20 check.

SCRIPT DESCRIPTIONS

ADAPTATION

Design alteration; **Level** 6
Casting Time 1 standard action
Range personal
Target you
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** no

Your grant yourself the ability to adapt to any environment, even those that are outright dangerous. You can adapt to underwater, extremely hot, extremely cold, or airless environments, allowing you to survive as if you were a creature native to that environment. You can breathe and move (though penalties to movement and attacks remain), and you take no damage simply from being in that environment. You need not specify an environment when using this script; your body will instantly adapt to any hostile environment as needed throughout the duration.

Overload: For every runic charge overloaded into this script, you can target an additional creature. The creatures must be within 10 feet of you to be targeted with this script, but can then move away from you once the casting is complete. In addition, certain runic charge designs grant additional benefits to each targeted creature, based on the type of charge used:

- *Creation*: You become warded against extreme environmental features such as acid, lava, fire, and electricity. Any environmental feature that normally directly deals 1 or more dice of damage per round deals you only half the usual amount of damage.
- *Invocation*: You can easily adapt to uneven terrain or thick underbrush. You may move through any sort of undergrowth (such as natural thorns, briers, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. Thorns, briers, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.
- *Revelation*: You adapt to lower lighting conditions, granting you low-light vision and darkvision 60 feet.

AEGIS

Design creation [force]; **Level** 1
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 hour/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** no

An invisible but tangible field of force surrounds the subject of an *aegis* script, providing a +2 armor bonus to AC. The *aegis* also negates *magic missile* and *striking* attacks directed at the target.

Unlike mundane armor, *aegis* entails no armor check penalty, arcane spell failure chance, or speed reduction. Since *aegis* is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Overload: For each runic charge overloaded into this script, the armor bonus to AC increases by +1.

ALTER FLOW

Design manipulation (time); **Level** 4
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target up to three creatures, no two of which can be more than 30 ft. apart
Duration 1 round/level (D)
Saving Throw Fortitude negates (see text); **Spell Resistance** yes (see text)

You alter the flow of time around creatures, hastening their movement or slowing them down. When you cast *alter flow*, you must choose whether to make each target quickened or slowed. You can choose to quicken some of the targets and slow others. Depending on your choice, this has different effects on the creature:

Quickened: When making a full attack action, a quickened creature may make one extra attack with one natural or manufactured weapon. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. (This effect is not cumulative with similar effects, such as that provided by a *speed* weapon, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.) The creature gains a +1 dodge bonus to AC and Reflex saves. Any condition that makes the creature lose its Dexterity bonus to Armor Class (if any) also makes it lose dodge bonuses. All of the creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed.

Slowed: An affected creature moves and attacks at a drastically slowed rate. The creature is staggered and can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a -1 penalty to AC and Reflex saves. The creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.

Multiple *alter flow* spells do not stack. Using *alter flow* to quicken a creature is considered a harmless effect

when accounting for the spell's saving throw and spell resistance.

Overload: For every runic charge overloaded into *alter flow*, you can target two additional creatures. In addition, for every manipulation runic charge used, the bonuses and penalties granted to AC and Reflex saves increases by 1.

ALTER FORM

Design alteration; **Level** 6
Casting Time 1 standard action
Range personal
Target you
Duration 1 min./level (D)

You change your physical being, taking on aspects of other creatures without changing your actual being. This provides two separate benefits, as shown below: enhancements, and abilities.

First, you gain an enhancement to apply to your physical being. Choose one of the following enhancements:
- +4 size bonus to Strength.
- +4 size bonus to Dexterity.
- +4 size bonus to Constitution.
- Any two enhancements from *lesser alter form*. You cannot choose the same enhancement twice.

In addition to choosing one of the above enhancements, you gain two of the following abilities of your choice. You cannot choose the same ability twice:
- A fly speed of 30 feet (good maneuverability).
- A climb speed of 60 feet.
- A swim speed of 60 feet.
- A burrow speed of 30 feet.
- +4 natural armor bonus.
- Any two abilities from *lesser alter form*. You cannot choose the same ability twice.

Overload: For every runic charge overloaded into this script, you can choose from different abilities, based on the runic charge used:
- *Alteration*: Damage Reduction 5/adamantine.
- *Creation*: Fast healing 5.
- *Destruction*: Natural attacks you have gain the benefit of the Improved Critical feat, even if you don't meet the prerequisites.
- *Invocation*: Energy resistance 20 to your choice of either acid, cold, electricity, or fire damage.
- *Manipulation*: Increase base land speed by 30 feet.
- *Revelation*: Blindsense 30 feet.

In addition, for every two runic charges overloaded into this script, you gain an additional ability (not an enhancement).

ALTER FORM, GREATER

Design alteration; **Level** 8

This script functions like *alter form*, except with more powerful benefits. This provides two separate benefits, as shown below: enhancements, and abilities.

First, you gain enhancements to apply to your physical being. Choose any two of the following enhancements:
- +6 size bonus to Strength.
- +6 size bonus to Dexterity.
- +6 size bonus to Constitution.
- Any two enhancements from *alter form*. You cannot choose the same enhancement twice.

In addition to choosing one of the above enhancements, you gain three of the following abilities of your choice. You cannot choose the same ability twice:
- Rend (2d8 damage).
- A fly speed of 60 feet (good maneuverability).
- A climb speed of 90 feet.
- A swim speed of 90 feet.
- A burrow speed of 60 feet.
- +6 natural armor bonus.
- Any two abilities from *alter form*. You cannot choose the same ability twice.

Overload: For every runic charge overloaded into this script, you can choose from different abilities, based on the runic charge used:
- *Alteration*: Damage Reduction 5/—
- *Creation*: Regeneration 5
- *Destruction*: Natural attacks you use are toxic, dealing 2d6 acid damage on a hit.
- *Invocation*: Energy immunity to your choice of either acid, cold, electricity, or fire damage.
- *Manipulation*: Increase base land speed by 30 feet.
- *Revelation*: See in darkness universal monster ability.

In addition, for every two runic charges overloaded into this script, you gain an additional ability (not an enhancement).

ALTER FORM, LESSER

Design alteration; **Level** 3

This script functions like *alter form*, except the benefits aren't as powerful. This provides two separate benefits, as shown below: enhancements, and abilities.

First, you gain an enhancement to apply to your physical being. Choose one of the following enhancements:
- +2 size bonus to Strength.
- +2 size bonus to Dexterity.
- Increase you size by one size category (+2 size bonus to Strength, -2 size penalty to Dexterity, appropriate size modifiers to AC, CMB, attack rolls, etc). This effect does not stack with other effects that increase your size.
- Decrease your size by one size category (+2 size bonus to Dexterity, -2 size penalty to Strength,

appropriate size modifiers to AC, CMB, attack rolls, etc). This effect does not stack with other effects that decrease your size.

In addition to choosing one of the above enhancements, you gain two of the following abilities of your choice. You cannot choose the same ability twice:

- A pair of claw attacks that each deals 1d6 points of damage if Medium (1d4 if Small).
- A bite attack that deals 1d8 points of damage if Medium (1d6 if Small).
- A climb speed of 30 feet.
- A swim speed of 30 feet.
- The scent universal monster ability.
- +2 natural armor bonus.

Overload: For every runic charge overloaded into this script, you can choose from different abilities, based on the runic charge used:

- *Alteration*: Damage Reduction 5/magic.
- *Creation*: 20 temporary hit points.
- *Destruction*: Natural attacks deal damage as if one size category bigger.
- *Invocation*: Energy resistance 10 to your choice of either acid, cold, electricity, or fire damage.
- *Manipulation*: Increase base land speed by 20 feet.
- *Revelation*: Darkvision 60 feet and low-light vision.

In addition, for every two runic charges overloaded into this script, you gain an additional ability (not an enhancement).

ARMAMENT

Design creation (generation); **Level** 2
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Effect one weapon or shield
Duration 10 min./level (D)
Saving Throw none; **Spell Resistance** no

You generate a weapon or shield to your specifications, which appears in an open space within range. The weapon or shield must be appropriately sized for you. The piece of equipment is normal in every way, with no special material or magical properties, and is not masterwork (though it can be targeted by effects that enhance weapons or shields, such as *sharpness* or *magic vestment*). You may, at your choice, have the weapon or shield appear in the hands of a willing creature within range of the spell (including yourself). You are considered proficient with any weapon or shield created with *armament*, but other creatures you give the weapons and shields must have proficiency to use them as normal. Once the duration expires, the weapons and shields crumble away into a fine but worthless powder.

You must have seen the type of weapon or shield you wish to create at least once, or be familiar with its design.

Overload: For every runic charge overloaded into

this script, you generate an additional weapon or shield. If you overload at least two creation runic charges into this script, the created equipment becomes masterwork.

BANISH

Design manipulation (teleportation); **Level** 7
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target one or more extraplanar creatures, no two of which can be more than 30 ft. apart
Duration instantaneous
Saving Throw Will negates; **Spell Resistance** yes

This script forces extraplanar creatures back to their proper planes if they fail a Will save. If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own. As many as 2 Hit Dice of creatures per caster level can be banished.

Overload: For each runic charge overloaded into this script, the DC increases by +1, and you can affect an additional 4 HD of creatures.

BARRICADE

Design creation (generation); **Level** 7
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Effect iron wall whose area is up to one 5-ft. square/ level; see text
Duration instantaneous
Saving Throw none; **Spell Resistance** no

You cause a flat, vertical iron wall to spring into being. The wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane, though you can shape its edges to fit the available space.

A *barricade* is 1 inch thick per four caster levels. Each 5-foot square of the wall has 30 hit points per inch of thickness and hardness 10. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 25 + 2 per inch of thickness.

Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena. Iron created by this spell is not suitable for use in the creation of other objects and cannot be sold.

Overload: For every runic charge overloaded into this spell, you treat your caster level as +2 higher to determine the area of the wall. For every creation runic charge used, the wall gains an additional inch of thickness.

BARRIER

Design creation [force]; **Level** 5

Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Effect wall whose area is up to one 10-ft. square/level
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

A *barrier* creates an invisible wall of pure force. The wall cannot move and is not easily destroyed. A *barrier* is immune to *dispel magic* and *negation*, although a *mage's disjunction* can still dispel it. A *barrier* can be damaged by spells and scripts as normal, except for *disintegrate* or *dust to dust*, which automatically destroys it. It can be damaged by weapons and supernatural abilities, but a *barrier* has hardness 30 and a number of hit points equal to 20 per caster level. Contact with a *sphere of annihilation* or *rod of cancellation* instantly destroys a *barrier*.

Breath weapons and spells cannot pass through the wall in either direction, although *dimension door, jaunt*, and similar effects can bypass the barrier. It blocks ethereal creatures as well as material ones (though ethereal creatures can usually circumvent the wall by going around it, through material floors and ceilings). Gaze attacks can operate through a *barrier*.

The caster can form the wall into a flat, vertical plane whose area is up to one 10-foot square per level. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature, the spell fails.

Overload: For every runic charge overloaded into this script, you treat your caster level as +1 higher to determine the wall's area.

BASTION

Design creation (healing); **Level** 8
Casting Time 1 standard action
Range 20 ft.
Area 20-ft.-radius sphere, centered on you
Duration 1 min./level (D)
Saving Throw Will partial; **Spell Resistance** no

Bastion creates an immobile sphere of protective energies that shields allies within its area. This has several effects.

First, the sphere blocks any attempt to project something through it, including weapon attacks, gaze attacks, breath attacks, and spells. It blocks line of effect, but does not block line of sight.

Second, a creature that tries to enter into the area of the *bastion* must succeed at a Will save to do so; otherwise, it is unable to enter the area for the duration of *bastion*. Creatures that succeed on their saving throw do not have to save again should they leave the area of the *bastion* and want to re-enter.

Third, allies within the *bastion* gain fast healing 1 so long as they remain inside the area.

The area is a full sphere that extends through surfaces, so creatures cannot circumvent it by burrowing through the ground or turning incorporeal and moving under it. Teleportation into the area, however, is still possible.

A *bastion* spell cannot be dispelled or negated, nor can an *antimagic field* or *negation field* stop it. However, *mage's disjunction* or a *rod of cancellation* can destroy a *bastion*.

Overload: For every runic charge overloaded into this script, the save DC increases by +1. In addition, the *bastion* gains additional effects when certain charge designs are used:

- *Alteration*: Allies in the area receive DR 5/adamantine so long as they remain in the area.
- *Creation*: The fast healing increases by 1. This effect stacks.
- *Invocation*: All energy damage dealt inside the *bastion* is reduced by 10. This effect stacks.
- *Manipulation*: Creatures can no longer teleport into the area of the *bastion*, as if it were under the effect of a *dimensional lock* spell. Teleportation effects cast while already inside of the *bastion* are not hindered.

BREAK

Design destruction; **Level** 2
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target one object weighing no more than 5 lbs. per caster level
Duration instantaneous
Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

You cause an object to shatter to pieces. You can use this script against a single solid non-magical object, regardless of composition, weighing up to 5 pounds per caster level. The object targeted by *break* is immediately destroyed. An unattended item gets no saving throw, but an attended item can negate the effects with a successful Fortitude saving throw.

Overload: For every runic charge overloaded into this script, you can target an additional object. The additional targets must be within 10 feet of the original target. If you overload four destruction charges into this script, instead of targeting multiple mundane objects, you can target a single magic item. The item gets a Fortitude saving throw to negate the effect (whether attended or not) and is destroyed on a failed saving throw. This cannot target artifacts or similarly unique items.

CACOPHONY

Design destruction [sonic]; **Level** 8
Casting Time 1 standard action
Range 30 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw Fortitude partial or Reflex negates (object), see text; **Spell Resistance** yes (object)

You create a blast of harmful sonic energy that deafens and damages creatures in its path. Any creature within the area is deafened for 1d6 rounds and takes 1d6 points of sonic damage per two caster levels (max 10d6). A successful Fortitude save negates the deafness and reduces the damage by half. Against exposed brittle or crystalline objects or crystalline creatures, it deals double its normal damage (up to 20d6). A creature holding vulnerable objects can attempt a Reflex save to negate the damage to those objects.

Cacophony cannot penetrate an area of silence.

Overload: For each runic charge overloaded into this script, the range increases by 10 feet, to a maximum of a 60-foot cone. If you overload at least two runic charges, creatures that fail their saving throw are stunned for 1 round and deafened for 4d6 rounds. If you overload four runic charges, creatures that fail their saving throws are deafened permanently (instead of 4d6 rounds) and those that successfully save are deafened for 2d6 rounds.

CALL OF THE HUNT

Design invocation (manifestation); **Level** 2
Casting Time 1 round
Range close (25 ft. + 5 ft./2 levels)
Effect one or more spectral animals
Duration 10 min./level and 1 round/level (D); see text
Saving Throw none; **Spell Resistance** no
You invoke an aspect of natural predators to help you track and take down prey. Once the script is cast, a single ghostly apparition appears within range, taking on the form of a translucent wolf, eagle, or squid (if underwater). You choose which form the apparition takes. This apparition has the same statistics as the actual animal it appears as.

It appears where you designate and acts immediately, on your turn. If you are not currently engaged with an opponent, the animal stays with you for 10 minutes per caster level. During this time, you and the animal receive a +2 bonus on Survival checks to track prey.

If during this time you are attacked or attack an opponent, or you cast this script while already in combat, the script's duration is reduced to 1 round per level, and the animal fights with you. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

Overload: For every runic charge overloaded into this script, you manifest an additional animal of the same type. Each animal increases the bonus on Survival checks by +2.

CALL OF THE WILD

Design invocation (manifestation); **Level** 6
This script functions as *call of the hunt*, except you manifest more powerful creatures. When you cast this script, choose one of the following animals: dire ape, dire boar, dire wolf, giant wasp, grizzly bear, or lion. If underwater, you can choose a young orca (dolphin). You manifest 1d3 of the chosen animal type. Each animal manifested grants a stacking +2 bonus on Survival checks to track prey.

Overload: For each runic charge overloaded into this script, you manifest another animal of the same type.

CHAIN BLAST

Design destruction [force]; **Level** 6
Casting Time 1 standard action
Range long (400 ft. + 40 ft./level)
Targets one primary target, plus one secondary target/2 levels (each of which must be within 30 ft. of the primary target)
Duration instantaneous
Saving Throw none; **Spell Resistance** yes
Missiles of magical energy dart from your fingertips to unerringly strike a target. Unlike *striking* or *magic missile*, *chain blast* strikes one creature initially, then ricochets off to strike additional targets.

The script creates darts of force energy that strike their targets unerringly, as a *striking* script. You make one dart per two caster levels (max 10). Each dart deals 1d4+1 force damage to the primary target.

