

NECERION

CREATURE 15

Evil
Human
Humanoid
Medium

Perception +29**Languages** Ancient Osiriani, Common, Infernal, Osiriani**Skills** +16; Acrobatics +26, Deception +26,

Diplomacy +28, Dominion of the Black Lore +30, Intimidation +28, Occultism +28, Society +28, Stealth +26

Str +2, **Dex** +4, **Con** +3, **Int** +5, **Wis** +4, **Cha** +5**Items** +4 *returning keen dagger*, *bracers of armor* (6th), *cape of the mountebank*, *mentalists staff* (greater, 8 charges), *scroll of teleport* (6th), *slippers of spider climbing*, *letter from Aetepexax***AC** 34, **TAC** 34; **Fort** +22, **Ref** +23, **Will** +23, +1 conditional vs. all magic**HP** 235◆ **Reflect Spell****Trigger** A creature casts a spell Necerion knows and he can observe the casting.**Effect** Necerion expends one of his spells to counter the triggering creature's casting of that same spell. He loses his spell slot as if he had cast the triggering spell. He then attempts to dispel the triggering spell. If he succeeds and the spell targeted either one or more creatures or an area, he can turn that spell's effect back on its caster. When reflected, the spell affects only the caster, even if it's an area spell or the spell would normally affect more than one creature. The caster can attempt to save or use other defenses against the reflected spell as normal.**Speed** 25 feet◆ **Melee** +4 *returning keen dagger* +26 (agile, magical), **Damage** 5d4+2 plus 2d6 poison◆ **Ranged** +4 *returning keen dagger* +26 (agile, magical, thrown 10 feet), **Damage** 5d4+2 plus 2d6 poison**Occult Spontaneous Spells** DC 33, attack +26; **8th** (2 slots) *disappearance*, *dispel magic*, *mind blank*, *paralyze*; **7th** (3 slots) *dispel magic*, *paralyze*, *prismatic spray*, *reverse gravity*, *warp mind*; **6th** (4 slots) *dispel magic*, *feeblemind*, *paralyze*, *repulsion*, *vampiric exsanguination*, *wall of force*; **5th** (4 slots) *black tentacles*, *dispel magic*, *drop dead*, *mind probe*, *paralyze*, *synaptic pulse*; **4th** (4 slots) *dimension door*, *dispel magic*, *fly*, *paralyze*, *phantasmal killer*, *suggestion*; **3rd** (4 slots) *dispel magic*, *haste*, *heroism*, *paralyze*; **2nd** (4 slots) *darkvision*, *false life*, *mirror image*, *see invisibility*; **1st** (4 slots) *charm*, *illusory disguise*, *ray of enfeeblement*, *true strike*; **Cantrips** *detect magic*, *light*, *mage hand*, *message*, *telekinetic projectile***Sorcerer Powers** 7 Spell Points, DC 32; **8th** *aberrant whispers* (2 Spell Points), *tentacular limbs* (1 Spell Point), *unusual anatomy* (2 Spell Points)◆ **Quickened Casting****Frequency** once per day**Trigger** Necerion begins casting a 6th-level or lower sorcerer spell that requires at least 2 spellcasting actions to cast.**Effect** Necerion chooses one of that spell's spellcasting actions.

He doesn't need to use that action in order to finish casting the spell.

Steady Spellcasting Necerion's spells are disrupted by reactions only if he takes 31 or more damage, even if the reaction normally disrupts manipulate actions automatically.◆ **Stealth Spell****Trigger** Necerion begins casting a spell that requires 2 or fewer spellcasting actions to complete.**Effect** Necerion adds a Somatic Casting action to the triggering spell and attempts a Stealth check against observers' Perception DC. If he succeeds, the observer does not notice that he has cast the spell; if the spell has a Verbal Casting action, he must also succeed at a Deception check against the observers' Perception DC or the spell is noticed. This conceals only the actions to Cast the Spell, not the spell's effect.

DISAPPEARANCE

SPELL 8

Auditory
Illusion
Visual

Casting ◆ Material Casting, ◆ Somatic Casting**Range** touch; **Targets** one creature**Duration** 10 minutes

The target becomes invisible and is completely silent. This defeats all forms of blindsense and blindsight.

MIND BLANK

SPELL 8

Abjuration

Casting ◆ Somatic Casting, ◆ Verbal Casting**Range** 30 feet; **Targets** one creature**Duration** 24 hoursThe target is immune to detection, revelation, and scrying unless the effect is of a higher level than the *mind blank* spell. The target also gains a +4 conditional bonus to saves against mental effects.

PRISMATIC SPRAY

SPELL 7

Evocation

Casting ◆ Somatic Casting, ◆ Verbal Casting**Area** 30-foot cone

A spray of rainbow light beams cascades from your open hand. Each creature in the area must roll 1d8 on the table below to see which beam affects it, then roll a saving throw of the indicated type. The table notes any additional traits that apply to each type of ray. If a creature is struck by multiple beams, it uses the same d20 result for all its saving throws. For all rays, a successful saving throw negates the effect for that creature.

