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Arms and Armor

Materials

All of the standard 3.5 weapons and armor options exist within the setting, but every particular weapon must have an associated material from which it is constructed. The following table summarizes the new materials and the various bonuses/penalties which they provide. These bonuses modify the standard qualities of weapons in 3.5.

Some materials can only be used to make certain sorts of weapons.

Material	Cost mod	Armor	Melee Weapon	Ranged Weapon
Most Woods	valueless	-6 armor check, -3 max Dex	-6 Attack, -6 Damage	as base
Yew Branch	+20 gp/lb	-6 armor check, -3 max Dex	-6 Attack, -6 Damage	+1 attack, +1 damage
Swamp-Willow	+ 100 gp/lb	-6 armor check, -3 max Dex	-6 Attack, -6 Damage	+4 attack, +2 damage
Stone	valueless	-10 armor check, -5 max Dex	-3 attack, -3 damage	cannot be made
Hide	+0 gp/lb	as base	cannot be made	cannot be made
Dire Hide	+100 gp/lb	+2 AC, -1 max Dex, DR 1/-	cannot be made	cannot be made
Aquatic Hide	+50 gp/lb	+1 AC, +2 max Dex, +2 check penalty	cannot be made	cannot be made
Bronze	+0 gp/lb	-1 AC	-1 damage	cannot be made
Iron	+20 gp/lb	as base	as base	cannot be made
Steel	+200 gp/lb	+1 AC, -1 check penalty	+1 attack, +2 damage	+1 Str req, +2 damage
Mithril	+750 gp/lb	½ weight, +1 AC, +2 max dex, +2 check penalty, -10 % spell failure one size category lighter	½ weight, +1 attack, +1 damage one size category lighter	+1 attack, +2 damage, +10 range increment
Adamantine	+750 gp/lb	+4 AC, -1 check penalty, DR 3/-	+2 attack, +2 damage, +4 confirm critical, +1 crit range	-2 attack, +3 Str req, +5 damage, +20 range increment
Hakutine	+1500 gp/lb	cannot be made	+8 attack, +8 damage, +10 crit confirm, x2 crit range worn after three rounds then functions as iron	cannot be made
Orichalc	+1500 gp/lb	+2 AC, +2 max Dex, SR 21, energy resist 10, +40% spell failure	as iron	cannot be made

Shields

Shields can be made from any material that can be made into armor. Shields made from a given material have the same bonus to AC granted to armor from the material and half the armor check penalty. Except in the case of wooden shields, which have no modification to the base armor check penalty

Weapon Wear

After 3 combats, all melee weapons become 'worn'. They then require upkeep to refurbish them back to their original state. This can either be performed by hand with a whetstone over the period of one hour or by seeking the service of a blacksmith. A blacksmith will usually charge 2-5 silver for this service.

Worn weapons take -2 on all attack rolls.

Armor Sizes

Armor comes in standard sizes of small, medium, and large. These categories are within traditional size categories. Thus a medium creature would wear medium-small, medium-medium, or medium-large armor. Large armor for any size category is the same size as small armor for the size category one above. Thus medium-large armor is the same as large-small.

Each character has a particular size of armor which fits them best. Non-fitting armor imparts +2 armor check penalty and -1 max Dex penalty to those that wear it. This penalty stacks for each stage of misfit.

Armor can be custom-made for a particular character. Such armor has +1 armor check penalty.

Armor can be resized one size by a blacksmith with a craft DC equal to the craft DC of the original armor, but requiring only half the time. This requires 1/4th the necessary material to make the original armor in case of increase, and none in case of decrease.

Combat Changes

Errata

Targeting an unseen opponent has a $\frac{3}{4}$ miss chance

Standing from prone is a move action that does not provoke attacks of opportunity

A creature is considered flanked by a foe if there is another foe in either the square opposite that foe or one of the two squares adjacent to that opposite square. In other words, a square is provided flanking by the three furthest away squares.

Critical Thresholds

Rolling a one or a twenty no longer unambiguously determines the success or failure of any roll.

When a d20 is rolled for something which would usually allow for a crit failure, if a one is rolled the roll only fails if the result of the roll is less than the target number + 20. Similarly, when a d20 is rolled for something which would usually allow for a crit success, if a twenty is rolled the roll only succeeds if the result of the roll is not less than the target number - 20.

Changes to Skills

Overview

For this campaign, we will basically be using the skill system used in pathfinder. The available skills into which you may put ranks are those skills used in pathfinder 1e in addition to the Concentration (Con) skill and the Athletics (Str) skill, and except for the Swim (Str) skill.