After a dart has struck the primary target, it then ricochets to other nearby targets within 30 feet of the primary target. Each dart can strike one additional creature per two caster levels (max 10). A creature cannot be struck by a single dart more than once, but multiple darts can strike a single creature. You do not have to strike the same targets with each dart (except for the primary target at which all darts are initially fired).

You can choose to affect less secondary targets than the maximum. Any effect that negates *magic missiles* or *striking* effects also protects against a *chain blast*. If the primary target has an effect that would negate this script, it deals no damage to it, but the darts still can ricochet to secondary targets. This script does no damage to objects.

Overload: For each runic charge overloaded into this script, you create an additional dart of force and can strike an additional secondary target.

CLEANSING

Design creation (healing); **Level** 4
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target one creature/level, no two of which can be more than 30 ft. apart
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You cleanse multiple creatures of an affliction. Each creature is cured of 1d4 points of ability damage dealt to one of its ability scores (all targets must have the same ability score healed). You also cure one of the following conditions: bleeding, confused, dazzled, fatigued, or sickened. All targets of the script are immediately cured of that condition.

This script cannot restore permanent ability drain.

Overload: If you overload at least one runic charge, add blinded and deafened to the list of choices. If you overload at least two runic charges, you also add exhaustion and nausea to the list. For every runic charge over two that you overload into this script, you cleanse all targets of an additional condition.

Design revelation; **Level** 1
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 10 min./level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

A creature that gains *comprehension* understands the spoken words of creatures and can read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables the target to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the script reveals that it is magical. This script can be foiled by certain warding magic (such as the *secret page* and *illusory script* spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

Overload: For every runic charge overloaded into this script, you may target an additional creature. No two targets can be further than 30 feet apart at the time of casting. If you overload at least two revelation runic charges into this script, all targets also gain the benefit of a *decipher* script for the duration of *comprehension*.

CONJURING

Design creation (summoning) [see text]; **Level** 6
Casting Time 1 round
Range close (25 ft. + 5 ft./2 level
Effect one summoned creature
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

This script creates an exact replica of an extraplanar creature to fight for you. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can

communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

The script replicates one of the following creatures: babau demon, bearded devil, bralani azata, or vulpinal agathion. You choose which kind of outsider to summon, and you can choose a different one each time you cast the script.

A conjured creature cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be conjured into an environment that cannot support them. Creatures conjured using this script cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as *wish*).

When you use *conjuring* to create a creature with an alignment subtype, it is a script of that type.

Overload: For every runic charge overloaded into this script, the conjured creature gains additional benefits, based on the design of the charge used. Multiple charges of the same type do not stack:

- *Alteration*: +4 bonus to natural armor
- *Creation*: Fast healing 5
- *Destruction*: +2 bonus to attack and damage rolls
- *Invocation*: Energy resistance 20 to your choice of either acid, cold, electricity, or fire damage.
- *Manipulation*: Weapons count as one alignment type (good, evil, chaotic, or lawful) for bypassing damage reduction. This alignment cannot be opposite of the creature's alignment.
- *Revelation*: Blindsense 30 feet.

You can also choose any benefits based on runic charge type from *lesser conjuring*.

CONJURING, GREATER

Design creation (summoning) [see text]; **Level** 9

This script functions as *conjuring*, except it replicates more powerful creatures.

The script replicates one of the following creatures: coloxus demon, interlocutor kyton, leonal agathion, or monadic deva angel. You choose which kind of outsider to summon, and you can choose a different one each time you cast the script.

Overload: For every runic charge overloaded into this script, the conjured creature gains additional benefits, based on the design of the charge used. Multiple charges of the same type do not stack:

- *Alteration*: +6 bonus to natural armor
- *Creation*: Regeneration 10
- *Destruction*: +4 bonus to attack and damage rolls
- *Invocation*: Energy immunity to your choice of either acid, cold, electricity, or fire damage.
- *Manipulation*: Increase all forms of the creature's movement by 30 feet.

- *Revelation*: Blindsight 30 feet and the see in darkness universal monster ability

You can also choose any benefits based on runic charge type from *lesser conjuring* or *conjuring*.

CONJURING, LESSER

Design creation (summoning) [see text]; **Level** 3

This script functions as *conjuring*, except it replicates weaker creatures.

The script replicates one of the following creatures: augur kyton, dretch demon, harbinger archon, or silvanshee agathion. You choose which kind of outsider to summon, and you can choose a different one each time you cast the script.

Overload: For every runic charge overloaded into this script, the conjured creature gains additional benefits, based on the design of the charge used. Multiple charges of the same type do not stack:
- *Alteration*: +2 bonus to natural armor
- *Creation*: 15 temporary hit points
- *Destruction*: +2 bonus to damage rolls
- *Invocation*: Energy resistance 10 to your choice of either acid, cold, electricity, or fire damage.
- *Manipulation*: Increase the target's alignment-based damage reduction by 5.
- *Revelation*: Immunity to blindness and deafness.

CONTROL EMOTIONS

Design revelation (thought) [emotion, mind-affecting]; **Level** 5

Casting Time 1 standard action

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

Target Up to four creatures, no two of which can be more than 30 ft. apart

Duration 1 min./level or 1 round/level (D); see text

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

You manipulate the emotional state of several creatures. Each target has its emotions changed in one of the following ways. You can apply a different emotional state to each target:
- *Calm* — The target is calmed. You have no control over the target, but this can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the effect on all calmed creatures. This effect automatically suppresses (but does not dispel) any morale bonuses granted by spells such as *bless*, *rage*, or another *control emotions* script, and also negates a bard's ability to inspire courage or a barbarian's rage ability. It also suppresses any fear effects and removes the confused condition from all targets. While the script lasts, a suppressed spell,

script, condition, or effect has no effect. When the calming effect ends, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime. This version of the script lasts for only 1 round per caster level, rather than 1 minute per caster level.
- *Despair* — The creature is filled with great sadness. The affected target takes a -2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls.
- *Hope* — The creature is instilled with powerful hope. The target gains a +2 morale bonus on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls.

Overload: For every runic charge overloaded into this script, you can target an additional four creatures.

CORROSIVE SPORES

Design invocation (manifestation) [acid]; **Level** 7

Casting Time 1 standard action

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

Effect spores spread in 20-ft. radius, 20 ft. high

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

A cloud of acidic plant spores spreads out from the point you designate. The cloud obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

The spores are highly corrosive to the touch. Each round on your turn, starting when you cast this script, the spores deal 2d6 acid damage to each creature within it. The spores are also sticky; a creature or object that has taken damage from the fog and leaves the area still takes damage from the spores for 1d3 rounds.

The area filled with the *corrosive spores* is prone to combustion, due to the mixture of plant life and air. If exposed to an open flame at least the size of a torch, or if at least 10 points of fire damage are dealt with a single action within the area, the whole area ignites, exploding to deal 1d6 fire damage per two caster levels to all creatures in the area (max 10d6). Once ignited in this manner, the script ends.

A severe wind (31+ mph) disperses the *corrosive spores* in 1 round. This script does not function underwater.

Overload: For every runic charge overloaded into this spell, the radius and height of the area can be increased by 5 feet. The damage dealt by the spores also increases for each runic charge used, increasing to 2d8 at two charges, 3d8 at three charges, and 4d8 at four charges.

COURSE OF ACTION

Design revelation (thought) [language-dependent, mind-affecting]; **Level** 2
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round
Saving Throw Will negates; **Spell Resistance** yes

You control an opponent's thoughts to determine its next action. You may select from the following options.

- *Approach*: On its turn, the subject moves toward you as quickly and directly as possible for 1 round. The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.
- *Drop*: On its turn, the subject drops whatever it is holding. It can't pick up any dropped item until its next turn.
- *Fall*: On its turn, the subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties.
- *Flee*: On its turn, the subject moves away from you as quickly as possible for 1 round. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.
- *Halt*: The subject stands in place for 1 round. It may not take any actions but is not considered helpless.

If the subject can't carry out the specified course of action on its next turn, the script automatically fails.

Overload: For every runic charge overloaded into this script, you may target an additional creature. No two targets may be more than 30 feet apart. All targets must follow the same course of action. In addition, for every two revelation charges used, the DC increases by +1.

CREATE

Design creation (generation); **Level** 4
Casting Time 10 minutes
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Effect unattended, non-magical object of nonliving matter, up to 1 cu. ft./level
Duration 2 hours/level; see text
Saving Throw none; **Spell Resistance** no

You create a non-magical, unattended object of nonliving vegetable matter. The volume of the item created cannot exceed 1 cubic foot per caster level. You must succeed on an appropriate Craft skill check to make a complex item.

Overload: For every runic charge overloaded into this script, the size of the object increases by 1 cubic foot. In addition, for every creation rune used, you can use a better material, but the duration becomes shorter if you do. The new materials and durations are as follows:

- One charge: Stone, crystal, base metals (1 hr./level).
- Two charges: Precious metals (20 min./level).
- Three charges: Stone, crystal, base metals (1 hr./level).
- Four charges: Rare metals, including adamantine, silver, or mithral (1 round/level).

CRIPPLE

Design alteration; **Level** 4
Casting Time 1 standard action
Range short (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 min./level (D); see text
Saving Throw Fortitude negates; **Spell Resistance** yes

You significantly hinder a creature's physical capability. Choose one of the following:

- -6 penalty to either Strength, Dexterity, or Constitution (minimum 1).
- -4 penalty on attack rolls, saves, ability checks, and skill checks.
- The target's body becomes unresponsive; each turn, the target has a 50% change to act normally, otherwise, it takes no action.

Overload: When you overload this script, you gain different ways to hinder your target, based on the runic charges used:

- *Alteration*: The target's physical defense is weakened, lowering its damage reduction (if any) by 5.
- *Creation*: The target's body heals more slowly. Natural healing from rest is halved, and any healing applied to the target heals only half its normal hit points.
- *Destruction*: The target's body is less resistant to pain. Once per round when it takes damage, it also takes an additional 1d6 nonlethal damage.
- *Invocation*: The target is less resistant to energy attacks; all of its energy resistances lower by 10. This does not remove a creature's immunity to an energy type.
- *Manipulation*: The target becomes sluggish. All of its forms of movement are reduced by half.
- *Revelation*: -6 penalty to either Intelligence, Wisdom, or Charisma (minimum 1).

You may still only apply one effect to the target, regardless of the number of runic charges used. In addition, for each runic charged used (of any type) the effect lasts for a longer time. One charge increases the duration to 10 minutes per level, two charges to 1 hour per level, three charges to 1 day per level, and four charges to permanent. A permanent *cripple* can only be removed by *break enchantment*, *disenchant*, *limited wish*, *miracle*, and *wish*.

DAWN'S FURY

Design invocation [fire]; **Level** 4
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Area 10-ft.-radius spread

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Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** yes

Dawn's fury generates a searing explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure.

You point your finger and determine the range (distance and height) at which *dawn's fury* is to burst. Fire erupts from that point in space with no attack roll needed. You must have line of effect to that location in order for *dawn's fury* to work.

The flames set fire to combustibles and damage objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze.

Overload: For every runic charge overloaded into this script, the radius increases by 10 feet. If at least two revelation runes are used, creatures that fail their Reflex saves are blinded for 1 round by the brilliant flames.

DEBILITATE

Design alteration; **Level** 9
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round/level
Saving Throw Fortitude partial; **Spell Resistance** no

The most powerful form of harmful alteration, a *debilitate* spell greatly reduces a target's abilities. When cast, you choose to apply up to three of the following effects to the target:

- -4 penalty to Armor Class
- -4 penalty on attack rolls and damage rolls
- -4 penalty to all saving throws
- -4 penalty to ability checks and skill checks.
- -4 penalty to spell resistance
- Reduce the DC of any spells or spell-like abilities cast by the target by -4.
- Reduce the DC of any extraordinary or supernatural abilities the target has by -4.
- Damage reduction (if any) is lowered by 10 (to a minimum of 0).
- All energy resistances (if any) are lowered by 10 (to a minimum of 0).
- Reduce all forms of movement the creature has by 30 feet (minimum 0).

You may not select the same effect twice. A successful Fortitude save reduces the duration to 1 round.

Overload: For every runic charge overloaded into this script, you can select an additional effect to apply to the target. For every two alteration runic charges used, you can double the penalty imposed by one effect.

DECAYING RAY

Design destruction; **Level** 3
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels).
Effect one of more rays
Duration instantaneous
Saving Throw Fortitude partial, see text; **Spell Resistance** yes

You blast your enemies with a necrotic ray of negative energy. You may fire one ray, plus one additional ray for every four levels beyond 5th (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and deals 4d6 points of negative energy damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

Overload: For every runic charge overloaded into this script, targets struck are sickened for 1 round (Fortitude negates). In addition, for every two runic charges used, you create an additional ray. You cannot fire more than three rays at an individual creature.

DECIPHER

Design revelation; **Level** 0
Casting Time 1 standard action
Range personal
Target you
Duration 10 min./level

You can decipher magical inscriptions on objects - books, scrolls, weapons, and the like - that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the script is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of *decipher*. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a *glyph of warding* with a DC 13 Spellcraft check, a *greater glyph of warding* with a DC 16 Spellcraft check, or any *symbol* spell with a Spellcraft check (DC 10 + spell level).

Overload: For every runic charge overloaded into this script, you can grant it effects to another creature. The creature must be within 30 feet of you at the time of casting *decipher*.

DECREPIFY

Design destruction; **Level** 8
Casting Time 1 standard action
Range 30 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

A blast of negative energy cause all living creatures in the script's area to become exhausted. This script has no

effect on a creature that is already exhausted.

Overload: For each runic charge overloaded into this script, the range increases by 10 feet. If you overload at least two runic charges, all targets are also sickened for 1 minute. If you overload at least four charges, they are also nauseated for 1 round. All of these overload effects function on creatures that are already exhausted (as opposed to the base effect of *decrepify*).

DESTROY CONVICTION

Design manipulation (conviction) [see text]; **Level** 5
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Area 20-ft.-radius spread
Duration instantaneous
Saving Throw Will partial; **Spell Resistance** yes

You unleash a wave of cosmic force, harming those that disrupt the balance of the world. When you cast *destroy conviction*, choose either chaos, evil, good, or law. Creatures of that alignment in the area take 1d8 damage per two caster levels (max 5d8), whereas outsiders of that alignment take 1d8 damage per caster level (max 10d8). Creatures that are of the opposite alignment than the one you chose take no damage; creatures that are neither one nor the other take half damage (for example, if you choose chaotic, you deal no damage to lawful creatures, and only half damage to creatures that are neither lawful nor chaotic). A Will save halves the damage taken.

When you choose an alignment, this script becomes a script of the opposite alignment (for example, if you choose evil, this script gains the good descriptor).

Overload: For each runic charge you overload into this script, the area increases by 5 feet. In addition, you can choose to apply a single negative effect to creatures that fail their saving throw, based on what runic charges you used:
- *Alteration*: Sickened for 1d4 rounds.
- *Destruction*: Fatigued. This has no effect on a creature already fatigued.
- *Manipulation*: Staggered for 1d4 rounds.
- *Revelation*: Dazed for 1 round.

DEVASTATION

Design destruction; **Level** 9
Casting Time 1 round
Range long (400 ft. + 40 ft./level)
Area 20-ft.-radius cylinder, 60 ft. high
Duration 3 rounds
Saving Throw Fortitude half (object), see text; **Spell Resistance** yes (object)

A *devastation* script pulverizes an area with crushing force. Each round on your turn (starting with the round you cast *devastation*), all creatures and objects in the area take 1d6 damage per three caster levels (max 8d6). This damage bypasses hardness and damage reduction. Creatures that fail their saving throws are knocked prone. A Fortitude save halves the damage and negates the prone effect. The ground within the area of *devastation* is also crushed, making the area difficult terrain. The difficult terrain lasts even when the script ends.

Every round after the first, the radius of *devastation* increases by 10 feet. *Devastation* has no effect on incorporeal creatures or creatures without a tangible form, such as a fire elemental.

Overload: For every two runic charges overloaded into this script, the duration increases by 1 round.

DIAMOND SKIN

Design alteration; **Level** 5
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 10 min./level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The targeted creature gains resistance to blows, cuts, stabs, and slashes. The subject gains DR 10/adamantine. It ignores the first 10 points of damage each time it takes damage from a weapon, though an adamantine weapon bypasses the reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 150 points), it is discharged.

Overload: For each runic charge overloaded into this script, you may target an additional creature. No two targets can be further than 30 feet apart. Once the spell has prevented 10 points of damage per caster level (maximum 150 points) for a subject, the spell's effects end for that subject.

DIMENSIONAL SHIFT

Design manipulation (teleportation); **Level** 7
Casting Time 1 standard action
Range touch
Target up to eight willing creatures joining hands
Duration instantaneous
Saving Throw Will negates, see text; **Spell Resistance** yes, see text

You move yourself and other willing creatures plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the *dimensional shift* at the same time. Precise accuracy as to a particular arrival location on the intended plane is difficult. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination. *Dimensional shift* transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back (including casting *dimensional shift* again).