1d8	Color	Save	Effect (Traits)
1	Red	Reflex	30 fire damage (fire)
2	Orange	Reflex	40 acid damage (acid)
3	Yellow	Reflex	50 electricity damage (electricity)
4	Green	Fortitude	20 poison damage and enfeebled 1 for 1 minute (poison)
5	Blue	Fortitude	Affected as if by <i>flesh to stone</i>
6	Indigo	Will	Confused, per the <i>warp mind</i> spell (mental)
7	Violet	Will	Slowed 1 for 1 minute; sent to another plane, per <i>plane shift</i> , on a critical failure (teleportation)
8	Potent beam	—	Affected by two beams—roll twice, rerolling any duplicates or 8s

REVERSE GRAVITY

SPELL 7

Evocation Casting ♦ Material Casting, ♦ Somatic Casting, ♦ Verbal Casting

Range 120 feet; **Area** 20-foot radius, 40-foot-tall cylinder

Duration 1 minute

You reverse gravity in the area. Creatures and objects that aren't secured to the ground immediately fall upward to the top of the area. A creature might be able to Grab an Edge to arrest its fall if it falls past an appropriate edge. If a creature falls against a solid object (such as a ceiling), it takes the appropriate amount of falling damage and lands on the surface. Once an object or creature reaches the top of the area, it floats, caught between the normal and reversed gravity. The creature can move along the plane where the two forms of gravity meet. Creatures that can levitate or fly can use those abilities to mitigate the effects of *reverse gravity*.

When *reverse gravity* ends, all creatures and objects caught in the area fall back down. Likewise, anything that moves beyond the bounds of the spell's area is subjected to normal gravity again.

WARP MIND

SPELL 7

Emotion Casting ♦ Somatic Casting, ♦ Verbal Casting

Enchantment Range 120 feet; **Targets** one creature

Mental The target's mind is thrown into confusion, depending on its Will saving throw.

Success The target is confused for 1 round.

Critical Success The target is unaffected.

Failure The target is confused for 1 minute.

Critical Failure The target is confused permanently.

The effect of *warp mind* is instantaneous and therefore can't be dispelled until it runs its course, though it can be counteracted by *alter reality*, *miracle*, *primal phenomenon*, *restoration*, or *wish*.

FEEBLEMIND

SPELL 6

Curse Casting ♦ Somatic Casting, ♦ Verbal Casting

Enchantment Range 30 feet; **Targets** one humanoid creature

Mental **Duration** varies

You drastically reduce the target's mental faculties. The effect depends on the target's Will save.

Success The target is stupefied 2 for 1 round.

Critical Success The target is unaffected.

Failure The target is stupefied 4 with a permanent duration.

Critical Failure The target's intellect is permanently reduced below that of an animal, and it treats its Charisma, Intelligence, and Wisdom modifiers as -5. It loses all class abilities that require mental faculties, including all spellcasting. If the target is a PC, she becomes an NPC under the GM's control.

REPULSION

SPELL 6

Abjuration Casting ♦ Somatic Casting, ♦ Verbal Casting

Mental Range aura up to 40 feet

Duration 1 minute

From you extends an aura that prevents creatures from approaching you. When casting the spell, you can make the field any radius you choose, up to 40 feet. Creatures must attempt a Will save if they're in the aura when you cast the spell or as soon as they enter the aura while it's in effect. Once a creature has attempted the save, it uses the same result for that casting of *repulsion*. Any restrictions on a creature's movement apply only if it moves voluntarily toward you. For example, if you move closer to a creature, it doesn't then need to move away.

Success The creature treats each square in the aura as difficult terrain when is moving closer to you.

Critical Success The creature's movement is not restricted.

Failure The creature can't move closer to you while in the aura.

VAMPIRIC EXSANGUINATION

SPELL 6

Death Casting ♦ Somatic Casting, ♦ Verbal Casting

Necromancy Area 30-foot cone

Negative You draw blood and life force from creatures and shoot it out through your outstretched arms. You deal 10d6 negative damage to living creatures in the area, based on their Fortitude saves.

Success Half damage.

Critical Success No damage.

Failure Full damage.

Critical Failure Double damage.

You gain half as many Hit Points as the maximum damage done to any single creature affected by this spell.

WALL OF FORCE

SPELL 6

Evocation Casting ♦ Material Casting, ♦ Somatic Casting,

Force ♦ Verbal Casting

Range 30 feet

Duration 1 minute

You form an invisible wall of pure magical force up to 50 feet across and up to 20 feet high. The wall has no discernible thickness. If the wall's surface would be broken by any creature or object, the spell is lost. The wall has AC 10, TAC 6, and Hardness 23, and it can take 3 additional Dents before being broken. If the wall is broken, the spell ends. The wall blocks physical effects from passing through it, and because it's made of force, it blocks incorporeal and ethereal creatures as well. Teleportation effects can pass through the barrier, as can visual effects (since the wall is invisible).

Wall of force is immune to dispelling effects of its level or lower, but the wall is automatically destroyed by a *disintegrate* spell of any level or by contact with a *sphere of annihilation* or *rod of cancellation*.

BLACK TENTACLES**SPELL 5**

Conjuration Casting ♦ Material Casting, ♦ Somatic Casting, ♦ Verbal Casting

Range 120 feet; **Area** 20-foot burst adjacent to a flat surface
Duration 1 minute or until dismissed

Tentacles rise and attempt to Grapple each creature in the area. Make spell rolls against the Fortitude DC of each creature. Any creature you succeed against is grabbed and takes 2d6 bludgeoning damage. Whenever a creature ends its turn in the tentacles, the tentacles attempt to grab that creature if they haven't already, and deal 1d6 bludgeoning damage to any creature grabbed.

The tentacles' escape DC is equal to your spell DC. A creature can attack a tentacle in an attempt to release its grip. It has AC 25 and TAC 23 and is destroyed if it takes 12 damage or more.