Characters gain the usual amount of skill points each level as that would traditionally in 3.5, however the 4x skill points is not granted at level one.

Characters may put skill points into any skill without penalty regardless of whether that skill is a class skill. Characters with at least one rank in a class skill get an untyped +3 bonus to all checks with that skill.

A character with at least one rank in a skill may treat that skill as having 2 more ranks than the player has actually allocated for the purpose of meeting prerequisites.

In order to increase a skill beyond 7 ranks, a player needs to allocate an additional skill point per rank and must actively allocate practice time and utilize resources (when applicable) to continue their training. This skill point tax increases by another one skill point per rank (to a total of three) when increasing a skill beyond 12 ranks, and increases again (to a total of four) to increase beyond 17 ranks.

Characters may allocate 10 skill points in order to learn a skill trick and may learn at most one a level. Characters may allocate 25 skill points in order to learn a feat. Characters may invest partially towards these costs each time they level.

List of new Skills

Below is a list of all the skills into which you may invest ranks. Each skill has an associated ability score as in 3.5. Each skill has listed next to it all the 3.5 skills which it subsumes. Any skill subsumes the skill of the same name.

If a traditional skill X is subsumed by a new skill Y, the following accommodations are made for all purposes: ranks in Y are counted as ranks in X; a Y-check counts as an X-check; a bonus to X counts as a bonus to Y unless a single source would give a bonus to multiple skills subsumed by Y, then only the largest bonus applies.

Acrobatics (Dex) – Balance, Tumble

Athletics (Str) – Climb, Jump, Swim

Appraise (Int)

Bluff (Cha) -

Craft (Int) – Forgery

Concentration (Con)

Diplomacy (Cha) – Gather Information

Disable Device (Dex) – Open Lock

Disguise (Cha)

Escape Artist (Dex)

Fly (Dex)

Handle Animal (Cha)

Heal (Wis)

Intimidate (Cha)

Knowledge (Int)

Linguistics (Int) – Decipher Script

Perception (Wis) – Listen, Spot, Search

Perform (Cha)

Profession (Wis)

Ride (Dex)

Sense Motive (Wis)

Sleight of Hand (Dex)

Spellcraft (Int)

Stealth (Dex) – Hide, Move Silently

Survival (Wis) – Use Rope

Use Magic Device (Cha)

New Qualities of Skills

The following skills have notable changes/additions made to them.

Linguistics: Each language in the setting is able to be learned with three different degrees of proficiency:

Proficiency I (conversational): can handle basic conversation, little grasp on complex grammar, illiterate

Proficiency II (native): can speak as well as average citizens and can read common words and signs

Proficiency III (literate): is able to convey complex ideas, as well as write and read most texts

Proficiency IV (scholar): extensive vocabulary and technical knowledge of language

Proficiency V (poet): exceptional vocabulary and understanding of complex linguistic structures

A player begins with Proficiency II in their native language and an additional summed proficiency across languages equal to their Int mod.

Whenever a player puts a rank into linguistics, they may either gain Proficiency I in a new language or increase their proficiency in a known language by one level. Upon permanently increasing their intelligence modifier, a player may increase their proficiency in a known language by one level.

Languages:

Kalish– Predominant spoken language of Kalabim.

Aetrea – Common language in the east, spoken by defectors and survivors of the recently fallen nation of Aetrea.

Pharrish – An ancient language of an advanced civilization, known mostly by historians and poets.

Requires 1 rank in Knowledge (history) or (poetry) in order to invest skill ranks

Rallian – The ancient language of Cause and his inspired prophets. The Living Text is written in Rallian, and by law so are all commentaries on it or the works of prophets.

Requires 1 rank in Knowledge (religion) in order to invest skill ranks

Celephine – Language of the northern fields-people. Similar to Kalish, enough so that most of their tradesman pick up enough Kalish to do their work in the predominant tongue.

Slave – A sort of cult or sacred language of the dregs. They tend to teach it to their children and speak it when they get to perform their rituals.

Izzryxian – An evil language of witchcraft, used by the eastern swamp exiles and mages.

Mage – The dark language of acquired magic, spoken by witches and used in their spellbooks. This is the language of verbal components, and the language in which spells are written in books.

Level 1 proficiency required for standard spellcasting

Klasternian – Language of the dwarves. A confusing language, and one for which non-dwarves get very little practice. Dwarves tend not to learn Kalish, so tradesman do their best to pick up basic phrases.