Overload: For each runic charge overloaded into this script, the offset when you arrive is reduced by 1d%. If you overload four runic charges into this script, you can instead have it target one non-willing creature, shifting it to a plane of existence you specify. The target gets a Will save to negate this, and Spell Resistance applies.

DIRECT GRAVITY

Design manipulation (gravity); **Level** 8
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Area up to one 10-ft. cube/level (S)
Duration 1 round/level (D)
Saving Throw none, see text; **Spell Resistance** no
You change the direction of gravity within an area, causing creatures and objects to fall in a different direction than normal. You can use this in two ways: reversal, and redirect.

If you reverse gravity, unattached objects and creatures in the area fall upward and reach the top of the area in 1 round. If a solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

If you redirect gravity, you change its direction to function perpendicular to the ground in any direction. Unattached objects and creatures in the area fall sideways in the direction you specify and reach the end of the area in 1 round. If a solid object (such as a wall) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the end of the area without striking anything, it falls to the ground prone outside the area, after which it can move as normal. At the end of the spell duration, affected objects and creatures fall downward to the ground.

Provided it has something to hold onto, a creature caught in the area can attempt a Reflex save to secure itself when the spell strikes. Creatures who can fly or levitate can keep themselves from falling in any direction.

Overload: For every runic charge overloaded into this script, the area of the spell increases by an additional 10-ft. cube.

DISASTER

Design invocation [see text]; **Level** 9
Casting Time 1 standard action
Range long (400 ft. + 40 ft./level)
Effect whirlwind 10 ft. wide at base, 30 ft. wide at top, and 30 ft. tall

Duration 1 round/level (D)
Saving Throw see text; **Spell Resistance** yes
You invoke the wrath of nature to bring down a catastrophe in the form of a destructive tornado, imbued with elemental forces.

This spell creates a powerful tornado of raging wind that moves through the air, along the ground, or over water at a speed of 60 feet per round. You can concentrate on controlling the tornado's every movement or specify a simple program. Directing the tornado's movement or changing its programmed movement is a standard action for you. The tornado always moves during your turn. If the tornado exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds and then dissipates. (You can't regain control of the tornado, even if it comes back within range.).

All hearing-based Perception checks within 20 feet of the tornado fail automatically. Ranged attacks are impossible that pass within 20 feet of the tornado.

Large or smaller creatures who start their turn within 20 feet of the tornado must succeed on a Fortitude save or be dragged 1d4×5 feet toward the center of the tornado. A Huge or bigger creature must make a Fortitude save before moving or be unable to move further away from the tornado.

Any Large or smaller creature that comes in contact with the spell effect must succeed on a Reflex save or take 3d8 points of damage. A Medium or smaller creature that fails its first save must succeed on a second one or be picked up bodily by the cyclone and held suspended in its powerful winds, taking 1d8 points of damage each round on your turn with no save allowed. You may direct the cyclone to eject any carried creatures whenever you wish, depositing the hapless souls wherever the cyclone happens to be when they are released.

In addition the above effects, the tornado is imbued with a single form of elemental power, chosen from the list below:

• *Air*: The tornado appears dark like a thundercloud. Each round on your turn, up to three lightning bolts strike at creatures within 20 feet of the tornado, dealing 5d8 electricity damage and deafening the creature for 2d4 rounds. A Reflex save halves the damage and negates the deafening effect. Each lightning bolt must strike a different target. Creatures caught in the tornado take an additional 2d8 electricity damage (no save).

• *Earth*: The tornado whips up dust and stone. Creatures within 20 feet of the tornado are buffeted by the dirt and sand take 2d8 damage and must make a Fortitude save or be blinded for 1 round. The ground in the tornado's space and all ground within 20 feet are covered in dense rubble, creating difficult terrain (this terrain remains even after the tornado moves).

Creatures that directly contact the tornado and fail their saving throws are blinded for 1d4 rounds. Creatures caught in the tornado take an additional 3d8 damage (no save).

- *Fire*: The tornado ignites, completely ablaze with roaring flame. Creatures within 20 feet of the tornado take 3d8 fire damage each round (no save). Creatures that directly contact the tornado and fail their saving throws take an additional 3d8 fire damage and are set on fire. Creatures caught in the tornado take an additional 2d8 fire damage (no save). The tornado sets fire to combustibles and damages objects nearby. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze.
- *Water*: The tornado forms as a waterspout, torrential water swirling about it within 20 feet. The deluge of water extinguishes unprotected flames within and has a 50% chance to extinguish protected ones. Pouring water reduces visibility within 20 feet to 5 feet and cuts movement in half. A creature caught in the tornado must hold its breath as if underwater.

This script can only be cast underwater by using the water option, as described above. When you cast *disaster* to use on of the four above elements, it is a script of that type.

Overload: For every runic charge overloaded into this script, the whirlwind becomes 10 feet wider at the base, 10 feet wider at the top, and 30 feet taller. In addition, for each charge, the size of creatures that can be affected (for taking damage, being pulled towards the center of the tornado, and being picked up by the tornado) increases by 1 size category.

DISENCHANT

Design creation (healing); **Level** 5
Casting Time 1 minute
Range close (25 ft. + 5 ft./2 levels)
Target up to one creature/level, no two of which can be more than 30 ft. apart
Duration instantaneous
Saving Throw see text; **Spell Resistance** no

A wave of curative power rushes over each creature, freeing it from detrimental enchantments, transmutations, and curses. *Disenchant* can reverse even an instantaneous effect. For each such effect, you make a caster level check (1d20 + caster level, maximum +15) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is equal to the DC of the curse.

If the spell or script is one that cannot be dispelled by *negation*, *disenchant* works only if that spell or script is 5th level or lower.

If the effect comes from a permanent magic item, *disenchant* does not remove the curse from the item, but it does free the victim from the item's effects.

This script counts as *break enchantment* for spells and effects that can be removed by *break enchantment*.

Overload: For every runic charge overloaded into this script, you gain a +1 bonus on your caster level check to remove the effect. If you overload four runic charges, the casting time becomes 1 full-round action. This reduction in casting time does not apply if you cast *disenchant* as a ritual.

DISORIENT

Design revelation (thought) [mind-affecting]; **Level** 1
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target one creature of 4 HD or less
Duration 1 round
Saving Throw Will negates; **Spell Resistance** yes

This spell clouds the mind of a single creature with 4 or fewer Hit Dice, dazing it for 1 round so that it takes no actions. Creatures of 5 or more HD are not affected.

Overload: For every runic charge overloaded into this script, increase the maximum HD of creature that can be affected by 4 and increase the DC by +1.

DRAIN

Design destruction; **Level** 1
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Area 5-ft.-radius burst
Duration instantaneous
Saving Throw Fortitude half; **Spell Resistance** yes

You strike the target area with draining negative energy. Each creature in the area takes 1d4 negative energy damage plus 1 point per caster level (max +5). A Fortitude save halves the damage.

Overload: For every runic charge overloaded into this script, it deals an additional 1d4 negative energy damage. If at least three runic charges are used, the radius increases to 10 feet.

DUST TO DUST

Design destruction; **Level** 7
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Effect ray
Duration instantaneous
Saving Throw Fortitude partial (object); **Spell Resistance** yes

A black, destructive bolt emerges from your hand. You must make a successful ranged touch attack to hit. Any creature struck by the ray takes 2d6 points of damage per caster level (to a maximum of 40d6). Any creature reduced to 0 or fewer hit points by this spell is entirely

disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected.

When used against an object, the ray simply disintegrates as much as a 10-foot cube of nonliving matter. Thus, the spell disintegrates only part of any very large object or structure targeted. *Dust to dust* interacts with spells and effects the same way a *disintegrate* spell does.

A creature or object that makes a successful Fortitude save is partially affected, taking only 5d6 points of damage. If this damage reduces the creature or object to 0 or fewer hit points, it is entirely disintegrated.

Only the first creature or object struck can be affected; that is, the ray affects only one target per casting.

Overload: For every runic charge overloaded into this script, the damage a creature takes on a successful saving throw increases by 2d6. For every two runic charges used, you can destroy an additional 10-foot cube of nonliving matter.

ELEMENTAL MANTLE

Design invocation [see text]; **Level** 6
Casting Time 1 standard action
Range personal
Target you
Duration 1 min./level (D); see text
Saving Throw see text; **Spell Resistance** yes, see text

You invoke the powers of elementals to surround you, protecting you from harm. When you cast this script, you choose one of the following elements:

- *Air*: You gain a fly speed of 60 feet (good maneuverability) and electricity resist 10. As a standard action, you can create a 5-ft.-radius, 30-ft.-high lightning bolt centered on a point in space within 60 feet of you. Each creature in the area takes 3d8 electricity damage; a Reflex save halves the damage.
- *Earth*: You gain a climb speed of 60 feet and acid resist 10, and you ignore difficult terrain made of earth, stone, or mud. As a standard action, you can create a small earthquake within a 20 foot radius centered on you. Each creature in the area must make Reflex save or be knocked prone.
- *Fire*: Your land speed increases by 20 feet and you gain fire resistance 10. As a standard action, you can create a ray of flames. You must make a ranged touch attack to hit with this ray; on a hit, you deal 6d6 fire damage.
- *Water*: You gain a swim speed of 60 feet and cold resistance 10, and you can breathe underwater. As a standard action, you can create a 15-ft.-cone of rushing water from your hand. Each creature in the area takes 3d8 bludgeoning damage. If the creature is Large or smaller, it's also pushed 10 feet directly away from you. A Fortitude save halves the damage and negates the pushing effect.

Spell resistance applies to only the damaging effects of the air and fire abilities; the earth and water effects do not have spell resistance applied.

Overload: For every runic charge you overload into this script, you gain the benefit of an additional element. If you overload four charges, the energy resistances granted to you increase to 20 each.

ELEMENTS INCARNATE

Design invocation (manifestation) [see text]; **Level** 9
Casting Time 1 round
Range close (25 ft. + 5 ft./2 levels)
Effect one or more elementals
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

You manifest the power of primal energy itself, forming it into a powerful being under your control. The creature has the same statistics as an elder elemental of your choosing. You can choose a different elemental type each time you cast this script.

It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions.

The elemental cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Elementals cannot be conjured into an environment that cannot support them. Elementals manifested using this script cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as *wish*).

When you use *elements incarnate* to manifest an elemental with the air, earth, fire, or water subtype, it is a script of that type.

Overload: For every runic charge overloaded into this script, you can manifest an additional elemental. You can summon a different type of elemental with each charge.

EMPOWER

Design alteration; **Level** 1
Casting Time 1 standard action
Range 50 ft.
Area 50-ft.-radius burst, centered on you
Duration 1 min./level
Saving Throw none; **Spell Resistance** yes (harmless)

You create minor alterations to a creature's body to enhance its abilities. All allies in the area gain a +1 competence bonus on one of the following types of checks: attack rolls, weapon damage rolls, skill checks, ability checks, Fortitude saves, Reflex saves, or Will saves. All allies affected receive the same bonus.

Overload: For each runic charge overloaded into this script, the bonus applies to an additional check type. For

every two runic charges used, the bonus applied to a single check type increases to +2.

ENHANCE MIND

Design revelation; **Level** 3
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The target's mind is enhanced, making it smarter, more clever, or more charismatic. The script grants the subject a +4 enhancement bonus to your choice of either Intelligence, Wisdom, or Charisma. A spellcaster or scribe affected by this script does not gain any additional bonus spells for the increased ability score, but the save DCs for spells or scripts they cast while under this script's effect do increase (if applicable). This script doesn't grant extra skill ranks.

Overload: For every two runic charges overloaded into this script, you can grant the enhancement bonus to an additional ability score.

ENHANCE MIND, MASS

Design revelation; **Level** 7
Targets one creature/level, no two of which can be more than 30 ft. apart

This script functions as *enhance mind*, except that it affects multiple creatures. All creatures must have the same ability score enhanced. This script doesn't grant extra skill ranks.

Overload: For every two runic charges overloaded into this script, you can grant all targets an enhancement bonus to an additional ability score.

ENHANCE MOVEMENT

Design alteration; **Level** 2
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 min./level (D)
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

You grant the subject a new form of movement, chosen from the two options below:

• The subject gains a swim speed of 30 feet along with the standard +8 bonus on Swim checks and the ability to take 10 even if distracted or endangered. It can also use the run action while swimming, provided it swim in a straight line. This does not grant the target any ability to breathe water.

• The subject gains a climb speed of 20 feet and a +8 racial bonus on Climb skill checks. The creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

Overload: For every runic charge overloaded into this script, you may target an additional creature. No two targets can be more than 30 feet apart. All targets must receive the same form of movement. If you use at least one invocation runic charge when granting a swim speed, all targets gain the ability to breathe underwater for the duration of the script.

ENHANCE PHYSIQUE

Design alteration; **Level** 3
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 min./level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

You enhance a target's physique, making it stronger, tougher, or more agile. The script grants the subject a +4 enhancement bonus to your choice of either Strength, Constitution, or Dexterity. Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.

Overload: For every two runic charges overloaded into this script, you can grant the enhancement bonus to an additional ability score.

ENHANCE PHYSIQUE, MASS

Design alteration; **Level** 7
Targets one creature/level, no two of which can be more than 30 ft. apart

This script functions as *enhance physique*, except that it affects multiple creatures. All creatures must have the same ability score enhanced.

Overload: For every two runic charges overloaded into this script, you can grant all targets an enhancement bonus to an additional ability score.

ENIGMA

Design revelation; **Level** 9
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 hour/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The subject becomes an enigma to divinations and mental effects. The subject is protected from all devices, scripts, and spells that gather information about the

target through divination magic (such as *detect evil*, *locate creature*, *scrying*, *detect thoughts*, and *see invisible*). This script also grants a +8 resistance bonus on saving throws against all mind-affecting spells, scripts, and effects. *Enigma* even foils *limited wish*, *miracle*, and *wish* spells when they are used in such a way as to gain information about the target. In the case of *scrying* that scans an area the creature is in, such as *arcane eye*, the spell works but the creature simply isn't detected. *Scrying* effects that are targeted specifically at the subject do not work at all.

Overload: For every runic charge overloaded into this script, you may target an additional creature. No two targets may be further than 30 feet apart. In addition, for every two runic charges used, the resistance bonus against mind-affecting effects increases by +1.

EXPOSE WEAKNESS

Design alteration; **Level** 7
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Target up to three creatures, no two of which can be more than 30 ft. apart
Duration 1 round/level
Saving Throw Fortitude partial; **Spell Resistance** yes

You alter each target's physical being to reduce its defenses. You inflict each target with a single penalty, chosen from the list below:
- -4 penalty to Armor Class
- -4 penalty to all saving throws
- -4 penalty to spell resistance
- Damage reduction (if any) is lowered by 10 (to a minimum of 0).
- All energy resistances (if any) are lowered by 10 (to a minimum of 0).

All targets are affected by the same penalty. A successful Fortitude save reduces the duration to 1 round.

Overload: For every runic charge overloaded into this script, you may target an additional three creatures. If you overload at least three runic charges into this script, you apply two penalties, rather than just one (you cannot choose the same penalty twice).

FALSIFY SENSES

Design revelation (thought) [mind-affecting]; **Level** 4
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Target one creature
Duration Concentration, up to 1 min./level (D)
Saving Throw Will negates; **Spell Resistance** yes

You can make a creature perceive things incorrectly. The subject sees, hears, and so on whatever you falsify. You cannot create sensory input where none exists to begin with, nor can you completely block out a sensation.

You could make an object or creature look like something or someone else, be in a different position (though in the same space), or sound different. You could make a painful slash feel like a gentle breeze, or make a conversation sound like a riotous crowd.

You can change which sense you falsify each round. You can't alter the perceived size of an object or creature by more than half with this script. You couldn't make a fortress appear as a shack, nor make a mountain out of a molehill.

If the target attempts to cast a spell or script, you can alter its senses in such a way that it becomes disoriented, forcing it to make a Concentration check as if entangled or lose the spell.

Because you falsify a victim's senses directly, the effect works even on a victim who is using a divination or revelation effect or some other non-mundane method of gathering information, assuming you know that the victim is actively using such an effect.

Overload: For every runic charge overloaded into this script, you can target an additional creature. No two targets may be further than 30 feet apart.

FLOAT

Design manipulation (gravity); **Level** 3
Casting Time 1 standard action
Range short (25 ft. + 5 ft/2 levels)
Target one creature
Duration 1 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The subject can alter the direction of gravity about itself, letting it float through the air. The subject can fly at a speed of 40 feet (or 30 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is average.