DROP DEAD**SPELL 5**

Illusion Visual Casting ♦ Somatic Casting; **Trigger** A creature within range is hit by an attack from an enemy.

Range 120 feet; **Targets** one creature

Duration concentration, up to 1 minute

The target appears to fall down dead, though it actually turns invisible. Its illusory corpse remains where it fell, complete with an appropriate fatal wound. This illusion looks and feels like a dead body. If the target's death seems absurd—for instance, a barbarian at full health appears to be slain by 2 damage—the GM can grant the attacker an immediate Perception check to disbelieve the illusion.

If the target acts hostile, the spell is dismissed afterward. This ends the entire spell, so the illusory corpse disappears too.

Heightened (7th) The spell isn't dismissed if the target acts hostile.

MIND PROBE**SPELL 5**

Divination Linguual Mental Casting 1 minute (Material, Somatic, Verbal Casting)
Range 30 feet; **Targets** one creature
Duration 1 minute

You access the target's memories and knowledge unless it fends you off with a Will save.

Success The target is unaffected.

Failure Each round of the probe's duration, you ask a different question and attempt to uncover the answer. For each question, the target can attempt a Deception check against your spell DC; if the target succeeds, you don't learn the answer, and on a critical success, the target sends you a false answer that you believe is a truthful answer.

Critical Failure Per failure, but the target takes a -4 circumstance penalty to Deception checks against questions you ask as part of the probe.

SYNAPTIC PULSE**SPELL 5**

Enchantment Mental Casting ♦ Somatic Casting, ♦ Verbal Casting
Range 30 feet; **Targets** 30-foot aura

Duration 1 round

You emit a pulsating mental blast through the minds of all enemies in the area, with effects depending on their Will saves.

Success Slowed 1 for 1 round.

Critical Success Unaffected.

Failure Slowed 2 for 1 round.

Critical Failure Stunned for 1 round.

DIMENSION DOOR**SPELL 4**

Conjuration Teleportation Casting ♦ Somatic Casting, ♦ Verbal Casting
Range 60 feet

You instantly transport yourself and any items you're wearing and holding from your current space to a clear space within range you can see. If this would bring another creature with you—even if you're carrying it in an extradimensional container—the spell is lost.

Heightened (5th) The range increases to 1 mile. You don't need to be able to see your destination, as long as you have been there in the past and know its relative location and distance from you.

FLY**SPELL 4**

Transmutation Casting ♦ Somatic Casting, ♦ Verbal Casting

Range touch; **Targets** one creature

Duration 1 minute

The target gains a fly Speed of 30 feet.

Heightened (7th) The duration increases to 1 hour.

PHANTASMAL KILLER**SPELL 4**

Death Emotion Fear Illusion Mental Casting ♦ Somatic Casting, ♦ Verbal Casting

Range 120 feet; **Targets** one living creature

You create a phantasmal image of the most fearsome creature imaginable to the target. Only the spell's target can see the killer, though you can

see the vague shape of the illusion as it races forth to attack. The effect of the killer is based on the outcome of the target's Will saving throw.

Success The target is frightened 1.

Critical Success The target is unaffected.

Failure The target takes 8d6 mental damage and is frightened 2.

Critical Failure The target is so afraid it might instantly die.

It must attempt a Fortitude saving throw; if the target fails, it is reduced to 0 Hit Points and dies. On a successful Fortitude save, the target still takes 12d6 mental damage, is fleeing until the end of its next turn, and is frightened 4.

Heightened (+1) The damage on a failure increases by 2d6 and on a critical failure by 3d6.

SUGGESTION**SPELL 4**

Enchantment Linguistic Mental Casting ♦ Somatic Casting, ♦ Verbal Casting

Range 30 feet; **Targets** one creature

Duration varies

You suggest a course of action to the target, which must be phrased in such a way as to seem like a logical course of action to the target and can't be self-destructive or obviously against the target's self-interest. The target's response depends on its Will save.

Success The target is unaffected and thinks you were talking to them normally, not casting a spell on them.

Critical Success The target is unaffected and knows you tried to control it.

Failure The target immediately follows your suggestion. The spell has a duration of 1 minute, or until the target has completed a finite suggestion or the suggestion becomes self-destructive or has other obvious negative effects, at which point the spell is dismissed.

Critical Failure Per failure, but the duration is 1 hour or until dismissed.

Heightened (8th) You can target up to 10 creatures.

DISPEL MAGIC**SPELL 3****Abjuration Casting** ◆ Somatic Casting, ◆ Verbal Casting

Range 120 feet; **Targets** one spell effect or unattended magic item
 Make a dispel attempt against the target (see page 197). If you succeed against a spell effect, you dispel it. If you succeed against a magic item, the item becomes a mundane item of its type for 10 minutes. This doesn't change the item's quality. If the target is an artifact or similar item, you automatically fail.

HASTE**SPELL 3****Transmutation Casting** ◆ Somatic Casting, ◆ Verbal Casting

Range 30 feet; **Targets** one creature
Duration 1 minute

The target acts faster. It gains the quick condition and can use the extra action each round only for Strike and Stride actions.

Heightened (7th) You can target up to 5 creatures.

HEROISM**SPELL 3****Enchantment Mental Casting** ◆ Somatic Casting, ◆ Verbal Casting

Range touch; **Targets** one humanoid creature
Duration 10 minutes

You tap the target's inner heroism, granting it a +1 conditional bonus to attack rolls, Perception checks, saving throws, and skill checks.