Requires 2 ranks to move up a level instead of one

Knowledge: (History/Religion): Whenever a player allocates skill points into Knowledge(History) or Knowledge(Religion), they must designate that to go towards a particular subset of the overall knowledge tradition.

Ranks in Knowledge(History) must be designated towards a particular cultural group and ranks in Knowledge(Religion) must be designated towards a particular religious tradition. The DM may ban (or tax) access to certain traditions.

Aside from providing a bonus to skill checks for information in game, ranks in a knowledge skill grant access to written summaries of the provided information. Information tiers as follows.

Untrained knowledge represents a general idea of the topic. This is what someone with passive familiarity with the information would believe, and as such may be heavily biased or outright inaccurate.

Rank 1 knowledge represents what a brief education into the topic would uncover. This knowledge would be possessed by intelligent and interested people.

Rank 5 knowledge represents an active undertaking to learn the subject. For history, this includes an understanding of all the major events in a nation's past as well as the cause and effect of most of these events. For religion this includes all the major cosmic, moral, and metaphysical beliefs of the tradition as well as the standard justification for these beliefs.

Rank 10 knowledge represents a deeper understanding, often incorporating oppositional sources and commentaries. This is the level of understanding that an extensive affluent education would provide.

Rank 15 knowledge represents extensive knowledge coming from reading much of the available material on the topic and critical analyses thereof. This is the sort of knowledge that scholars dedicated to study would possess.

Perform(Illusion): Anyone capable of performing illusory effects with the figment descriptor must use this skill in order to make their creations seem realistic. A caster's Perform(illusion) check must be overcome by a perceiver's opposed Perception check in order for them to be allowed a Will save to disbelieve without them physically interacting with the illusion.

Perception: When using perception to spot an unobstructed non-hiding target, use the following system to determine the DC of the check.

Base DC = 0

Distance: -1/200"

Weather: x1/2 for sunny and clear skies

x2 for adverse weather conditions (rain, mist, heat distortion)

x3 for significant weather conditions (monsoon, heavy fog)

x4 for nighttime

Terrain: x1/2 for high ground

x2 for adverse terrain (rolling hills, low ground)

x3 for significantly adverse terrain (forest, swamp)

Size modifiers/penalties to hiding are applied to the base DC before multipliers

Changes to Spellcasting

Various Errata

The duration of Bull's Strength, Bear's Endurance, Cat's Grace, Fox's Cunning, Owl's Wisdom, and Eagle's Splendor (and their 'Mass' variants) are changed to 1 hour/lv

The duration of 'Mirror Image, Greater' is changed to rd/lv

The duration of 'Minor Creation', 'Major Creation', and 'Create Food and Drink' is changes to instantaneous.

'Dominate Person' may only be used to control up to as many people as one's casting attribute's score. If 'Dominate Person' comes from a SLA or other non-casting ability, the player chooses which mental stat to use for domination at time of 'Dominate Person' ability acquisition.

Bans: All spell's beginning with the words 'Bite of' are banned, except for 'Bite of the Nervous Mollusk'

Changes to School System

The system of eight schools into which spells fall is replaced by *The Standard Division* of spells into seventeen precepts.

The precepts work identically to schools in all manners. For example, the spell focus feat may be taken for precepts rather than schools. As this change has many implications and may cause many mechanical issues, these will be handled on a case-by-case basis.

Some spells will fall into multiple precepts. When this occurs, a character with access to any of the associated precepts has access to the spell.

The following are the seventeen precepts along with a brief description of the spells which fall within their category.

- Elemental-Disruptive (duration-instantaneous elemental spells)
- Elemental-Sustained (non-instantaneous elemental spells)
- Force (spells with Force descriptor)
- Informative (spells that provide direct information)
- Perceptive (spells that enhance perception)
- Translocating (spells with Teleportation descriptor)
- Transformative (range-personal buffs)
- Enhancing (non-personal buffs)
- Disenchanting (dispelling spells)
- Warding (spells that buff resistance against spells)
- Falsifying (illusions)
- Persuading (enchantments that go un-noticed)
- Stunning (enchantments where enchanted is aware of the effect)
- Constructive-Durable (permanent conjurations)
- Constructive-Fleeting (temporary conjurations)
- Corruptive (inflict, harm, exhaustion, and other such debuffs)
- Reparative (heals, repairs)

Changes to Base Classes

Clerics receive power as gifts of direct intervention from a deity. They begin with three precepts aligned towards the service of their deity. Every five levels, starting at fifth, a Cleric gains access to a new precept. At level one, the Cleric selects one of their precepts as their domain. They gain the granted power of that domain and the ability to spontaneously cast spells from the domain list by sacrificing a spell slot of level equal to or greater than the spell spontaneously cast.