Floating requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject can charge but not run, and it cannot lift more weight than its maximum load, plus any armor it wears. The subject gains a bonus on Fly skill checks equal to 1/2 your caster level.

Should the script duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a script effectively ends it, the subject also descends safely in this way if *float* is dispelled, but not if it is negated by an *negation field*.

Overload: For every runic charge overloaded into this script, the subject's fly speed increases by 10 feet and

the duration increases by 1 minute. At two charges used, its maneuverability increases to good. At four scripts used, its maneuverability increases to perfect.

FORTIFY

Design alteration; **Level** 0
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 minute
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

You fortify the target's defenses, granting it a +1 resistance bonus on saving throws.

Overload: For every runic charge overloaded into this script, you may target an additional creature, and duration increases by 1 minute. No two targets may be further than 30 feet apart. If you overload at least three runic charges, the resistance bonus increases to +2.

GRASPING EARTH

Design invocation [earth]; **Level** 7
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Area 20-ft.-radius spread
Duration 1 round/level
Saving Throw Fortitude partial (object); **Spell Resistance** no

The ground in the target area pulls at creatures and objects, holding them to the ground and crushing them.

The entire area is treated as difficult terrain for the duration of the script. Immediately, and at the beginning of each of your turns, every creature and object touching the ground (or less than 5 feet above it) within the area of the spell must make a Fortitude save. Creatures that enter the area of effect are also automatically attacked.

The first time a creature fails its saving throw, the target becomes held by the earth, entangling it. Entangled opponents can't move without breaking the entanglement (see below).

A target that is entangled by the ground and fails its next saving throw is pulled further down, knocking it prone. On the third failed saving throw, the creature becomes pinned to the ground.

In addition to the above, every round the creature fails its saving throw, it takes 4d6 bludgeoning damage as the earth crushes them. A creature that makes its saving throw takes half damage and goes back one step in the above progression (from pinned to prone, prone to entangled, and entangled to free).

An affected creature can attempt to break out as a full-round action, making either a Strength check (DC = *binding earth's* save DC) or an Escape Artist check (DC = *binding earth's* save DC + 10). Success breaks it out of the

earth's grasp, but if it does not leave the area the earth will attempt to grab it again on your next turn.

An object affected by *grasping earth* instead takes 4d6 damage each round as it is crushed by the earth, which ignores hardness. It cannot be moved by another creature unless first pulled out with a Strength check (DC = *binding earth's* save DC).

This script only works when on natural terrain or on worked stone and soil; it does not work on metallic or wooden surfaces. A creature or object that stays more than 5 feet off the ground is unaffected by *grasping earth*. You are immune to the effects of your own *grasping earth*.

Overload: For every runic charge overloaded into this script, you may increase the radius of its area by 5 feet. For every two charges used, the damage dealt increases by 1d6.

GRAVITY WELL

Design manipulation (gravity); **Level** 5
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Area cylinder (20-ft.-radius, 60-ft. high)
Duration 1 min./level (D)
Saving Throw none; **Spell Resistance** no

You amplify the effects of gravity in the area, causing creatures to feel sluggish or fall under their own weight.

Everything in the target area has its weight doubled (including objects and structures). This may cause certain fragile items to break or cause structures to collapse, subject to GM discretion. Since this affects the items being carried by creatures, this essentially doubles the current carry weight of all creatures in the area, which may put them at a medium or heavy load (or higher). The increased weight causes falling objects and creatures to take double falling damage (and deal double damage to anything they fall on), though it cannot exceed the normal maximum of 20d6 that falling damage allows.

Movement in the area is difficult, halving the movement speed of all creatures. Creatures in the area take a -5 penalty on Acrobatics, Climb, Fly, and Swim checks and cannot take 10 on those checks. Flying creatures must make a Fly check each round (DC 15 + your caster level) or fall to the ground and take falling damage. Creatures on the ground must make a Strength check each round (DC 15) or fall prone. All creatures in the area have their dodge bonuses to AC (if any) reduced by 2 (minimum 0) and take a -2 penalty to attack rolls, but gain a +2 bonus on weapon damage rolls (as their weapons strike with more weight).

Overload: For every runic charge overloaded into this script, you can increase the radius of the area by 5 feet, and the height by 10 feet. In addition, each runic charge increases the DC of the Fly checks to continue flying by +2, and Strength checks to stand by +1.

HINDER

Design alteration; **Level** 1
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round/level
Saving Throw Fortitude half; **Spell Resistance** yes

You weaken a target's physical ability. The subject takes a penalty to your choice of either Strength or Dexterity equal to 1d6+1 per two caster levels (maximum 1d6+5). The subject's ability score cannot drop below 1. A successful Fortitude save reduces this penalty by half. This penalty does not stack with itself. Apply the highest penalty instead.

Overload: For every runic charge overloaded into this script, increase the penalty applied by +1. For every two charges used, you may target an additional creature. No two targets may be further than 30 feet apart, and you must apply the same penalty to all targets.

HYPNOTIZE

Design revelation (thought) [mind-affecting]; **Level** 3
Casting Time 1 standard action
Range short (25 ft. + 5 ft./2 levels)
Area 10-ft.-radius spread, centered on a point in space
Duration Concentration + 1 round
Saving Throw Will negates; **Spell Resistance** yes

You fill the minds of creatures in the area with euphoric thoughts, fascinating creatures within it. Roll 2d4 and add your caster level (maximum 10) to determine the total number of HD of creatures affected. Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Affected creatures become fascinated for as long as you concentrate plus 1 round.

Overload: For every runic charge overloaded into this script, the total HD of creatures affected increases by 1d4, and the effect lasts for 1 additional round after you cease concentration.

INVOKE ELEMENTS

Design invocation (manifestation); **Level** 0
Casting Time 1 standard action
Range 10 ft.
Target, Effect, or Area see text
Duration 1 hour
Saving Throw none; **Spell Resistance** no

You create minor effects related to the four elements of creation. While the script lasts, you can cause one of the following:

- Create a small, harmless effect related to the elements, such as a puff of smoke, a light mist of water, or a weak gust of wind.
- Light a candle, torch, or small campfire.
- Create a small, floating flame, which gives off light like a candle.
- Create a single gallon of clean, drinkable water.
- Mold the shape and color of dirt, stone, or mud in small ways, such as writing words or making tiny shapes.
- Any other elemental effect, subject to GM discretion

Invoke elements cannot create a harmful effect, nor can it replicate an existing spell or script. Any effects created (aside from lighting a fire) end once *invoke elements* ends.

Overload: For every runic charge overloaded into this script, the range increases by 10 feet.

JAUNT

Design manipulation (teleportation); **Level** 4
Casting Time 1 standard action
Range long (400 ft. + 40 ft./level)
Target you
Duration instantaneous
Saving Throw none; **Spell Resistance** no

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired - whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load.

If you arrive in a place that is already occupied by a solid body, you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100 feet, you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you take an additional 4d6 points of damage and the script simply fails.

Overload: For every runic charge overloaded into this script, the range increases by 100 feet. If you overload at least three runic charges into this script, you can take any remaining actions you have that turn.

LIFE DRAIN

Design destruction; **Level** 4
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Effect ray
Duration instantaneous and 1 hour; see text
Saving Throw none; **Spell Resistance** no

You send out a coruscating ray of life-draining energy, transferring a creature's strength to yourself. You must succeed on a ranged touch attack. The ray deals 1d6 points of damage per two caster levels (maximum 10d6). You gain temporary hit points equal to the damage you

deal. You can't gain more than the subject's current hit points + the subject's Constitution score (which is enough to kill the subject). The temporary hit points disappear 1 hour later.

Overload: For every runic charge overloaded into this script, it deals an additional 1d6 damage. This damage grants your temporary hit points as normal.

LIFT

Design manipulation (gravity); **Level** 0
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target one non-magical, unattended object weighing up to 5 lbs.
Duration concentration
Saving Throw none; **Spell Resistance** no

You weakly alter gravity around an object to lift it and move it at-will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

Overload: For every runic charge overloaded into this script, the maximum weight of object you can *lift* is increased by 5 pounds.

MIASMA

Design destruction [poison]; **Level** 4
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Effect toxic vapors spread in 20-ft. radius, 20 ft. high
Duration 1 round/level
Saving Throw Fortitude negates, see text; **Spell Resistance** no

Miasma creates an area filled with a thin, wispy mist that is toxic to those within. Living creatures in the mist become nauseated. This condition lasts as long as the creature is in the mist and for 1d4+1 rounds after it leaves (roll separately for each nauseated creature). Any creature that succeeds on its save but remains in the mist must continue to save each round on your turn. This is a poison effect.

The mist is not thick enough to hinder vision in any significant way.

Overload: For every runic charge overloaded into this script, you may increase the radius of the *miasma* by 5 feet. If at least two invocation runes are used, the *miasma* becomes corrosive, dealing 1d6 acid damage each round a creature that is nauseated. If at least two invocation runes are used, the *miasma* becomes thick like fog, causing creatures in the area to treat other creatures within 5 feet as if they had concealment (20% miss chance) and any creatures further away to have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

MINOR ALTERATION

Design alteration; **Level** 0
Casting Time 1 standard action
Range 10 ft.
Target, Effect, or Area see text
Duration 1 hour
Saving Throw none; **Spell Resistance** no

Minor alteration lets you create simple, insignificant changes to a creature or object. While the script lasts, you can create any number of effects. The effects are minor and have severe limitations. You could:

- Color, clean, or soil items in a 1-foot cube each round.
- Chill, warm, or flavor 1 pound of nonliving material.
- Make minor changes to a creature's voice, making it slightly higher or lower in pitch, or slightly louder or softer. This is not enough for the creature's voice to be unrecognizable as the same creature.
- Change a small aspect of a creature's physical appearance, such as eye and hair color, or change its height by an inch or two.
- Any other minor effect, subject to GM discretion.

Minor alteration cannot cause any harmful effects, nor can it duplicate an existing spell or script's effects. Any actual change to an object or creature (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Overload: For every runic charge overloaded into this script, the range increases by 10 feet.

MOVE PORTAL

Design manipulation (gravity); **Level** 0
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target object weighing up to 30 lbs. or portal that can be opened or closed
Duration instantaneous
Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

You can quickly change the direction of gravity for a small door or container to open or close it. You can open or close (your choice) a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity (such as a bar on a door or a lock on a chest), the script fails. In addition, the script can only open and close things weighing 30 pounds or less. Thus, doors, chests, and similar objects sized for enormous creatures may be beyond this script's ability to affect.

Overload: For every runic charge overloaded into this script, the maximum weight of object that can be moved increases by 10 pounds.

MYSTIC SIGHT

Design revelation; **Level** 8
Casting Time 1 standard action
Range personal

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Target you
Duration 1 min./level (D)

Mystic sight allows you to see magical auras within 120 feet of you. The effect is similar to that of a *seek magic* script, but does not require concentration and discerns aura location and power more quickly.

You know the location and power of all magical auras within your sight. An aura's power depends on a spell's functioning level or an item's caster level, as noted in the description of the *seek magic* script. If the items or creatures bearing the auras are in line of sight, you automatically learn which spells or magic effects are active upon the target (as if you had successfully made a Spellcraft check to identify each effect).

If you concentrate on a specific creature within 120 feet of you as a standard action, you can determine whether it has any spellcasting or spell-like abilities, whether these are arcane, divine, or runic (spell-like abilities register as arcane), and the strength of the most powerful spell or spell-like ability the creature currently has available for use.

As with *seek magic*, you can use this spell to identify the properties of magic items, but not artifacts.

Overload: For every runic charge overloaded into this script, the duration increases by 1 minute. For every two runic charges used, you may grant *mystic sight* to an additional creature. The targets must be within 30 feet of you at the time of casting.

NATURE'S EMBRACE

Design invocation; **Level** 2
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 24 hours and 1 round/level, see text
Saving Throw none; **Spell Resistance** no

The creature becomes more acclimated to natural energies and harsh conditions. This has two effects.

First, the creature suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit (-45 and 60 degrees Celsius) without having to make Fortitude saves. This doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Second, the creature gains a limited ability to adapt to dangerous energy. Once during the duration of *nature's embrace*, when the creature would take acid, cold, electricity, or fire damage, the creature can use an immediate action to ward itself, gaining resist energy 10 against the energy type that it was struck with (this resistance applies to the triggering damage). The energy resistance lasts for only 1 round/level before ending,

after which the entire script's effects end.

The script protects the recipient's equipment as well (both from temperature and energy damage).

Overload: For every runic charge overloaded into this script, you may target an additional creature. No two targets can be further than 30 feet apart. Each target chooses if and when to grant themselves energy resistance, and if they do, the script's effects ends only for that target at the end of the duration. For every two runic charges used, the energy resistance applied increases by 10.

NEGATION

Design destruction; **Level** 3
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Target or Area one spellcaster, creature, or object
Duration instantaneous
Saving Throw none; **Spell Resistance** no

Negation unravels and destroys magical energies. This can be used to end one ongoing script that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another scribe's script. A negated script ends as if its duration had expired. Some scripts, as detailed in their descriptions, can't be defeated by *negation*. *Negation* can dispel (but not counter) spell-like effects just as it does scripts. The effect of a script with an instantaneous duration can't be dispelled, because the magical effect is already over before the *negation* can take effect.

You choose use *negation* in one of two ways: a targeted negation or a counterscript.

Targeted Negation: One object, creature, or spell is the target of the *negation* script. You make one dispel check (1d20 + your caster level) and compare that to the script with highest caster level (DC = 11 + the script's caster level). If successful, that script ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one script affecting the target, or you have failed to dispel every spell.

For example, a 7th-level scribe casts *negation*, targeting a creature affected by *diamond skin* (caster level 12th) and *float* (caster level 6th). The caster level check results in a 19. This check is not high enough to end the *diamond skin* (which would have required a 23 or higher), but it is high enough to end the *float* (which only required a 17). Had the dispel check resulted in a 23 or higher, the *diamond skin* would have been dispelled, leaving the *float* intact. Had the dispel check been a 16 or less, no scripts would have been affected.

You can also use a targeted dispel to specifically end one script affecting the target or one script affecting an area (such as a *primordial ward*). You must name the

specific script effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that script, it ends. No other scripts or effects on the target are dispelled if your check is not high enough to end the targeted effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster created by *conjuring*), you make a dispel check to end the script that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 + the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a *bag of holding*) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

You automatically succeed on your dispel check against any script that you cast yourself.

Counterscript: When *negation* is used in this way, the script targets a scribe and is cast as a counterscript. Unlike a true counterscript, however, *negation* may not work; you must make a dispel check to counter the other scribe's runic script.

Negation can target arcane or divine spell effects as if they were scripts, using the same rules as above.

Overload: For every runic charge overloaded into this script, you gain a +1 bonus to your dispel check.

NEGATION FIELD

Design destruction; **Level** 7
Casting Time 1 standard action
Range 10 ft.
Area 10-ft.-radius emanation, centered on you
Duration 10 min./level (D)
Saving Throw none; **Spell Resistance** see text

Negation field creates an invisible field of unraveling energy that prevents magic from functioning. The field moves with you. The space within this barrier is impervious to most magical effects, including scripts, spells, spell-like abilities, and supernatural abilities. Likewise, it prevents the functioning of any magic items, scripts, or spells within its confines.

A *negation field* suppresses any script, spell, or magical effect used within, brought into, or cast into the area, but does not dispel it. Time spent within a *negation field* counts against the suppressed effect's duration.

Summoned creatures of any type wink out if they enter a *negation field*. They reappear in the same spot once the field goes away. Time spent winked out counts normally against the duration of the conjuration,

creation, or invocation that is maintaining the creature. If you cast *negation field* in an area occupied by a summoned creature that has spell resistance, you must make a caster level check (1d20 + caster level) against the creature's spell resistance to make it wink out. (The effects of instantaneous summonings are not affected by a *negation field* because the summoning itself is no longer in effect, only its result.)

A normal creature can enter the area, as can normal missiles. Furthermore, while a magic sword does not function magically within the area, it is still a sword (and a masterwork sword at that). The script has no effect on golems and other constructs that are imbued with magic during their creation process and are thereafter self-supporting (unless they have been summoned, in which case they are treated like any other summoned creatures). Elementals, undead, and outsider are likewise unaffected unless summoned. These creatures' spell-like or supernatural abilities may be temporarily nullified by the field. *Negation* does not remove the field.

Two or more *negation fields* sharing any of the same space have no effect on each other. Certain scripts, such as *barrier* and *sixfold veil*, remain unaffected by *negation field*. Artifacts and deities are unaffected by mortal magic such as this.

Should a creature be larger than the area enclosed by the barrier, any part of it that lies outside the barrier is unaffected by the field.