Heightened (5th) The conditional bonus increases to +2.

Heightened (8th) The conditional bonus increases to +3.

PARALYZE**SPELL 3****Enchantment Mental Casting** ◆ Somatic Casting, ◆ Verbal Casting

Range 30 feet; **Targets** one humanoid creature
Duration varies

You attempt to paralyze the target, potentially freezing it in place, depending on the outcome of the target's Will save.

Success The target is slowed 1 for 1 round.

Critical Success The target is unaffected.

Failure The target is paralyzed for 1 round.

Critical Failure The target is paralyzed for 4 rounds. At the start of each of its turns, it can attempt a new Will save to reduce the remaining duration by 1 round or end it entirely on a critical success.

Heightened (4th) You can target a humanoid or non-humanoid creature.

Heightened (7th) You can target up to 10 humanoid creatures.

Heightened (9th) You can target up to 10 creatures, and they don't have to be humanoids.

DARKVISION**SPELL 2****Divination Casting** ◆ Somatic Casting, ◆ Verbal Casting

Duration 1 hour

You gain darkvision.

Heightened (3rd) The spell's range is touch and it targets 1 creature.

FALSE LIFE**SPELL 2****Necromancy Casting** ◆ Somatic Casting, ◆ Verbal Casting

Duration 1 day

You gain a number of temporary Hit Points equal to 6 plus your spellcasting ability modifier.

Heightened (+2) The temporary Hit Points increase by 6.

MIRROR IMAGE**SPELL 2****Illusion Visual Casting** ◆ Somatic Casting, ◆ Verbal Casting

Duration 1 minute or until dismissed

Three illusory images swirl about your space, potentially causing those who attack you to hit one of the images instead of you. Any attack that would hit you has a random chance of hitting one of your images instead. If you have all three images up, there is a 1 in 4 chance of hitting you (1 on a 1d4). With two images up, there is a 1 in 3 chance of hitting you (1-2 on a 1d6). With only one image the chances are 1 in 2 (1-3 on a 1d6). If an image is hit, it is destroyed.

If the attack roll is a critical success and would hit one of the images, it becomes a success against you and one of the images is also destroyed. Once all the images are destroyed, the spell is dismissed.

SEE INVISIBILITY**SPELL 2****Divination Revelation Casting** ◆ Somatic Casting, ◆ Verbal Casting

Duration 10 minutes

You can see invisible creatures and objects. They appear to you as translucent shapes, and you treat them as if they were concealed.

CHARM**SPELL 1****Emotion Enchantment Mental Casting** ◆ Somatic Casting, ◆ Verbal Casting

Range 30 feet; **Targets** one humanoid creature
Duration 1 hour or until dismissed

To the target, your words are honey and your visage bathed in dreamy haze. It must attempt a Will save, with a +4 circumstance bonus if you or your allies recently threatened it or acted hostile.

You can dismiss *charm* with a Verbal Casting action. If you act hostile to the target, the spell ends. When the spell ends, the target doesn't necessarily realize it was charmed unless its friendship with you or the actions you convinced it to take clash with its expectations, which could potentially allow you to convince the target to continue being your friend via mundane means.

Success The target is unaffected, but thinks your spell was something harmless instead of *charm*, unless it identifies the spell (usually with Identify Magic).

Critical Success The target is unaffected and aware you tried to charm it.

Failure The target's attitude becomes friendly toward you. If it was friendly, it becomes helpful. It can't act hostile toward you.

Critical Failure Target is helpful and can't act hostile toward you.

Heightened (4th) You can target any creature, not just humanoids.

Heightened (8th) You can target up to 10 creatures of any kind.

ILLUSORY DISGUISE**SPELL 1**Illusion
Visual**Casting** ♦ Somatic Casting, ♦ Verbal Casting
Duration 1 hour or until dismissed

Your illusion can make you appear as another creature of the same body shape and roughly similar height (within 6 inches) and weight (within 50 pounds). The disguise is typically good enough to hide your identity, but not to impersonate a specific individual. The spell doesn't change your voice, scent, or mannerisms. You can also make clothing and items you wear appear different, such as making your armor look like an ordinary dress. Held items are unaffected, and any worn item you remove returns to its true appearance until you don it again.

Casting *illusory disguise* counts as setting up a disguise for the Impersonate use of Deception; it ignores any circumstance penalties you might take for disguising yourself as a dissimilar creature, and it gives you a +4 conditional bonus to your Deception checks to avoid others seeing through your disguise. You can dismiss this disguise with a Verbal Casting action.

Heightened (2nd) The spell also disguises your voice and scent, and it gains the auditory trait.

Heightened (3rd) You can appear as any creature of the same size, even a specific individual. You must have seen an individual to take on their appearance. The spell also disguises your voice and scent, and it gains the auditory trait.

RAY OF ENFEEBLEMENT**SPELL 1**Attack
Necromancy**Casting** ♦ Somatic Casting, ♦ Verbal Casting
Range 30 feet; **Targets** one creature**Duration** 1 minute

Attempt a ranged touch attack against the target. If you succeed, that creature attempts a Fortitude save in order to determine the spell's effect. If you critically succeed at your attack roll, the target treats the result of its Fortitude save as one degree worse.

Success The target gains enfeebled 1.

Critical Success The target is unaffected.

Failure The target gains enfeebled 2.

Critical Failure The target gains enfeebled 3.

ENFEEBLED

You're physically weakened. Enfeebled always includes a value. When you are enfeebled, you take a conditional penalty equal to the enfeebled value on attack rolls, damage rolls, and Strength-based checks.