Clerics lose the ability to spontaneously cast cure/inflict spells. Clerics further lose the turn/rebuke undead class feature. Instead, Clerics gain a number of charges of divine power equal to their levels of casting in the Cleric class.

Druids draw power from nature and primal energies of the wild. They begin with access to the Reparative, Transformative, and one of the elemental precepts of their choice. At level five they gain the Enhancing precept. At level ten they gain the other elemental precept of their choice. Additionally, Druids gain a bonus precept every six levels.

Druids lose their ability to spontaneously cast summon nature's ally.

Sorcerers have an innate unlocked ability to perform the same sort of magic studied by Wizards. They begin with access to three precepts. Sorcerers gain another precept every six levels. Sorcerers choose a focus precept of their original three precepts and all spells of this precept are cast at +1 caster level and with +1 DC. Furthermore, every time a Sorcerer gains access to a new level of spells they learn a bonus spell from their focus precept.

Wizards carefully study the mechanics of magic to perform their supernatural acts. They begin with access to five precepts. They gain another precept every four levels. A wizard may specialize in a precept, gaining benefits as standard in 3.5, but instead of choosing forbidden schools they only get access to three precepts at level one. Similarly, a wizard may focus specialize by instead starting with access to only two precepts.

Rangers gain access to magic from their connection to the wilds in a similar but far weaker manner than that possessed by Druids. At level four, rangers gain access to the Reparative, Transformative, and one of the elemental precepts of their choice. At level ten they gain the Enhancing precept. At level fifteen they gain the other elemental precept of their choice.

Paladins gain access to magic through their connection to their deity. They gain similar but far weaker powers than those granted to Clerics. At level four they gain access to three precepts aligned towards the service of their deity. Every five levels, starting at level nine, a Paladin gains access to a new precept. At level four, the Paladin selects one of their precepts as their domain. They gain the granted power of that domain and the ability to spontaneously cast spells from the domain list by sacrificing a spell slot of level equal or greater to the spell spontaneously cast.

Paladins lose the turn/rebuke undead class feature. Instead, Paladins gain a number of charges of divine power equal to their levels of casting in the Paladin class.

Bards have an innate unlocked ability to imbue their music with various powerful magics, similar to the powers of a Sorcerer. See 'The Complete Bard' by Tupperware93 and Daniel Weaver for changes.

Warlocks gain their power either as a gift from a powerful entity whom they serve or extracted from the power of some great endeavor for which they serve. They are mechanically unchanged.

Spellthieves acquire an innate magical ability in a manner similar to sorcerers. When learning spells, a spellthief may choose from any of the following precepts: Warding, Disenchanting, Perceptive, Informative, Persuading, Falsifying, Enhancing, Transformative.

Rituals

In addition to spells and bardic music, there is another special magical ability that characters may manifest: rituals. These are powerful spell-like effects produced by the combined work of multiple characters with a casting ability.

In order to learn how to cast rituals, a character must have the 'Ritual Caster' feat and have learned a ritual, either through taking the Bonus Ritual(-) feat or by learning it through some class feature. Each ritual has a minimum number of characters that must participate in the ritual for it to work, and the characters stand in a 'mage circle' when performing the ritual.

Casting any ritual requires concentration and the performance of verbal and somatic components over an amount of time equal to the initiation time. Rituals sometimes require additional performance or concentration to maintain the effect once completed.

The following rituals may be learned.

Melting Point

Required Mages: 10

Effect: 5-ft square of flame

Initiation Time: 10 min

Saving Throw: Fort half

Distance: 20ft

Any number of mages capable of casting second level elemental-sustained [fire] spells may participate in this ritual. After 10 minutes of casting, the ritualists may continue concentrating to sustain an incredibly hot wick of flame which appears in their centermost square. Each ritualist expends a spell slot for a [fire] spell of at least second level. Any object in the square where the flame appears suffers 1d6 fire damage per spell level expended by all the ritualists. Each square within the circle deals that much damage -2d6 per distance from the flame. Creatures within a heated square that make a Fortitude save (DC = average casting attribute of the ritualists) take only half damage. The mages may continue to focus on the ritual to repeat the damage every minute.