Overload: For every two runic charges of the same design that you overload into this script, you may have *negation field* not suppress or negate scripts of that type (including spells of the equivalent magic school). For example, if you overload two destruction runes and two invocation runes, *negation field* would not affect any destruction scripts, invocation scripts, necromancy spells, or evocation spells.

NEGATION, GREATER

Design destruction; **Level** 6
Casting Time 1 standard action or 1 immediate action, see text
Target or Area one spellcaster, creature, or object; or a 20-ft.-radius burst

This script functions like *negation*, except that it can end more than one script on a target and it can be used to target multiple creatures.

You choose to use *greater negation* in one of three ways: a targeted dispel, area dispel, or a counterspell:

Targeted Dispel: This functions as a targeted *negation*, but it can dispel one script for every four caster levels you possess, starting with the highest level scripts and proceeding to lower level scripts.

Additionally, greater dispel magic has a chance to dispel any effect that remove curse can remove, even

if dispel magic can't dispel that effect. The DC of this check is equal to the curse's DC.

Area Dispel: When *greater negation* is used in this way, the script affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by *negation*. For each object within the area that is the target of one or more scripts, apply the dispel check as with creatures. Magic items are not affected by an area dispel.

For each ongoing area or effect script whose point of origin is within the area of the *greater negation* script, apply the dispel check to dispel the script. For each ongoing script whose area overlaps that of the *greater negation* script, apply the dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing script (such as a monster created by *conjuring*) is in the area, apply the dispel check to end the script that conjured that object or creature in addition to attempting to dispel one script targeting the creature or object.

You may choose to automatically succeed on dispel checks against any script that you have cast.

Counterscript: This functions as *negation*, but you receive a +4 bonus on your dispel check to counter the other spellcaster's spell.

Greater negation can target arcane or divine spell effects as if they were scripts, using the same rules as above.

Overload: For every runic charge overloaded into this script, you gain a +1 bonus to your dispel check. If you overload at least four runic charges into this script, you may cast *greater negation* to counterscript a scribe's runic script as an immediate action, rather than a standard action. If you do, you do not gain the overload effect's bonus to dispel checks.

OBLITERATION

Design destruction; Level 9
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target one corporeal creature/round
Duration concentration, up to 1 round/2 levels
Saving Throw Fortitude partial; **Spell Resistance** yes
Obliteration is one of the strongest forms of destructive power, able to ravage a creature with devastating result. Each round you concentrate (including the first), you can cause one creature to be assaulted by ruinous power, inflicting 10 points of damage per caster level. A successful save reduces the damage to 4d6. If you break concentration, the script immediately ends, though any damage remains. You can target a particular creature only once with each casting of *obliteration*.

Overload: For every runic charge overloaded into this script, you can use *obliteration* for 1 round without concentration (this does not increase its duration), and

targets that make their saving throw take an additional 2d6 damage per charge on a successful saving throw (max 10d6). If you use four destruction charges, you can target a creature twice with a single casting of *obliteration*.

OUT OF TIME

Design manipulation (time); **Level** 8
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target one creature or object
Duration 1 round/2 levels, see text
Saving Throw Will partial (object); **Spell Resistance** yes (object)

This runic script forces a target out of the natural flow of time, effectively making it stop existing for a brief moment.

The target must make a Will save or vanish completely for one round per two caster levels. No magic or divinations can detect the target during this time, as it exists outside of time and space—in effect, the target ceases to exist for the duration of this script. At the end of the duration, the target reappears unharmed in the space it last occupied (or the nearest possible space, if the original space is now occupied). A target that makes its saving throw is still removed from time, but only for 1 round.

This script cannot target artifacts or similarly unique items, nor a deity or similarly powerful being.

Overload: For every runic charge overloaded into this script, the duration increases by 1 round (it still only lasts for 1 round on a successful saving throw). If at least four runic charges are used, you can target two creatures or objects. The targets cannot be more than 30 feet apart.

OVERWHELM

Design revelation (thought) [mind-affecting]; **Level** 8
Casting Time 1 standard action
Range 30 ft.
Target cone-shaped burst
Duration 1 round/level, see text
Saving Throw Will partial (see text); **Spell Resistance** yes

You *overwhelm* the senses of creatures in the area, rendering them unable focus. All creatures that fail their saving throws are staggered for 1 round per caster level. A creature that makes its saving throw is staggered for only 1 round and can act normally thereafter.

Overload: For every runic charge overloaded into this script, the script is more overwhelming. With one runic charge, targets are dazed for the first round on a failed saving throw. With two runic charges, the targets are instead stunned for the first round on a failed saving throw, and dazed for 1 round on a successful save (instead of staggered). With three runic charges, targets

are stunned for 1 round then staggered and sickened for the remaining duration on a failed saving throw, and dazed for 1 round on a successful save (instead of staggered). With four runic charges, the targets are paralyzed for 1 round then staggered and sickened for the remaining duration on a failed saving throw, and stunned for 1 round on a successful save (instead of staggered). These effects are not cumulative; only the effects for a given number of runic charges applies.

PAIN

Design destruction; **Level** 0
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Effect ray
Duration instantaneous
Saving Throw none; **Spell Resistance** yes
You create a ray of painful, razor-sharp energy from your pointing finger. You must succeed on a ranged touch attack with the ray to hit. The ray deals 1d4 points of slashing damage on a hit.

    Overload: For every runic charge overloaded into this script, it deals an additional 1d4 points of damage.

PERSUASION

Design revelation (thought) [mind-affecting]; **Level** 7
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target one creature/level, no two of which can be more than 30 ft. apart
Duration 1 hour/level or until completed
Saving Throw Will negates; **Spell Resistance** yes
You persuade one or more creatures to perform a task by suggesting a course of activity (limited to a sentence or two). The action must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the script.

    The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the script ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the script duration expires, the activity is not performed.

    A very reasonable action causes the save to be made with a penalty (such as -1 or -2). All targets must be persuaded to do the same action. Once an individual creature finishes that action, the script ends for that creature.

    Overload: For every runic charge overloaded into this script, you can persuade creatures to perform a different action. This does not persuade an individual creature to perform multiple tasks; rather, it allows you to persuade

some targets of the script to perform one action while persuading others to perform a different action. For example, if you overloaded three runic charges into this script and targeted three creatures, you could persuade each to perform a different action.

POISON THORNS

Design invocation (manifestation) [poison]; **Level** 5
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Area 10-ft.-radius spread
Duration 10 min./level (D)
Saving Throw Fortitude negates, see text; **Spell Resistance** yes, see text
When you cast *poison thorns*, a thick, tangled brier of poisonous plants emerges fills the area of the script. The entire area is treated as heavy undergrowth. It costs 4 squares of movement to move into and provides concealment with a 30% miss chance (instead of the usual 20%). It increases the DC of Acrobatics checks by 5. Heavy undergrowth is easy to hide in, granting a +5 circumstance bonus on Stealth checks. Running and charging are impossible through the *poison thorns*.

    Any creature in the area of the *poison thorns* are poisoned. The poison deals 1d3 Constitution each round for 6 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction.

    A creature is poisoned only upon the first entry into the spell's area (and again 10 minutes later, should it enter again); creatures don't have to save each time they enter otherwise (or each round they remain within). You are immune to the poison of the *poison thorns*.

    Overload: For every runic charge overloaded into this script, you can increase the radius by 5 feet, and can designate an additional creature to be immune to the poison of the *poison thorns*. Creatures immune to the poison are still affected by the growth as normal.

PRESCIENCE

Design revelation; **Level** 9
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 hour/level or until discharged
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)
This script grants the target a limited form of prescience. Once during the spell's duration, the creature may choose to use its effect. This script grants it an insight bonus equal to your half your caster level (maximum +10) on any single attack roll, combat maneuver check, opposed ability or skill check, or saving throw. Alternatively, it can apply the insight bonus to its AC against a single attack

(even if flat-footed). Activating the effect doesn't take an action; it can even activate it on another character's turn. The creature must choose to use the bonus before it makes the roll it is to modify. Once used, the script ends. A creature can't have more than one *prescience* active on it at the same time.

Overload: For every runic charge overloaded into this script, you can grant *prescience* to another creature. No two targets can be further than 30 feet apart at the time of casting. Once a creature uses the bonus, *prescience* ends for only that creature. In addition, depending on the design of runic charge used, you can improve the bonus to a specific check type:

- *Alteration*: Opposed ability checks and skill checks
- *Creation*: Armor Class against a single attack
- *Destruction*: Attack rolls or combat maneuver checks
- *Invocation*: Fortitude saves
- *Manipulation*: Reflex saves
- *Revelation*: Will saves

You can only choose one of the above options, regardless of how many runic charges you use, and it applies to all creatures. If a creature applies *prescience*'s bonus to the chosen check type, the bonus increases to +1 per caster level (maximum +20).

PRIMAL VIGOR

Design invocation (manifestation); **Level** 8
Casting Time 1 standard action
Range short (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 min./level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

When you cast this script, a shimmering, yellowish aura covers the target's body. The form bristles and flows, forming into talons and feathers, fur and fangs.

Primal vigor manifests an aura of bestial aspects around the target, granting various enhancements without changing the creature's actual body. The creature gains one enhancement from each of the following options. For each listed effect, you choose which one to apply:

- +4 enhancement bonus to either Strength, Constitution, or Dexterity.
- A climb speed of 60 feet, a swim speed of 60 feet, or a fly speed of 30 feet (good maneuverability).
- A bite attack, dealing 1d6 damage if Medium (1d4 if Small), or two claw attacks, which deal 1d4 damage if Medium (1d3 if Small).
- +4 bonus on saving throws against poison and disease
- Your choice of either the scent ability, low-light vision plus darkvision 60 feet, or the ability to breath underwater.
- Resistance 10 against your choice of either acid, cold, electricity, or fire.

The aura does not interfere with the target's ability to move or its attacks. The aura glows about as strongly as a candle.

Overload: For every runic charge overloaded into this script, you may grant *primal vigor* to an additional creature. No two targets may be further than 30 feet apart at the time of casting, and they must all receive the same benefits.

PRIMORDIAL WARD

Design invocation [see text]; **Level** 4
Casting Time 1 standard action
Range medium (25 ft. + 5 ft./2 levels)
Effect wall up to 10 ft./level long and 5 ft./level high (S)
Duration 1 round/level
Saving Throw see text; **Spell Resistance** yes

You invoke the four elements to create a protective wall. When you cast *primordial ward*, you choose either air, earth, fire, or water. The choice you make determines what sort of ward is created:

- *Air*: An invisible vertical curtain of wind appears. It is 2 feet thick and of considerable strength. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Loose materials and cloth garments fly upward when in the wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a 20% miss chance. (A giant-thrown boulder, a siege engine projectile, and other massive ranged weapons are not affected.) Gases, most gaseous breath weapons, and creatures in gaseous form cannot pass through the wall (although it is no barrier to incorporeal creatures).
- *Earth*: The ward is a swirling barrier of sand and dirt. Creatures passing through the wall must make a successful Fortitude save or be blinded for 1 round. The cloud of dirt and dust is so thick that it blocks line of sight to creatures on the opposite side. It does not hinder movement.
- *Fire*: An immobile, blazing curtain of fire springs into existence. The wall deals 2d6 points of fire damage + 1 point of fire damage per caster level (maximum +20) to any creature passing through it. If any 5-foot length of wall takes 20 points or more of cold damage in 1 round, that length goes away (do not divide cold damage by 2, as normal for objects.).
- *Water*: The ward is a flowing barrier of water. The wall's space is considered difficult terrain. The water interferes with attacks made through it, providing soft cover (+4 AC) to anyone on the opposite side of the wall. Fire damage dealt through the wall is halved. A

creature passing through the wall must hold its breath as if underwater, and is treated as if submersed in flowing water for any effects or weaknesses related to water.

While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square *primordial wards* to enclose specific points. When you cast *primordial ward* in air, earth, fire, or water form, it is a script of that type.

Overload: For every runic charge overloaded into this script, treat your caster level as +1 higher to determine the size of the wall.

PROTECTION

Design alteration; **Level** 4
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target one suit of armor or a shield
Duration 10 min./level
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You enhance the targeted armor to provide more protection, granting the target armor or shield a +1 enhancement bonus per four caster levels (max +5).

An outfit of clothing counts as armor with a +0 AC bonus for the purpose of this spell.

Overload: For every runic charge overloaded into this script, you caster level for determining the enhancement bonus increases by +1. In addition, depending on the design of charges used, you can grant different armor properties (instead of an enhancement bonus), as shown below. Each property has its listed equivalent enhancement bonus:

- *Alteration: Invulnerability* (+3)
- *Creation: Light fortification* (+1) or *moderate fortification* (+3)
- *Destruction: Deathless* (+1)
- *Invocation: Energy Resistance* (+3)
- *Manipulation: Ghost touch* (+3)
- *Revelation: Glamered* (+2)

Adding these properties consumes an amount of bonus equal to the property's cost. These bonuses are added to any properties the armor already has, but duplicate abilities do not stack.

PULSE

Design destruction [sonic]; **Level** 1
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Effect ray
Duration instantaneous plus 1 or more rounds, see text
Saving Throw Fortitude partial or none, see text; **Spell Resistance** yes (object)

You create a focused pulse of sonic energy to harm a creature. You must make a ranged touch attack to hit. A creature or object struck by *pulse* takes 1d6 sonic damage, plus an additional 1d6 for every two caster levels past 1st (max 5d6). A creature struck must make also make a Fortitude save or be deafened for 1 round.

Overload: For every runic charge overloaded into this script, the duration of the deafening effect increases by 1 round. If at least two charges are overloaded into the script, a creature that fails its saving throw is also dazed for 1 round.

PULVERIZE

Design destruction; **Level** 5
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target one creature or object
Duration instantaneous plus 1 round/level, see text
Saving Throw Fortitude partial (object), see text; **Spell Resistance** yes (object)

The target is crushed by destructive force, cracking and breaking its body or structure. The target takes 1d6 points of damage per caster level (maximum 15d6), after which it is fatigued for 1 round per caster level. This does not cause an already fatigued creature to become exhausted.

A successful saving throw reduces the damage by half and negates the fatigue effect. This script has no effect on incorporeal creatures or those without a solid physiology, such as a fire elemental.

Overload: For every runic charge overloaded into this script, the penalty a creature suffers becomes worse. At one runic charge, the target is fatigued even on a successful save. At two runic charges, the target is exhausted for the duration on a failed save, and fatigued on a successful save. At three charges, the duration of the exhaustion and fatigue effects increases to 1 minute per level, rather than 1 round per level. At four charges, the target is staggered for 1 round on a failed save, in addition to being exhausted.

RECONSTRUCT

Design creation (generation); **Level** 2
Casting Time 10 minutes
Range close (25 ft. + 5 ft./2 levels)
Target one object of up to 10 cu. ft./level, or one construct of any size
Duration instantaneous
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

This script functions as *repair*, except that it repairs 1d6 points of damage per level when cast on an object or construct creature (maximum 5d6).

Reconstruct can fix destroyed magic items (at 0 hit points or less), and restores the magic properties of the

item if your caster level is at least twice that of the item. Items with charges (such as wands) and single-use items (such as potions and scrolls) cannot be repaired in this way. When *reconstruct* is used on a construct creature, the spell bypasses any immunity to magic as if the spell did not allow spell resistance.

Overload: For every runic charge overloaded into this script, increase the maximum object size that can be repaired by 10 cubic feet. For every two runic charges used, you can target an additional object or construct, and the damager repaired increases by 1d6. No two targets can be further than 30 feet apart.

RECOVER

Design creation (healing); **Level** 1
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration instantaneous
Saving Throw Fortitude half (harmless); **Spell Resistance** yes (harmless)

You create a small amount of vital force to heal a creature, healing it for 1d4 points of damage +1 point per caster level (maximum +5). This script has no effect on an undead creature or construct.

Overload: For every runic charge overloaded into this script, it heals an additional 1d4 points of damage.

REFORGE

Design alteration; **Level** 8
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target one weapon, armor, or shield/4 levels, no two of which can be more than 30 ft. apart
Duration 1 round/level
Saving Throw Will negates (object), see text; **Spell Resistance** yes (object), see text

A *reforge* script lets you rapidly alter the physical and magical properties of several pieces of equipment at once. For each affected item, you can change affect them in any of the following ways:

• Change its material composition to either mundane steel, cold iron, adamantine, mithril, or silver.
• Reduce or increase its size by one category, changing its handedness and what creatures can wield it effectively.
• Increase or reduce its enhancement bonus by +2.
• Exchange any of its current special armor or weapon properties for different ones. Enhancement bonuses cannot be changed; only special properties like *flaming* or *invulnerable*. The new properties must have a total enhancement bonus equivalent that is equal to or less than the properties exchanged.

A Will save negates the effects. Artifacts and similarly unique weapons and armor are unaffected by *reforge*. For the purpose of this script, 50 projectiles or pieces of ammunition count as one weapon (they must be together at the time of casting).