TRUE STRIKE**SPELL 1**Divination
Fortune**Casting** ♦ Verbal Casting
Duration until the end of your turn

The next time you make an attack roll before the end of your turn, roll the attack twice and use the better result. The attack ignores circumstance penalties to the attack roll and any miss chance due to the target being concealed or sensed.

TENTACULAR LIMBS**POWER 1**Morph
Transmutation**Casting** ♦ Somatic Casting, ♦ Verbal Casting
Duration 1 minute

Your arms turn into long, pliable tentacles, increasing your reach with melee touch attacks and unarmed Strikes you make with your arms (such as fist and claw Strikes) to 10 feet. This doesn't change the reach of your melee weapon attacks.

ABERRANT WHISPERS**POWER 3**Auditory
Enchantment
Mental**Casting** ♦ Somatic Casting, ♦ Verbal Casting
Area 15-foot aura; **Targets** each enemy in the area
Duration 1 round

You utter phrases in an unknown tongue, assaulting the minds of those nearby. The effect is based on the result of the target's Will save. Regardless of the result of each target's save, each target is bolstered against castings of *aberrant whispers*.

Success The target is unaffected.

Failure The target is stupefied 2.

Critical Failure The target is confused.

TELEKINETIC PROJECTILE**CANTRIP**Attack
Cantrip
Evocation**Casting** ♦ Somatic Casting, ♦ Verbal Casting
Range 30 feet; **Targets** one creature

You hurl a loose, unattended object in range at the target. The spell gains the trait of a damage type appropriate to the object (bludgeoning, piercing, or slashing). Make a ranged attack against the target. If you hit, you deal 1d10 damage of the given type; you deal double damage on a critical hit. No special traits or magic properties of the hurled item affect the attack or damage.

You can heighten the spell to hurl more objects, though you attempt only one attack roll and target only one creature, and your salvo of projectiles deals damage all at once for the purposes of resistances, weaknesses, and the like. Only one damage type applies regardless of how many objects you hurl.

Success Full damage.

Critical Success Double damage.

Heightened (3rd) The damage increases to 1d8 + your spellcasting ability modifier.

Heightened (5th) You hurl two objects at once, dealing total damage equal to 2d10 + your spellcasting ability modifier.

Heightened (7th) You hurl three objects at once, dealing total damage equal to 3d10 + your spellcasting ability modifier.

Heightened (9th) You hurl four objects at once, dealing total damage equal to 4d10 + your spellcasting ability modifier.

UNUSUAL ANATOMY**POWER 5**Polymorph
Transmutation**Casting** ♦ Somatic Casting, ♦ Verbal Casting
Duration 1 minute

You transform your flesh and organs into a bizarre amalgam of glistening skin, rough scales, tufts of hair, and tumorous protuberances. This has three effects:

- You gain resistance 10 to precision damage and resistance 10 to extra damage from critical hits. If the resistance is greater than the extra damage, it reduces the extra damage to 0 but doesn't reduce the attack's normal damage. Any creature attacking you should calculate the normal damage and extra damage separately while your anatomy is altered.
- You gain darkvision.
- Acid oozes from your skin. Any creature that hits you with an unarmed attack or with a non-reach weapon takes 2d6 acid damage.

Heightened (+2) The resistances increase by 5 and the acid damage by 1d6.

MENTALIST'S STAFF**ITEM 3+**

Divination
Invested
Magical
Staff

Method of Use held, 1 hand; **Bulk** 1**Activation** Cast a Spell (1 RP)

This polished wooden staff bears a swirling motif suggestive of the folds of a brain. You gain a +2 circumstance bonus to checks to identify mental magic.

Type lesser; **Level** 3; **Price** 60 gp; **Maximum Charges** 1

- *daze* (cantrip)
- *mindlink* (level 1)
- *phantom pain* (level 1)

Type standard; **Level** 7; **Price** 360 gp; **Maximum Charges** 4

- *paranoia* (level 2)
- *hypercognition* (level 3)
- *phantom pain* (level 3)

Type greater; **Level** 11; **Price** 1,400 gp; **Maximum Charges** 7

- *modify memory* (level 4)
- *telepathy* (level 4)
- *phantom pain* (level 5)
- *synaptic pulse* (level 5)
- *synesthesia* (level 5)

Craft Requirements Supply one casting of each listed spell.**SYNESTHESIA****SPELL 5**

Divination
Mental

Casting ◆ Somatic Casting, ◆ Verbal Casting**Range** 30 feet; **Targets** one creature**Duration** 1 minute

The target's senses are acutely rewired in unexpected ways, causing them to process noises as bursts of color, smells as sounds, and so on. This has three effects, depending on the target's Will save.

- Due to the distraction, the target must succeed at a DC 5 flat check each time it uses a concentrate action or reaction, or that action or reaction fails.
- The reprocessing of the target's visual senses make all creatures and objects concealed from it.
- The creature has trouble moving effectively, making it sluggish 3 and hampered 10 feet.

Success The target is affected for 1 round.**Critical Success** The target is unaffected.**Failure** The target is affected for 1 minute.**Critical Failure** Per failure, and the target is stunned for 1 round as it attempts to process the sensory shifts.**Heightened (9th)** You can target up to five creatures.**SYNAPTIC PULSE****SPELL 5**

Enchantment
Mental

Casting ◆ Somatic Casting, ◆ Verbal Casting**Range** 30 feet; **Targets** 30-foot aura**Duration** 1 round

You emit a pulsating mental blast through the minds of all enemies in the area, with effects depending on their Will saves.