Overload: For every runic charge overloaded into this script, you may target an additional weapon or armor piece.

REJUVENATION

Design creation (healing); **Level** 8
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration instantaneous
Saving Throw Fortitude half (harmless); **Spell Resistance** yes (harmless)

Rejuvenation creates a massive amount of vital energy to heal and restore creatures. The target is cured of 10 hit points of damage per level of the caster, to a maximum of 200 points at 20th level. In addition, It immediately ends any and all of the following adverse conditions affecting the target: blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, nauseated, poisoned, sickened, and stunned.

Rejuvenation does not remove negative levels or restore permanently drained ability score points. This script has no effect on constructs or undead.

Overload: If you overload at least one runic charge into this script, it also heals ability damage (but not drain). If you overload at least three runic charges into this script, it also cures *feeblemind* and insanity effects. For every two runic charges overloaded into this script, you can target an additional creature. No two targets can be further than 30 feet apart.

REPAIR

Design creation (generation); **Level** 0
Casting Time 10 minutes
Range 10 ft.
Target one object of up to 1 lb./level
Duration instantaneous
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

This script repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this script, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this script, but it cannot restore their magic abilities. This script does not affect creatures (including constructs). *Repair* has no

effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

Overload: For every runic charge overloaded into this script, you treat your caster level as 2 higher for determining the size of the object you can repair, and it restores an additional 1 hit point.

RESTORE BALANCE

Design manipulation (conviction) [chaos, evil, good, law]; **Level** 9
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Area 10-ft.-radius burst
Duration instantaneous
Saving Throw Will half and Will negates, see text; **Spell Resistance** yes

Restore balance unleashes cosmic forces upon creatures in a target area, devastating creatures of varying alignment and banishing certain outsiders.

Creatures in the area that are lawful good, chaotic good, lawful evil, or chaotic evil are harmed the most for being the furthest away from cosmic balance, taking 20d6 damage. Neutral good, lawful neutral, chaotic neutral, and neutral evil creatures are less harmed, taking 15d6 damage instead. A true neutral creature is still harmed by the conflicting energies in the area, taking 10d6 damage. A Will save halves the damage taken.

Outsiders with the good, evil, chaotic, or lawful subtype that fail their saving throw must make a second Will saving throw or be sent back to their home plane, as a *banish* script. Creatures with a HD higher than your caster level are unaffected by the banishing effect.

Overload: For every runic charge overloaded into this script, you can increase the radius of the burst by 5 feet, and the maximum HD of outsider you can banish increases by +2.

REVITALIZE

Design creation (healing); **Level** 6
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target one creature/level, no two of which can be more than 30 ft. apart
Duration 10 min./level (D)
Saving Throw Fortitude half (harmless) ; **Spell Resistance** yes (harmless)

You create a wave of revitalizing energy. Each targeted creature is cured 1d8 points of damage + 1 point per caster level (maximum +15). This script has no effect on constructs or undead.

Overload: For every runic charge overloaded into this script, the healing increases by 1d8.

REVIVIFY

Design creation (healing); **Level** 7
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This script creates healing power, curing 5d8 points of damage + 1 point per caster level (maximum +25).

Unlike other scripts that heal damage, *revivify* can bring recently slain creatures back to life. If cast upon a creature that has died within 1 round, apply the healing from this script to the creature. If the healed creature's hit point total is at a negative amount less than its Constitution score, it comes back to life and stabilizes at its new hit point total. If the creature's hit point total is at a negative amount equal to or greater than its Constitution score, the creature remains dead. Creatures brought back to life through *revivify* gain a temporary negative level that lasts for 1 day.

Creatures slain by death effects cannot be saved by *revivify*. This script has no effect on undead or constructs.

Overload: For every runic charge overloaded into this script, it heals an additional 1d8 hit points, and can bring back a creature that died 1 round earlier (up to 5 rounds).

SECOND SIGHT

Design revelation (scrying); **Level** 2
Casting Time 1 standard action
Range close (25 ft. + 5 ft./level)
Effect scrying sensor
Duration 1 min./level (D)
Saving Throw none; **Spell Resistance** no

You can see a distant location almost as if you were there. You don't need line of sight or line of effect, but the locale must be known—a place familiar to you or an obvious one, such as behind a door, around a corner, or in a grove of trees. Once you have selected the locale, the sensor doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying abilities, this script does not allow magically or supernaturally enhanced senses to work through it.

If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the script's effect. *Second sight* does not work across planes.

Overload: If you overload at least one runic charge into this script, the range increases to medium (100 ft. + 10 ft./level). If you overload at least two charges, the sensor is treated as having low-light vision and darkvision. With at least three runic charges, you can also hear from the sensor, as if you were there. With

four runic charges, the range increases to long (400 ft. + 40 ft./level).

SEE THE UNWRITTEN

Design revelation; **Level** 6
Casting Time 1 standard action
Range touch
Target creature touched
Duration 1 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You confer on the subject the ability to see beyond the mundane. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under *blur* or *displacement* effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extra-dimensional spaces). The range of the effect conferred is 60 feet.

See the unwritten, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. *See the unwritten* does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the script's effects cannot be further enhanced with known magic, so one cannot use true seeing through a crystal ball or in conjunction with *second sight*.

Overload: For every runic charge overloaded into this script, the target gains an additional benefit:

- *Alteration*: The target becomes immune to blindness and dazzle effects for the duration of *see the unwritten*.
- *Creation*: The target notices secret doors and traps, as if using *detect secret doors* and *find traps*.
- *Destruction*: The target knows how close creatures are to death, as if under the effect of a *deathwatch* spell.
- *Invocation*: The target gains the greensight ability, letting it see through thick plant matter as though it were transparent to a range of 60 feet. Leaves, vines, greenery, and undergrowth offer no concealment to the creature's sight, though solid wood still blocks its line of sight.
- *Manipulation*: The target can see alignments, as if using

either a *detect good*, *detect evil*, *detect chaos*, or *detect law* with no need to concentrate on the effect.
- *Revelation*: The target gains the constant benefit of *seek magic* and *comprehension*, with no need to concentrate on the effect.

Multiple charges of the same type have no additional benefit.

SEEK MAGIC

Design revelation; **Level** 0
Casting Time 1 standard action
Range 60 ft.
Area cone-shaped emanation
Duration concentration, up to 1 min./level (D)
Saving Throw none; **Spell Resistance** no

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the design of script involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a non-spell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a script's functioning script level or an item's caster level; see the accompanying table. If an aura falls into more than one category, *seek magic* indicates the stronger of the two.

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *seek magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Table: Seek Magic

Script or Object	Faint	Aura Power		
		Moderate	Strong	Overwhelming
Functioning script (script level)	3rd or lower	4th–6th	7th–9th	10th+ (deity-level)
Magic Item (caster level)	5th or lower	6th–11th	12th–20th	21st+ (artifact)

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Overwhelming	1d6 x 10 minutes
Strong	1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration, creation, or invocation spell registers. Each round, you can turn to *seek magic* in a new area. The script can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Overload: For every runic charge overloaded into this script, you can maintain the script's effects for 1 minute without needing to concentrate.

SHAPE GRAVITY

Design manipulation (gravity); **Level** 6
Casting Time 1 standard action
Range long (400 ft. + 40 ft./level)
Target or Targets see text
Duration concentration (up to 1 round/level) or instantaneous, see text
Saving Throw Will negates (object) or none, see text; **Spell Resistance** yes (object), see text

You move objects or creatures by concentrating on them and altering the gravitational field around them. Depending on the version selected, the script can provide a gentle, sustained force, perform a variety of combat maneuvers, or exert a single short, violent thrust.

Sustained Force: A sustained force moves an object weighing no more than 25 pounds per caster level (maximum 375 pounds at 15th level) up to 20 feet per round. A creature can negate the effect on an object it possesses with a successful Will save or with spell resistance.

This version of the script can last 1 round per caster level, but it ends if you cease concentration. The weight can be moved vertically, horizontally, or in both directions. An object cannot be moved beyond your range. The script ends if the object is forced beyond the range. If you cease concentration for any reason, the object falls or stops.

An object can be gravitationally manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, though delicate activities such as these require DC 15 Intelligence checks.

Combat Maneuver: Alternatively, once per round, you can use *shape gravity* to perform a bull rush, disarm, grapple (including pin), or trip. Resolve these attempts as normal, except that they don't provoke attacks of opportunity, you use your caster level in place of your

Combat Maneuver Bonus, and you add your Intelligence modifier in place of your Strength or Dexterity modifier. No save is allowed against these attempts, but spell resistance applies normally. This version of the script can last 1 round per caster level, but it ends if you cease concentration.

Violent Thrust: Alternatively, the script energy can be spent in a single round. You can hurl one object or creature per caster level (maximum 15) that are within range and all within 10 feet of each other toward any target within 10 feet per level of all the objects. You can hurl up to a total weight of 25 pounds per caster level (maximum 375 pounds at 15th level).

You must succeed on attack rolls (one per creature or object thrown) to hit the target with the items, using your base attack bonus + your Intelligence modifier. Weapons cause standard damage (with no Strength bonus; note that arrows or bolts deal damage as daggers of their size when used in this manner). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds (for hard, dense objects). Objects and creatures that miss their target land in a square adjacent to the target.

Creatures who fall within the weight capacity of the script can be hurled, but they are allowed Will saves (and spell resistance) to negate the effect, as are those whose held possessions are targeted by the script.

If a thrown creature is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

Overload: For every runic charge overloaded into this script, you can lift or thrust an additional 25 pounds worth of objects, and you receive a +1 bonus to your attack rolls and combat maneuver checks when making combat maneuvers or hurling with the violent thrust option.

SHARPNESS

Design alteration; **Level** 2
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target one weapon or 50 projectiles (all of which must be together at the time of casting)
Duration 10 min./level (D)
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless object)

Sharpness gives a weapon a +1 enhancement bonus on attack and damage rolls. An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls.

Alternatively, you can affect as many as 50 arrows, bolts, or bullets. The projectiles must be of the same kind, and they have to be together (in the same quiver or other container). Projectiles, but not thrown weapons,

lose their transmutation after they are used. Treat shuriken as projectiles, rather than as thrown weapons, for the purpose of this script.

You can't cast this script on a natural weapon, such as an unarmed strike (instead, see magic fang). A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

Overload: For every runic charge overloaded into this script, you can target an additional weapon (or 50 pieces of ammunition). In addition, depending on what design of charge was used, you can grant a different weapon property, rather than an enhancement bonus:

- *Alteration*: *Impervious*
- *Creation*: *Merciful*
- *Destruction*: *Thundering*
- *Invocation*: *Flaming*, *frost*, or *shock* (choose one)
- *Manipulation*: *Ghost touch*
- *Revelation*: *Glamered*

You may only apply one of the available options, which replaces the normal +1 enhancement bonus that *sharpness* normally gives. This effect can be applied to a weapon that is not already magical. All weapons must receive the same ability.

SHIFT

Design manipulation (teleportation); **Level** 3
Casting Time 1 standard action
Range personal
Target you
Duration 1 round/level (D)

You "shift" quickly back and forth between the Material Plane and the Ethereal Plane and look as though you're winking in and out of reality at random. *Shift* has several effects, as follows.

Physical attacks against you have a 50% miss chance, and the Blind-Fight feat doesn't help opponents, since you're ethereal and not merely invisible. If the attack is capable of striking ethereal creatures, the miss chance is only 20% (for concealment). If the attacker can see invisible creatures, the miss chance is also only 20%. (For an attacker who can both see and strike ethereal creatures, there is no miss chance.) Likewise, your own attacks have a 20% miss chance, since you sometimes go ethereal just as you are about to strike.

Any individually targeted spell has a 50% chance to fail against you while you're shifting unless your attacker can target invisible, ethereal creatures. Your own spells have a 20% chance to activate just as you go ethereal, in which case they typically do not affect the Material Plane (but they might affect targets on the Ethereal Plane).

While shifting, you take only half damage from area attacks (but full damage from those that extend onto the Ethereal Plane). Although you are only partially visible, you are not considered invisible and targets retain their Dexterity bonus to AC against your attacks. You do receive a +2 bonus on attack rolls made against enemies that cannot see invisible creatures.

You take only half damage from falling, since you fall only while you are material.

While shifting, you can step through (but not see through) solid objects. For each 5 feet of solid material you walk through, there is a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet so traveled.

Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures. You interact with ethereal creatures roughly the same way you interact with material ones.

An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down. As an incorporeal creature, you can move through solid objects, including living creatures.

An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial. Sight and hearing on the Material Plane are limited to 60 feet.

Force effects and abjurations affect you normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and objects as material.

Overload: For every runic charge you overload into this script, the duration increases by 1 round, the miss chance of your attacks and the chance your spells manifest in the ethereal plane is reduced by 5%, and the chance of you materializing while passing through solid objects is reduced by 5%.

SHIMMER

Design creation (generation); **Level** 3
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Target creatures and objects in a 10-ft.-radius spread
Duration 1 round per level
Saving Throw see text; **Spell Resistance** no

You create a cloud of shimmering particles that covers everyone and everything in the area, visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades.

Any creature covered by the particles takes a -40 penalty on Stealth checks.

Overload: For every runic charge overloaded into this script, you may increase the radius by 5 feet. If you overload at least two charges, creatures affected by

shimmer must make a Will save or be blinded. Each round at the end of their turn blinded creatures may attempt a Will save to end the blindness effect, though they are still outlined as normal.

SIGHT BEYOND SIGHT

Design revelation (scrying); **Level** 4
Casting Time 1 hour
Range see text
Target one creature
Duration 1 min./level
Saving Throw Will negates; **Spell Resistance** yes

You can observe a creature at any distance. If the subject succeeds on a Will save, the script fails. The difficulty of the save depends on how well your knowledge of the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

Knowledge	Will Save Modifier
None*	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5

*You must have some sort of connection (see below) to a creature of which you have no knowledge

Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10

If the save fails, you can see and hear the subject and its surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet.

As with most scrying effects, the sensor has your full visual acuity, including any magical effects. If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

Overload: For every runic charge overloaded into this script, the DC increases by +1.

SIXFOLD VEIL

Design creation; **Level** 9
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Effect wall 5 ft./level wide, 2 ft./level high
Duration 10 min./level (D)
Saving Throw see text; **Spell Resistance** see text

Sixfold veil creates a vertical, opaque wall – a shimmering plane of swirling patterns and designs that protects you from all forms of attack. The wall flashes with up to six different runic patterns, each of which represents one of the six designs of rune magic. The wall is immobile, and you can pass through and remain near the wall without harm. Any other creature with less than 8 HD that is within 20 feet of the wall is blinded by the colors for 2d4 rounds if it looks at the wall.

The veil's maximum proportions are 5 feet wide per caster level and 2 feet high per caster level. A *sixfold veil* script cast to materialize in a space occupied by a creature is disrupted, and the casting is wasted.

Each pattern in the wall has a special effect. **Table: Sixfold Veil** shows the six patterns of the wall, the order in which they appear, their effects on creatures trying to attack you or pass through the wall, and the magic needed to negate each pattern.

When you cast *sixfold veil*, you choose any two of

Table: Sixfold Veil

Order	Pattern	Effect of Pattern	Negated by
1st	Destruction	Stops all ranged weapons. Deals 60 points of acid damage (Reflex half).	*Revivify*
2nd	Invocation	Stops poisons, gases, and petrification Deals 60 points of electricity damage (Reflex half)	*Crush*
3rd	Alteration	Stops breath weapons. Turned to stone (Fortitude negates)	*Course of action*
4th	Revelation	Stops divinations and mental attacks. Will save or become insane (as *insanity*)	*Expose weakness*
5th	Creation	Stops all spells (except those blocked the revelation or manipulation patterns) Pushed back 30 feet and paralyzed for 2d6 minutes (Fortitude negates)	*Dust to dust*
6th	Manipulation	Blocks all teleportation and ethereal travel within 100 feet. Creatures sent to another plane (Will negates)	*Sun and moon*

the patterns shown on **Table: Sixfold Veil**. These two patters are the only ones present in the veil, and they appear and affect creatures in the order shown on the table. More patterns can be added by overloading the script.

The veil can be destroyed, pattern by pattern, in consecutive order, by casting the specified script on the veil; however, the first pattern must be brought down before the second can be affected, and so on. A *rod of cancellation* or a *mage's disjunction* spell destroys a prismatic wall, but an *antimagic field* or *negation field* fails to penetrate it. Spell Resistance is effective against a *sixfold veil*, but the caster level check must be repeated for each pattern present.

Overload: For every runic charge you overload into this script, the veil becomes more deadly. If a runic charge used corresponds to a pattern not already selected for the *sixfold veil*, that pattern is added to the veil, using the rules above. If a runic charge used corresponds to a pattern that has already been added to the *sixfold veil*, the DC of that pattern increases by +1 (max +2 bonus).

SLIDE

Design manipulation (teleportation); **Level** 2
Casting Time 1 swift action
Range 30 ft.
Target you
Duration instantaneous
You quickly slide between dimensions, teleporting a short but inaccurate distance.

You may teleport up to 30 feet in any direction. You must be able to see your destination in order to teleport. However, when you arrive, you re-enter 1 square off target, as per the rules for thrown splash weapons. If this would place you in an occupied square, you instead arrive in the nearest safe location.

Overload: For every runic charge overloaded into this script, the range increases by 10 feet.

SLIPSTREAM

Design manipulation (teleportation); **Level** 6
Casting Time 1 standard action
Range touch
Target up to one willing creature/level
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** no
Slipstream allows you to walk the line between dimensions to travel quickly. You and any creature you touch are then shifted along the borders of reality. You can take more than one creature along with you (subject to your level limit), but all must be touching each other and must be willing.

On the edge of the Material Plane, you move at a rate of 50 miles per hour, moving at what appears a normal pace but going much more rapidly relative to the Material Plane. Thus, you can use this script to travel rapidly by stepping onto the border of reality, moving the desired distance, and then stepping back onto the Material Plane.

Because of the blurring of reality along the edge of the Material Plane, you can't make out details of the terrain or areas you pass over during transit, nor can you predict perfectly where your travel will end. It's impossible to judge distances accurately, making the script virtually useless for scouting or spying. Furthermore, when the script effect ends, you are shunted 1d10 x 100 feet in a random horizontal direction from your desired endpoint. If this would place you within a solid object, you are shunted 1d10 x 1,000 feet in the same direction. If this would still place you within a solid object, you (and any creatures with you) are shunted to the nearest empty space available, but the strain of this activity renders each creature fatigued (no save).

Any creatures touched by you when *slipstream* is cast also make the transition to the edge of the Material Plane.

They may opt to follow you, wander off through the *slipstream*, or stumble back into the Material Plane (50% chance for either of the latter results if they are lost or abandoned by you). Any creature that is wandering through the *slipstream* when the duration ends returns to the Material Plane as much as 1,000 miles (d%x10) from their starting point.

Overload: For every runic charge overloaded into this script, you move 10 miles per hour faster, and the random direction you are shunted in when leaving the *slipstream* is reduced by 100 feet (minimum 0 feet).

SLOW FALL

Design manipulation (gravity); **Level** 1
Casting Time 1 immediate action
Range close (25 ft. + 5 ft./2 levels)
Targets one Medium or smaller free-falling object or creature/level, no two of which may be more than 20 ft. apart
Duration until landing or 1 round/level
Saving Throw Will negates (harmless) or Will negates (object); **Spell Resistance** yes (object)
The affected creatures or objects fall slowly. *Slow fall* instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the script is in effect. When the script duration expires, a normal rate of falling resumes.

The script affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: a Large creature or object counts as two Medium creatures or objects, a Huge creature or

object counts as four Medium creatures or objects, and so forth.

This script has no special effect on ranged weapons unless they are falling quite a distance. If the script is cast on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop.

Slow fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

Overload: For every runic charge overloaded into this script, the duration increases by 1 round, and you may target an additional two creatures or objects.

SPEED

Design manipulation (time); **Level** 1
Casting Time 1 standard action
Range touch
Target creature touched
Duration 10 min./level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You alter time around the target to let it move faster, granting it a +10 enhancement bonus to its base speed. This has no effect on other forms of movement, such as burrow, climb, fly, or swim.

Overload: For every runic charge overloaded into this script, you can target an additional creature. If at least two charges are used, the speed bonus applies to all forms of movement, not just base speed.

SPLIT THE SKY

Design invocation; **Level** 7
Casting Time 10 minutes
Range 1 mile
Area 1-mile-radius circle, centered on you; see text
Duration 4d12 hours; see text
Saving Throw none; **Spell Resistance** no

You change the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. You can call forth weather appropriate to the climate and season of the area you are in. You can also use this script to cause the weather in the area to become calm and normal for the season.

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw
Late winter	Hurricane-force winds or early spring

You control the general tendencies of the weather,

such as the direction and intensity of the wind. You cannot control specific applications of the weather-- where lightning strikes, for example, or the exact path of a tornado. The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously.

Split the sky can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

Overload: For every runic charge overloaded into this script, the range and area increases by 1 mile, the duration increases by 1d12 hours, and the time it takes for the weather to change is reduced by 2 minutes.

STAUNCH

Design creation (healing); **Level** 0
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration instantaneous and 1 minute, see text
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You create a minor warding effect on the target that staves off pain and death. The target is granted 1 temporary hit point, which lasts for 1 minute. If you target a living creature that has –1 or fewer hit points, that creature is automatically stabilized and does not lose any further hit points (this effect is instantaneous). If the creature later takes damage, it continues dying normally.

Overload: For every runic charge overloaded into this script, you may target an additional creature. No two targets may be more than 30 feet apart. For every creation runic charge used, the temporary hit points granted increases by 1.

STORMCALL

Design invocation [air, electricity, water]; **Level** 5
Casting Time 1 standard action
Range long (400 ft. + 40 ft./level)
Area cylinder (20-ft. radius, 40 ft. high)
Duration 1 round/level (D)
Saving Throw Reflex half; **Spell Resistance** yes

Dark thunderclouds appear in an instant, sending down lightning and rain. When you cast *stormcall*, bolts of lightning strike down upon creatures in the area, dealing 10d6 points of lightning damage (Reflex half). This damage only occurs once, when the script is cast.

For the remaining duration of *stormcall*, heavy rain and winds fill the area. Creatures inside this area take a -4 penalty on Perception skill checks, exposed flames are exitinguished, and the entire area is treated as difficult terrain.

Overload: For every runic charge overloaded into

this script, you can increase the area's radius by 5 feet and the height by 10 feet.

STRIKING

Design destruction [force]; **Level** 0
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Targets multiple creatures, no two of which can be more than 15 ft. apart
Duration 10 min./level (D)
Saving Throw none; **Spell Resistance** yes

Two darts of destructive force fly forth from your hand to seek out your foes and strike them, each dealing 1d4+1 points of force damage.

You can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

The darts strikes unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by *striking*.

For every two caster levels beyond 3rd, you gain an additional missile - three at 5th, four at 7th, five at 9th level, and the maximum of six missiles at 11th level or higher.

Overload: For every runic charge overloaded into this script, you create an additional dart of force.

SUN AND MOON

Design invocation [darkness, light]; **Level** 3
Casting Time 1 standard action
Range touch
Target object touched
Duration 10 min./level (D)
Saving Throw none; **Spell Resistance** no

You invoke the powers of the sun and moon to either bring light or create darkness, which radiates out from the object in a 20-foot radius. You choose whether to create light or darkness when you cast *sun and moon*.

If you create light, the light level in the area increases to bright light. Lighting out to double the effect's radius increases by one step (from darkness to dim light, from dim light to normal light, and from normal light to bright light). Creatures that take penalties in bright light take them while within the area. Despite its name, this script is not the equivalent of sunlight for the purposes of creatures that are damaged or destroyed by such light.

If you create darkness, the light level around the object decreases by one step (from bright light to normal light, from normal light to dim light, or from dim light to darkness). This has no effect in an area that is already dark. Creatures with light vulnerability or sensitivity take no penalties in normal light. All creatures gain concealment (20% miss chance) in dim light. All creatures gain total concealment (50% miss chance) in darkness. Creatures with darkvision can see in an area of dim light or darkness without penalty. Nonmagical sources of light, such as torches and lanterns, do not increase the light level in the area. Magical light sources only increase the light level in an area if they are of a higher spell level than *sun and moon*.

If *sun and moon* is cast on a small object that is then placed inside or under a lightproof covering, the script's effect is blocked until the covering is removed.

Light created by *sun and moon* brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect. The same applies for darkness created by *sun and moon* brought into an area of magical lighting.

Overload: For every runic charge overloaded into this script, the radius of the light and darkness increases by 10 feet. If three or more charges are used, the effects grow stronger. If used to create light, the lighting out to double the light's radius increases by two steps (from darkness to normal light, and from dim light or higher to bright light). If used to create darkness, the light level drops by two steps (from bright light to dim light, and from normal light or lower to darkness).

SUNSPARK

Design invocation [light]; **Level** 0
Casting Time 1 standard action
Range touch
Target object touched
Duration 10 min./level (D)
Saving Throw none; **Spell Resistance** no

You create a minor mote of weak sunshine. *Sunspark* causes a touched object to glow like a torch, shedding normal light in a 20-foot radius from the point touched, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this script has no effect. The effect is immobile, but it can be cast on a movable object.

You can only have one *sunspark* active at any one time. If you cast this script while another casting is still in effect, the previous casting is dispelled.

Overload: For every runic charge overloaded into this script, the light lasts for an additional 10 minutes. For every two runic charges used, you can target an additional object; this does not count against the normal limit of *sunspark* effects you can have at one time. Multiple *sunspark* effects do not stack or create brighter light.

TANGLED ROOTS

Design invocation (manifestation); **Level** 1
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Area 20-ft.-radius spread
Duration 1 min./level (D)
Saving Throw Reflex partial, see text; **Spell Resistance** no

This script manifests roots, vines, and other plants to tangle creatures in the area. Creatures that are in the target area when you cast *tangled roots* must make Reflex save or gain the entangled condition. Creatures that make their save can move as normal. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell.

The entangling effect only happens once, when the effect is conjured. Creatures that enter after the script has been cast are not entangled. However, the entire area is considered difficult terrain while the effect lasts.

Overload: For every runic charge overloaded into this script, you may increase the radius of the area by 5 feet. For every two invocation charges used, the DC increases by +1.

TEMPORAL DISTORTION

Design manipulation (time); **Level** 9
Casting Time 1 standard action
Range 30 ft.
Target 30-ft.-radius emanation, centered on you
Duration 1 round
Saving Throw none; **Spell Resistance** no

Gathering power, you bring your hands together over your head and unleash a shockwave of temporal energy, freezing everything around you for a brief moment.

Upon casting *temoporal distortion*, everything within 30 feet of you (objects, creatures, environment, etc.) stops for 1 round. Creatures halt, arrows stop mid-flight, and sounds cease. A creature or object that enters the area after the initial casting is not affected.

While the *temporal distortion* is in effect, everything that was within the area of the distortion when you cast it is invulnerable to everything; no one can target such creatures or objects with any attack or spell, nor can they be moved or harmed while the distortion lasts.

Spells and effects that last longer than 1 round can be placed in the area, which will harm creatures and objects as normal once time starts flowing again.

You are immune to the effects of your own *temporal distortion* unless you allow it to affect you. Despite this, so long as this script is in effect, you cannot gain nor use runic charges from any source, the *temporal distortion* interfering with the rune's magic.

Overload: For every runic charge overloaded into

this script, the duration increases by 1 round, and the radius increases by 5 feet. If you overload at least four manipulation charges, you can designate one other creature to also be immune to *temporal distortion*.

TREMOR

Design invocation (manifestation); **Level** 3
Casting Time 1 standard action
Range 30 ft.
Area 30 ft. cone
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** no

With a stomp, you cause the ground before you to quake and rumble. Each creature in the area takes 1d8 bludgeoning damage per two caster levels (max 5d8) and is knocked prone as stone and soil bursts up and strikes them. A successful Reflex save halves the damage and negates the prone effect.

This script only works when on natural terrain or on worked stone and soil; it does not work on metallic or wooden surfaces. A creature that is at least 1 foot off the ground is not knocked prone by *tremor* but can still be damaged if it is less than 5 feet above the ground.

Overload: For every runic charge overloaded into this script, the range and area increases by 10 feet. If at least two destruction charges are used, the area also becomes difficult terrain.

TWISTING FUTURES

Design revelation; **Level** 5
Casting Time 1 standard action
Range personal
Target you
Duration 1 minute or until discharged

You gain limited insight into to your own future, allowing you to possibly correct your mistakes before they happen.

With this limited insight, you gain the ability to reroll one attack roll, one saving throw, one ability check, or one skill check. You must take the result of the reroll, even if it's worse than the original roll. You do not have to make another roll if satisfied with your original roll. Once used, the script discharges.

Overload: For every runic charge overloaded into this script, the duration increases by one minute. For every two charges used, you gain an additional reroll that you can use during the script's duration. The script discharges once you've used all of the rerolls.

UNHINDERED

Design alteration; **Level** 5
Casting Time 1 standard action
Range touch
Target you or creature touched

Duration 10 min./level

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

This script enables you or a creature you touch to move and attack normally for the duration of the spell, even under the influence of magic that usually impedes movement, such as paralysis, solid fog, slow, and web. All combat maneuver checks made to grapple the target automatically fail. The subject automatically succeeds on any combat maneuver checks and Escape Artist checks made to escape a grapple or a pin.

The script also allows the subject to move and attack normally while underwater, even with slashing weapons such as axes and swords or with bludgeoning weapons such as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The *unhindered* script does not, however, grant water breathing.

Overload: For every runic charge overloaded into this script, increase the duration by 10 minutes. If you overload at least two charges, the target also ignores difficult terrain for the duration. If you overload at least one invocation charge, the target can breathe underwater for the duration.

UNSTOPPABLE

Design alteration; **Level** 9
Casting Time 10 minutes
Range close (25 ft. + 5 ft./2 levels)
Target one creature/level, no two of which can be more than 30 ft. apart
Duration 10 min./level
Saving Throw none; **Spell Resistance** no

You alter each creature's body to make it stronger, faster, and more resilient. Each creature gains a +2 competence bonus on attack and damage rolls and gains 2d8+4 temporary hit points. At the end of the spell's duration, the subjects become fatigued.

Overload: For every runic charge overloaded into this script, you create an additional beneficial alteration. Multiple charges of the same type stack; for a charge type with multiple effects, you select one for every charge of that type used:

- *Alteration*: Creatures become immune to your choice of either blindness, deafness, sickness, or nausea.
- *Creation*: Creatures gain a +2 bonus on saving throws against death effects and energy drain.
- *Destruction*: The competence bonus granted to attack rolls and damage rolls increases by +1.
- *Invocation*: Creatures become immune to your choice of either poison or disease.
- *Manipulation*: Creatures have all forms of movement increased by 10 feet.
- *Revelation*: Creatures become immune to your choice

of either fear or charm effects.

WARD OF CONVICTION

Design manipulation (conviction) [see text]; **Level** 2
Casting Time 1 standard action
Range touch
Target creature touched
Duration 1 min./level (D)
Saving Throw Will negates (harmless); **Spell Resistance** no, see text

A *ward of conviction* uses cosmic forces to protect a creature from a specific alignment, forming a magical barrier around the target to a distance of 1 foot that moves with it. When you cast this script, you must choose either chaos, evil, good, or law. The creature is protected from effects and creatures of that alignment, as follows:

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by creatures of the specified alignment.

Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects, such as charm person, command, and dominate person). This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using magic jar), but it does prevent them from controlling the target. This second effect only functions against spells and effects created by creatures or objects of the specified alignment, subject to GM discretion.

Third, the spell prevents bodily contact by summoned creatures of the chosen alignment. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not the chosen alignment are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell Resistance can allow a creature to overcome this protection and touch the warded creature.

When used to protect a creature against a certain alignment, it is a script of the opposite type (for example, if you use *ward of conviction* to protect against evil effects, it gains the good descriptor).

Overload: For every runic charge overloaded into this script, the duration increases by 1 minute, and you may target an additional creature.

WEAKEN WILLPOWER

Design revelation (thought) [mind-affecting]; **Level** 6
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Effect 20-ft.-radius emanation, centered on a point in space
Duration 1 min./level and 1d6 rounds, see text
Saving Throw Will partial; **Spell Resistance** yes
A shimmering, purple energy crackles and fills the area, weakening the mental resistance of those caught in it. Creatures in the area of *weaken willpower* take a -8 penalty on Wisdom checks and Will saves. Affected creatures take the penalty as long as they remain in the energy and for 1d6 rounds thereafter. A successful save reduces the penalty to -4 and the duration to 1 round. A creature that saves does not need to make further saves, even if it remains in the area of *weaken willpower*.

The emanation is stationary and lasts for 1 minute per level. While the energy gives the area a purplish hue, it does not significantly hamper vision.

Overload: For every runic charge overloaded into this script, the duration of the emanation increases by 5 minutes. In addition, for every two charges used, the penalty to ability checks also applies to either Intelligence or Charisma checks, using the rules for Wisdom checks. A single save reduces all of the penalties.