Success Slowed 1 for 1 round.**Critical Success** Unaffected.**Failure** Slowed 2 for 1 round.**Critical Failure** Stunned for 1 round.**PHANTOM PAIN****SPELL 1**

Illusion
Mental
Nonlethal

Casting ◆ Somatic Casting, ◆ Verbal Casting**Range** 30 feet; **Targets** one creature**Duration** 1 minute

Pain wracks the target, dealing 1d4 mental damage and 1d4 persistent mental damage. The target must attempt a Will saving throw.

Success Full damage, but no persistent damage and the spell ends immediately.**Critical Success** The target is unaffected.**Failure** Full damage, and the target is sick 1. If the target recovers from being sick, its persistent mental damage ends as well and the spell ends.**Critical Failure** Per failure, but the target is sick 2.**Heightened (+1)** The damage increases by 2d4 and the persistent damage by 1.**TELEPATHY****SPELL 4**

Divination
Linguistic
Mental

Casting ◆ Somatic Casting, ◆ Verbal Casting**Duration** 10 minutes

You can communicate telepathically with all creatures within 30 feet. The communication is two-way once you have established a connection by communicating with a creature. You can communicate only with creatures that share a language with you.

Heightened (6th) *Telepathy* loses the linguistic trait. You can communicate telepathically with creatures using shared mental imagery even if you don't share a language.**MODIFY MEMORY****SPELL 4**

Divination
Mental

Casting ◆ Somatic Casting, ◆ Verbal Casting**Range** 30 feet; **Targets** one creature**Duration** permanent

You alter the target's memories, either erasing a memory, enhancing a memory's clarity, altering a memory, or adding a false memory. The target can attempt a Will save to resist the spell.

Success The target is unaffected but thinks your spell was something harmless instead of modify memory, unless it identifies the spell (usually by spending the Identify Magic action).**Critical Success** The target is unaffected and realizes you tried to alter its memory.**Failure** During the first 5 minutes of the spell's duration, you can Concentrate on the Spell to modify a memory once each round. When you do, you imagine up to 6 seconds of memory to modify, to a maximum of 5 continuous minutes of memory.

Any memories you've altered remain changed as long as the spell is active. If the target moves out of range before the 5 minutes is up, you can't alter any further memories.

Heightened (6th) You can cast the spell on a willing target in order to suppress all memory of a particular topic, detailed in 50 words or fewer. The spell patches these omissions with indistinct haze. Instead of having a duration, the effects last indefinitely even in the absence of magic and can be removed only by powerful spells such as alter reality.

HYPERCOGNITION

SPELL 3

Divination Casting ♦ Verbal Casting

You rapidly catalog and collate information relevant to your current situation. You can instantly use up to 10 Recall Knowledge actions as part of Casting this Spell. If you have any special abilities or free actions that would trigger when you Recall Knowledge, you can't use them for these actions.

PARANOIA

SPELL 2

Illusion Mental Casting ♦ Somatic Casting, ♦ Verbal Casting
Range 30 feet; Targets one creature

Duration 1 minute

The target is stricken by intense paranoia towards all creatures around it, with effects determined by the outcome of its Will saving throw.

Success The target believes everyone it sees is a potential threat. It becomes unfriendly to all creatures that were previously allies, treating only itself as an ally. The spell ends after 1 round.

Critical Success The target is unaffected.

Failure Per success, but the effect lasts the full minute.

Critical Failure Per failure, except the target believes that everyone it sees is a mortal enemy. It uses its reactions and free actions against these enemies regardless of whether they were previously its allies, as determined by the GM. It otherwise acts as rationally as normal and will likely prefer to attack enemies that are actively attacking or hindering it.

Heightened (6th) You can target up to five creatures.

MINDLINK

SPELL 1

Divination Mental Casting ♦ Somatic Casting, ♦ Verbal Casting
Range touch; Targets one willing creature

You link your mind to the target's mind and mentally impart to that target an amount of information in an instant that could otherwise be communicated in 10 minutes.

DAZE

CANTRIP

Cantrip Enchantment Mental Casting ♦ Somatic Casting, ♦ Verbal Casting
Range 60 feet; Targets 1 creature
Duration 1 round

You cloud the target's mind with effects determined by its Will save.

Success The target is unaffected.

Failure The target is flat-footed.

Critical Failure The target is flat-footed and slowed 1.

KEEN

RUNE 13

Magical Transmutation Price 3,000 gp
Method of Use etched, melee weapon that deals piercing or slashing damage

Attacks with this weapon are a critical hit on a 19 or 20 on the die as long as that result would otherwise be a success. This property doesn't make a 19 on the die an automatic success.

RETURNING

RUNE 4

Evocation Magical Price 100 gp
Method of Use etched, thrown weapon

When you attempt a thrown Strike with this weapon, it flies back to your hand after the Strike action is completed. If your hands are full when the weapon returns, it falls to the ground in your space.

CAPE OF THE MOUNTEBANK

ITEM 11

Conjuration Invested Magical Price 1,300 gp
Method of Use worn, cloak; Bulk L
Activation ♦♦ Operate Activation

This bright red-and-gold cape is often interlaced with glittery threads, and serves as a distraction. While wearing the cape, you gain a +3 item bonus to Deception checks.