WEAKNESS

Design destruction; **Level** 0
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Effect ray
Duration 1 round/2 levels
Saving Throw Fortitude negates; **Spell Resistance** yes
You create a ray of sapping energy from your pointing finger. You must succeed on a ranged touch attack with the ray to hit. The subject is immediately fatigued for the spell's duration.

This spell has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the spell's duration expires.

Overload: For every runic charge overloaded into this script, the DC increases by +1. If you overload at least three runic charges into the script, the target is exhausted for 1 round on a failed save (in addition to the normal fatiguing effect).

WINTER'S BITE

Design invocation [cold]; **Level** 1
Casting Time 1 standard action
Range 15 ft.
Target cone-shaped burst
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** yes
A spray of chilling snow and ice sprays from your outstretched hand. Any creature in the area takes 1d4 points of cold damage per caster level (maximum 5d4). A Reflex save halves the damage

Overload: For every runic charge overloaded into this script, the range increases by 5 feet, to a maximum of 30 feet. For every two runic charges overloaded, the damage dice increases by one step (from d4 to d6, and from d6 to d8).

WITHER

Design destruction; **Level** 5
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Area haze spreads in 20-ft.-radius, 20 ft. high
Duration 10 min./level (D)
Saving Throw Fortitude half, see text; **Spell Resistance** yes
This script creates an immobile, hazy field of sickening energy. Creatures in the area take 1d6 negative energy damage at the start of their turns (or when they enter the area) and are sickened (no save). The sicken effect ends 1d4 rounds after they leave the area of *wither*.

The haze created by *wither* does not hinder sight in any way. Undead and constructs are unaffected by *wither*.

Overload: For every runic charge overloaded into this script, the field becomes more deadly, directly assaulting a creature's abilities. Each runic design corresponds to an ability score, as shown below:
- *Alteration*: Strength
- *Creation*: Wisdom
- *Destruction*: Constitution
- *Invocation*: Charisma
- *Manipulation*: Dexterity
- *Revelation*: Intelligence

Creatures in the area take ability damage to the shown ability score at the start of their turn or upon entering the area. The amount taken is based on the number of charges used of that design: one charge is 1d2 points, two charges is 1d3, three charges is 1d4, and four charges is 1d6.

For example, if you use two destruction charges and two alteration charges, each creature takes 1d3 Strength damage and 1d3 Constitution damage. A Fortitude save halves all ability score damage taken in a given round (minimum 0). Unlike normal ability damage, *wither* cannot reduce a creature's ability score below 1.

FEATS

Scribes have a number of options available to them to further their power with runic magic. These feats are intended to be used by practitioners of rune magic.

Rune magic users are considered arcane casters for the purpose of qualifying for feats found in other Pathfinder Roleplaying Game material, using their scribe level as their arcane caster level. They don't qualify for feats that use spells directly, like Augment Summon.

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

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

FEAT DESCRIPTIONS

Feats in this section are summarized on **Table: Rune Magic Feats**. Note that the prerequisites and benefits on the table are abridged for reference. See each feats' description for full details.

The following format is use for feat descriptions.

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

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

Feats that have prerequisites found in this book (namely, archivist class features or rune caster level) are marked with a dagger (†).

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

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

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

Augmented Summons
Creatures you create are stronger than most

Prerequisite: Design Focus (creation) or Design focus (invocation)

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

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

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

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

Empower Script (Metascript)
You can increase the power of your scripts, causing them to deal more damage.

Prerequisite: Caster level 5th

Benefit: All variable, numeric effects of an empowered script are increased by half including bonuses to those dice rolls.

Saving throws and opposed rolls are not affected, nor are scripts without random variables.

You may empower a script once per day, plus an additional time per day at 10th and 15th caster level. The script must be at least one level lower than the highest level of script you know.

Enlarge Script (Metascript)
You can increase the range of your scripts.

Benefit: You can alter a script with a range of close, medium, or long to increase its range by 100%. An enlarged script with a range of close now has a range of 50 ft. + 5 ft./level, while medium-range scripts have a range of 200 ft. + 20 ft./level and long-range scripts have a range of 800 ft. + 80 ft./level.

Scripts whose ranges are not defined by distance, as well as scripts whose ranges are not close, medium, or long, do not benefit from this feat.

You can enlarge a script once per day, plus an additional time each day at 6th and 12th, and 18th levels.

Extend Script (Metascript)

You can make your scripts last twice as long.

Benefit: An extended script lasts twice as long as normal. A script with a duration of concentration, instantaneous, or permanent is not affected by this feat.

You can extend a script once per day, plus an additional time each day at 6th and 12th, and 18th levels.

Greater Design Focus

Choose any design of runic script to which you have already applied the Design Focus feat. Any scripts you cast of this design are very hard to resist.

Prerequisite: Design Focus

Benefit: Add +1 to the Difficulty Class for all saving throws against scripts from the design of runic script you select. This bonus stacks with the bonus from Design Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new design to which you already have applied the Design Focus feat.

Improved Counterscript

You are skilled at countering the scripts of others using similar scripts.

Benefit: When counterscripting, you may use a script of the same design that is one or more levels higher than the target script.

Normal: Without this feat, you may counter a script only with the same script.

Intensify Script (Metascript)

Your scripts can go beyond several normal limitations.

Benefit: An intensified script increases the maximum number of damage dice by 5 levels. You must actually have sufficient caster levels to surpass the maximum in order to benefit from this feat. No other variables of the script are affected, and scripts that inflict damage that is not modified by caster level are not affected by this feat.

You can intensify a script once per day, plus an additional time each day at 6th and 12th, and 18th levels.

Maximize Script (Metascript)

Your scripts have the maximum possible effect.

Prerequisite: Caster level 7th

Benefit: All variable, numeric effects of a script modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are scripts without random variables.

You can maximize a script once per day, plus an additional time each day at 14th level. The script must be at least two levels lower than the highest level of script you know.

Piercing Script (Metascript)

Your studies have helped you develop methods to overcome spell resistance.

Benefit: When you cast a piercing script against a target with spell resistance, it treats the spell resistance of the target as 5 lower than its actual SR.

You can make a script piercing once per day, plus an additional time each day at 6th and 12th, and 18th levels.

Quicken Script (Metascript)

You can cast scripts in a fraction of the normal time.

Prerequisite: Caster level 9th, at least two other metascript feats[†]

Benefit: Casting a quickened script is a swift action. You can perform another action, even casting another script, in the same round as you cast a quickened script. A script whose casting time is more than 1 round or 1 full-round action cannot be quickened.

Casting a quickened script doesn't provoke an attack of opportunity.

You can quicken a script once per day. The script must be at least three levels lower than the highest level of script you know.

Widen Script (Metascript)

You can cast your scripts so that they occupy a larger space.

Prerequisite: Caster level 7th

Benefit: You can alter a burst, emanation, or spread-shaped script to increase its area. Any numeric measurements of the script's area increase by 100%. Scripts that do not have an area of one of these four sorts are not affected by this feat.

You can widen a script once per day, plus an additional time each day at 14th level. The script must be at least two levels lower than the highest level of script you know.

RUNIC MAGIC ITEMS

Scribes have also learned to implement their runic magic into creating magic items. These magic items are crafted as any other, using the same item creation feats that arcane or divine casters use to make their own.

Creating a magic item follows most of the same rules as normal creation of magic items does (see Magic Item Creation in chapter 15 of the *Pathfinder Roleplaying Game Core Rulebook*). However, rune magic does have some caveats when it comes to making magic items, due to the runic charge system that empowers their function.

In addition to the items found here, rune magic users can create their own potions, scrolls, and wands (using Brew Potion, Scribe Scroll, and Craft Wand, respectively). These items function based on the script's level.

The scribe must know the script he wishes to imbue into the item. The act of crafting the item triggers the script; the creator loses one use of that script for the day, as though he had cast it. The scribe must supply all the necessary material for these items, and must have a quiet and well-equipped workspace, crafting the item across one or more days based on its price.

Scribes cannot use spell completion or spell trigger items created by arcane or divine casters, even if those spells have an effect similar to a script. The same is true in reverse; an arcane or divine caster cannot use a spell completion or spell trigger item that uses runic scripts. Either are able to do so through the use of the Use Magic Device skill, as normal.

Potions: Potions created of runic scripts function like any other potion. A potion made of a runic script cannot be made with an overloaded version of that script, nor can it be overloaded by the imbiber when consumed; the script always functions as if cast on the consumer with no runic charges used. Drinking a potion does not generate runic charge.

Scrolls: A scroll containing a runic script can be made to use runic charges. The charges must be imbued into the scroll during its creation, and once done cannot be changed. Using the scroll consumes all runic charges put into it during its creation to overload the script contained in the scroll. Casting a script from a scroll does not generate runic charges.

A scroll that has runic charges overloaded into it is more expensive than a normal scroll. The cost to add a runic charge to a scroll is as follows: 1 gp x the level of the script x the level of the caster. This cost is cumulative for each runic charge added to the scroll.

Wands: A wand containing a runic script can be made to use runic charges. The charges must be imbued into

the wand during its creation, and once done cannot be changed. Each use of the wand is considered to be overloaded with all runic charges put into it during its creation. Casting a script from a wand does not generate runic charge for its user.

A wand that has runic charges overloaded into it is more expensive than a normal wand. The cost to add a runic charge to a wand is as follows: 40 gp x the level of the script x the level of the caster. This cost is cumulative for each runic charge added to the wand.

Metascript Rods

These items grant their user access to a particular metascript feat, usable three times a day. For instance, an *enlarge metascript rod* allows the wielder to enlarge three scripts per day.

As with metamagic rods, metascript rods come in three varieties: lesser (usable on scripts of 3rd level or lower), normal (usable on scripts of 6th level or lower) and greater (usable on scripts of 9th level or lower).

A scribe must take a full-round action to cast a script modified by a metascript rod, just as when he uses the feat himself (except for *quicken metascript rods*, which reduce the casting time to a swift action as normal).

Metascript Rod, Empower		PRICE Varies
Lesser empower metascript rod		9,000 gp
Empower metascript rod		32,500 gp
Greater empower metascript rod		73,000 gp
SLOT none	**CL** 17th	**WEIGHT** 5 lbs.
Aura strong (no design)		

The wielder can cast up to three scripts per day that are empowered as though using the Empower Script* feat.
CONSTRUCTION REQUIREMENTS
Cost 4,500 gp (lesser); 16,250 gp (normal); 36,500 gp (greater)
Craft Rod, Empower Script*

Metascript Rod, Enlarge		PRICE Varies
Lesser enlarge metascript rod		3,000 gp
Enlarge metascript rod		11,000 gp
Greater enlarge metascript rod		24,500 gp
SLOT none	**CL** 17th	**WEIGHT** 5 lbs.
Aura strong (no design)		

The wielder can cast up to three scripts per day that are enlarged as though using the Enlarge Script* feat.
CONSTRUCTION REQUIREMENTS
Cost 1,500 gp (lesser); 5,500 gp (normal); 12,250 gp (greater)
Craft Rod, Enlarge Script*

Metascript Rod, Extend	PRICE Varies
Lesser extend metascript rod	3,000 gp
Extend metascript rod	11,000 gp
Greater extend metascript rod	24,500 gp
SLOT none	CL 17th	WEIGHT 5 lbs.
Aura strong (no design)		

The wielder can cast up to three scripts per day that are extended as though using the Extend Script* feat.

CONSTRUCTION REQUIREMENTS

Cost 1,500 gp (lesser); 5,500 gp (normal); 12,250 gp (greater)

Craft Rod, Extend Script*

Metascript Rod, Intensify	PRICE Varies
Lesser intensify metascript rod	3,000 gp
Intensify metascript rod	11,000 gp
Greater intensify metascript rod	24,500 gp
SLOT none	CL 17th	WEIGHT 5 lbs.
Aura strong (no design)		

The wielder can cast up to three scripts per day that are intensified as though using the Intensify Script* feat.

CONSTRUCTION REQUIREMENTS

Cost 1,500 gp (lesser); 5,500 gp (normal); 12,250 gp (greater)

Craft Rod, Intensify Script*

Metascript Rod, Maximize	PRICE Varies
Lesser widen metascript rod	14,000 gp
Widen metascript rod	54,000 gp
Greater widen metascript rod	121,500 gp
SLOT none	CL 17th	WEIGHT 5 lbs.
Aura strong (no design)		

The wielder can cast up to three scripts per day that are maximized as though using the Maximize Script* feat.

CONSTRUCTION REQUIREMENTS

Cost 7,000 gp (lesser); 27,000 gp (normal); 60,750 gp (greater)

Craft Rod, Maximize Script*

Metascript Rod, Piercing	PRICE Varies
Lesser piercing metascript rod	3,000 gp
Piercing metascript rod	11,000 gp
Greater piercing metascript rod	24,500 gp
SLOT none	CL 17th	WEIGHT 5 lbs.
Aura strong (no design)		

The wielder can cast up to three scripts per day that overcome the spell resistance of a target as though using the Piercing Script* feat.

CONSTRUCTION REQUIREMENTS

Cost 1,500 gp (lesser); 5,500 gp (normal); 12,250 gp (greater)

Craft Rod, Piercing Script*

Metascript Rod, Quicken	PRICE Varies
Lesser quicken metascript rod	35,000 gp
Quicken metascript rod	75,500 gp
Greater quicken metascript rod	170,000 gp
SLOT none	CL 17th	WEIGHT 5 lbs.
Aura strong (no design)		

The wielder can cast up to three scripts per day that are quickened as though using the Quicken Script* feat.

CONSTRUCTION REQUIREMENTS

Cost 17,500 gp (lesser); 37,750 gp (normal); 85,000 gp (greater)

Craft Rod, Quicken Script*

Metascript Rod, Widen	PRICE Varies
Lesser widen metascript rod	14,000 gp
Widen metascript rod	54,000 gp
Greater widen metascript rod	121,500 gp
SLOT none	CL 17th	WEIGHT 5 lbs.
Aura strong (no design)		

The wielder can cast up to three scripts per day that are widened as though using the Widen Script* feat.

CONSTRUCTION REQUIREMENTS

Cost 7,000 gp (lesser); 27,000 gp (normal); 60,750 gp (greater)

Craft Rod, Widen Script*

Wondrous Items

Wondrous items are diverse. Some must be worn in a specific item slot in order to work, while others must merely be possessed and used. "Wondrous item" is a catchall category for anything that is not a weapon, armor, ring, and so on. These wondrous items are meant for use by rune magic scribes.

Hands of the Scribe	PRICE 16,000 gp
SLOT hands	CL 8th	WEIGHT 1/2 lbs.
Aura moderate creation		

These leather gloves have a golden trim around them and are especially conducive to runic magic. A runic scribe must wear the gloves for at least 24 hours before the magic upon them functions. Once he has done so,

the gloves can store runic charges that he creates.

Up to two runic charges can be places on the gloves (one on each hand), using the normal rules for creating runic charges by casting scripts. However, the runic charges placed upon the gloves do not count against his normal maximum of runic charges he can maintain at once based on his scribe level. The charges also last indefinitely, rather than dissipating at the start of the day when the scribe regains his castings of his scripts.

The scribe still cannot overload more scripts into a given spell that his normal maximum. If he has more runic charges available than his normal maximum, he chooses which of the ones available to him are overloaded into the script. He must still overload as many charges as possible.

The gloves must be worn to use the charges stored in them. If any one else tries to wear the gloves, the runic charges on the gloves dissipate, though the new wearer can use the gloves after 24 hours as normal.

CONSTRUCTION REQUIREMENTS

Cost 8,000 gp

Craft Wondrous Item, *create**

Talisman of Power		PRICE Varies
Talisman of power (1st)		1,000 gp
Talisman of power (2nd)		4,000 gp
Talisman of power (3rd)		9,000 gp
Talisman of power (4th)		16,000 gp
Talisman of power (5th)		25,000 gp
Talisman of power (6th)		36,000 gp
Talisman of power (7th)		49,000 gp
Talisman of power (8th)		64,000 gp
Talisman of power (9th)		81,000 gp
SLOT none	**CL** 17th	**WEIGHT** —
Aura strong (no design)		

A *talisman of power* is a small talisman, usually made out of metal or stone, that has runic symbols etched onto its surface. It contains runic power within its surface, allowing a scribe to cast more scripts per day than normal.

Once per day on command, a *talisman of power* enables the possessor to recall any one script that he knows and has cast at least once that day. The chosen script regains one of its daily castings for the day. The script must be of a particular level, depending on the talisman. Different talismans exist for recalling one script per day of each level from 1st through 9th.

CONSTRUCTION REQUIREMENTS

Cost 500 gp (1st); 2,000 gp (2nd); 4,500 gp (3rd); 8,000 gp (4th); 12,500 gp (5th); 18,000 gp (6th); 24,500 gp (7th); 32,000 gp (8th); 40,500 gp (9th)

Craft Wondrous Item, creator must be able to cast scripts of the script level to be recalled

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