Once per day, you can activate the cape to cast *dimension door*. The space you leave and the one you appear in are filled with puffs of smoke that make anyone within concealed until they leave the smoke or the end of your next turn, at which point the smoke dissipates. Strong winds immediately disperse the smoke.

SLIPPERS OF SPIDER CLIMBING

ITEM 6

Invested Magical Transmutation Price 215 gp
Method of Use worn, shoes; Bulk L
Activation ♦ Command Activation

When activated, these soft slippers of fine gray silk allow you to walk on vertical surfaces, or even to move upside down along ceilings. You gain a 20-foot climb Speed that doesn't require you to use your hands for 1 minute. Once activated, the slippers can't be activated again for 10 minutes. The slippers require decent traction for you to walk on a wall, so they provide no benefit when you're moving across greased, icy, or oiled surfaces.

SPECTRAL TENTACLES

HAZARD 14

Complex
Magical
Trap

Stealth +29 (trained) or *detect magic*

Description A spectral tentacle winds up from the seashell-covered floor, grabbing and siphoning the life force from its target.

Disable spell DC 30 (7th level) to dispel the tentacles before they trigger, Thievery DC 33 (master) to disable the motion-sensing runes hidden in the first 5-foot area of the trap, or uttering the passphrase in the room to bypass the trap and deactivate it for 10 minutes

AC 34; **TAC** 31; **Fort** +20, **Ref** +25

Hardness 20 (2 Dents) per tentacle; **Immunities** critical hits, object immunities, precision damage

◆ **First Lash** (occult, incorporeal, necromancy)

Trigger A creature moves into the area with the seashells. This includes jumping or flying, but not teleporting.

Effect A tentacle emerges from the floor, making a melee Strike at the creature who triggered the trap.

Routine (up to 6 actions) On its initiative, one additional tentacle emerges from the floor (up to the trap's total of six tentacles) and attacks a creature on the floor or within the tentacle's reach. Each tentacle can spend 1 action to Strike or Constrict and has its own separate multiple attack penalty.

◆ **Melee** spectral lash +27 touch (reach 10 feet), **Damage** 6d8 negative damage and improved grab

◆ **Constrict** The tentacles deals 20 negative damage, and a living target must succeed at a DC 31 Fortitude save or become drained 1. Each additional failed Fortitude save increases the drained value by 1.

◆ **Improved Grab**

Trigger A tentacle hits a creature with a spectral lash Strike.

Effect The tentacle grabs the triggering creature, as the grab ability.

Reset The trap resets after 24 hours.



GRABBED

You're held in place by another creature, making you immobile and flat-footed. If you attempt a manipulate action, activity, free action, or reaction while grabbed, you must succeed at a DC 5 flat check or it is lost; attempt the check after using it but before any effects are applied.

DRAINED

When a creature successfully drains you of blood or some other life force, you become less healthy. Drained always includes a value. You take a conditional penalty equal to the value on Fortitude saves and Constitution-based checks. You also lose a number of Hit Points equal to your level (minimum 1) times the drained value, and your maximum Hit Points are reduced by the same amount. For example, if you're hit with an effect that inflicts drained 3 and you're a 3rd-level character, you lose 9 Hit Points and reduce your maximum Hit Points by 9. Losing these Hit Points doesn't count as taking damage.

In most cases, the drained condition heals naturally at a slow rate. Each day, when you regain Hit Points by resting, your drained value is reduced by 1. This increases your maximum Hit Points, but you don't immediately recover the lost Hit Points. When the drained value reaches 0, you no longer have this condition.

REPELLING PORTAL

HAZARD 14

Simple
Magical
Trap

Stealth DC 10 or *detect magic*

Description Two out of three shimmering curtains of force repel those who try to enter.

Disable spell DC 30 (7th level) to dispel one of the portals so that doorway is always safe to enter, Arcana DC 39 to determine which portal is currently safe and bypass the trap, or bypass by entering the safe portal by luck or trial and error

◆ **Repel Intruders** (arcane, force)

Trigger A creature attempts to pass through either of the two repelling portals.

Effect The creature is pushed back, depending on its Fortitude save (DC 32).

Success The creature is pushed back 10 feet.

Critical Success The creature is pushed back 5 feet.

Failure The creature is pushed back 20 feet, taking 4d8 bludgeoning damage if it hits the wall without the spikes, or 8d8 piercing damage if it hits the wall with the spikes.

Critical Failure Per failure, but the creature takes double damage.

Reset The portal resets instantly and can spend as many free actions as necessary to repel creatures that attempt to pass through.

DARKSIDE MIRROR

HAZARD 14

Complex
Magical
Mechanical
Trap

Stealth +26 (master) to notice it isn't a regular mirror

Description A magic mirror replaces characters with evil mirror duplicates from another dimension.

Disable Thievery DC 36 (legendary) to retrieve a creature from the other dimension within 10 minutes of the switch (possible only if the corresponding mirror duplicate is dead), Thievery DC 39 (master) to permanently disable the mirror once all mirror duplicates are dead, or spell DC 31 (7th level) to dispel the mirror for 1 minute and prevent additional replacements during that time

AC 32, TAC 30; Fort +25, Ref +20

Hardness 1, but can't be harmed while any mirror duplicate is alive

◆ **Reflection of Evil** (arcane, conjuration, teleportation)

Trigger A non-evil creature is reflected in the mirror.

Effect The mirror absorbs the creature into the mirror, replaces it with an evil mirror duplicate (Reflex DC 31 to avoid being absorbed into the mirror), and rolls initiative.

Routine (1 action) The mirror absorbs another reflected creature into the mirror and replaces it with a mirror duplicate. Mirror duplicates attack on their own initiative, using the same statistics as the original creature, but with an evil alignment (changing only abilities that shift with the alignment change). A mirror duplicate can spend 10 minutes in contact with the mirror to return to its original dimension and release the creature it duplicated, but most mirror duplicates prefer not to.

Reset The mirror is always ready to absorb creatures into the other dimension. Ten minutes after a creature is sucked into the mirror, if an ally doesn't rescue it with Thievery, it reaches the other dimension, where it might be captured or killed. In the mirror dimension, it counts as a mirror duplicate, so the denizens of the other dimension can't destroy the mirror on their side while the absorbed creature is there. These dimensions are alternate realities, not planes, so even rituals like *plane shift* can't reach them.

KRAKEN

These mythical leviathans from the depths of the sea prey on sailors and others who spend their time on or in the open ocean. A kind of monstrous squid, krakens have eight tentacles and two longer arms.

Source: *Pathfinder RPG Bestiary* 184.

KRAKEN

UNCOMMON CREATURE 18

Aquatic Beast Gargantuan	Perception +30; darkvision Languages Aquan, Common Skills +22; Athletics +32, Intimidation +30, Nature +32, Stealth +30
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Str +9, **Dex** +2, **Con** +7, **Int** +5, **Wis** +5, **Cha** +4

AC 39, **TAC** 36; **Fort** +30, **Ref** +25, **Will** +27 (+2 vs. mental)

HP 360; **Resistances** cold 15, poison 15

Altered Weather (aura, evocation, primal) A kraken reshapes the weather within 2 miles of it. This has the same effects as the *control weather* ritual, but is centered on the kraken and alters the weather depending on the kraken's emotional state. When the kraken's mood shifts, it takes between 30 seconds and 30 minutes for the weather to change. If the kraken dies, the weather returns to normal immediately.

Speed 10 feet, swim 40 feet

◆ **Melee** arm +32 (reach 60 feet), **Damage** 4d10+18 bludgeoning plus Grab

◆ **Melee** beak +32 (reach 20 feet), **Damage** 3d12+18

◆ **Melee** tentacle +32 (agile, reach 40 feet), **Damage** 4d8+18 plus Grab

◆ **Ranged** hurled flotsam +30 (range increment 60 feet), **Damage** 3d12+9 bludgeoning

Primal Innate Spells DC 36; **9th** *dominate* (target must be an animal); **8th** *punishing winds*; **7th** *resist energy*

◆ **Double Attack** (attack) The kraken makes two Strikes with different arms or tentacles as a single action. Each Strike must target a different creature. This counts as two attacks for the kraken's multiple attack penalty, and the penalty doesn't increase until after both attacks. If the kraken subsequently takes the Grab action, it Grabs any number of creatures it hits with this action.

◆ Grab

Requirements The monster's last action was a success with an attack that lists Grab in its damage entry, or it has a creature grabbed using this action.

Effect The monster automatically Grabs the target until the end of the monster's next turn. The creature is grabbed by whichever body part the monster attacked with, and that body part can't be used to Strike creatures until the grab is ended.

Using Grab extends the duration of the monster's Grab until the end of its next turn for all creatures grabbed by it.

The grabbed creature can Escape using Acrobatics or Break the Grapple with Athletics, and the Grab ends if the monster moves away.

◆ **Ink Cloud** The kraken emits a cloud of black, venomous ink in an 80-foot-radius burst centered on it. This cloud has no effect outside water. Anyone inside the ink cloud is unseen and is exposed to kraken ink poison. The cloud dissipates after 1 minute. After making an ink cloud, a kraken can't use Ink Cloud again for 2d6 rounds.

◆ **Jet** The kraken Swims up to 280 feet in a straight line without triggering reactions.

◆ **Kraken Constrict** The kraken deals 12 bludgeoning damage to each creature grabbed or restrained by it. Any of those creatures that is holding its breath must succeed at a DC 36 Fortitude save or lose 1d6 actions worth of air.

Kraken Ink (poison) Krakens are immune to this poison. **Saving Throw** Fortitude DC 36; **Maximum Duration** 10 rounds; **Stage 1** 2d6 poison and sick 1 (1 round); **Stage 2** 2d6 poison, sick 1, and slowed 1 (1 round).

◆◆ Rend Ship

Requirements A ship of the kraken's size or smaller is within reach of the kraken's arms, and the kraken has four arms free.

Effect The kraken uses four tentacles in an attempt to Grab the ship. To Grab the ship, the kraken must succeed at an DC 28 Athletics check, or the pilot's Sailing Lore DC, whichever is higher. If the kraken succeeds, the ship is grabbed and the kraken slowly compresses and damages it—at the end of each of the kraken's turns while it has the ship grabbed, the ship takes 1 Dent. The ship's captain can attempt a Sailing Lore check against the kraken's Athletics DC (normally 42) to escape the grab. The kraken does not need to continue to use Rend Ship every turn to inflict these Dents on the ship.

◆ **Reposition** The kraken moves a creature it's grabbing or restraining up to 20 feet to another position within the grabbing appendage's reach. If the creature is within reach of the kraken's beak after this movement, the kraken can make a beak Strike against it as part of this action.

GRABBED

You're held in place by another creature, making you immobile and flat-footed. If you attempt a manipulate action, activity, free action, or reaction while grabbed, you must succeed at a DC 5 flat check or it is lost; attempt the check after using it but before any effects are applied.