Perfect Invisibility

Required Mages: 5

Target: multiple objects and creatures; see text

Initiation Time: 2 min

Saving Throw: Will negates; harmless

Distance: 5ft

Any number of mages capable of casting second level falsifying spells may participate in this ritual. While casting, the ritualists select any number of objects and creatures within their mage circle. Each ritualist expends a spell slot for a falsifying spell of at least second level. For every five mages that sacrifice a second level spell, one of the selected objects becomes completely imperceivable, (and for every five mages that sacrifice a fifth level spell one of the selected creatures become completely imperceivable) to any creature not within the mage circle. So long as the ritualists continue to concentrate (and the creature/object is not hostile), the imperceptibility persists through the object being removed from the circle to up to one mile from the mage circle's center. The object is imperceivable to all senses, leaves no trail, and any form of magical detection must first overcome a caster level check (DC = 10+average casting attribute of the ritualists) to detect the object.

Soul-bound Explosion

Required Mages: 15

Initiation Time: 10 min

Target: Any number of creatures within the circle

Saving Throw: Will negates

Distance: 10ft

Any number of mages capable of casting third level force spells may participate in this ritual. After 15 minutes of casting, the ritualists may select one creature within the circle each round to target with soul-bound explosion. The target may make a Will save (DC = 10+average casting attribute of the ritualists) or have a transmutation placed on their soul.

Should the target be reduced to 0 or less hit points, they explode in a blast of force which deals 1d6 damage per character level in a 5ft/4 CL burst, leaving the body destroyed. This effect may be removed by break enchantment, limited wish, wish, and mage's disjunction, but the caster must succeed on a caster level check (DC = average casting attribute of the ritualists) to succeed.

Mundane Genocide

Required Mages: 40

Initiation Time: 60 min

Target: All creatures within the circle unable to cast spells or use spell-like abilities

Saving Throw: Fort negates

Distance: 50ft

Any number of mages capable of casting fourth level elemental-sustained [fire] spells may participate in this ritual. After one hour of casting, all creatures within the mage circle unable to cast spells use or spell-like abilities take one point of fire damage per spell-level expended. Each creature may make a Fortitude save (DC = 15+average casting attribute of the ritualists) to avoid this damage. The ritualists may continue to concentrate to re-apply this damage every minute.

New Domains

The domains of standard 3.5 are not accessible to characters (though domain-granting and domain-interacting features still apply). Instead, characters have the following 17 domains available to them (one for each precept of magic).

Elemental-Disruptive Domain

Granted power: As a move action, you may expend a charge of divine power in order to increase the DC of your next elemental-disruptive spell by 1. You may use this ability multiple times to increase the DC of a single spell by more than 1, but no spell can have its DC increased by a number greater than your Wisdom modifier through this method.

1st level: *burning hands*

2nd level: *frost breath*

3rd level: *fireball*

4th level: *hypothermia*

5th level: *flame strike*

6th level: *chain lightning*

7th level: *delayed blast fireball*

8th level: *heat drain*

9th level: *meteor swarm*

Elemental-Sustained Domain

Granted power: As a swift action, you may expend a charge of divine power to change the duration of an ongoing elemental-sustained spell you cast to duration: concentration. You may immediately freely begin concentrating on the spell.

1st level: *lightning head*

2nd level: *flaming sphere*

3rd level: *daylight*

4th level: *wall of ice*

5th level: *shroud of flame*

6th level: *acid fog*

7th level: *control weather*

8th level: *lightning ring*

9th level: *storm of vengeance*

Force Domain

Granted power: When casting a force spell, you may expend a charge of divine power as a move action. If you do so, any time the spell effect trips, grapples, bull rushes, moves, or in any way comes into contact with a creature, that creature takes 1d4 damage per level of the spell. This damage cannot trigger more than once per round per creature and cannot be applied to a spell that deals damage normally.

1st level: *magic missile*

2nd level: *force ladder*

3rd level: *chain missile*

4th level: *vortex of teeth*

5th level: *wall of force*

6th level: *telekinesis*

7th level: *reverse gravity*

8th level: *telekinetic sphere*

9th level: *crushing hand*

Informative Domain

Granted power: As a standard action you may expend a charge of divine power to make a Knowledge check with your Wisdom modifier added as a sacred bonus. This ability may be used to allow you to make a Knowledge check for a skill in which you are not trained, but may not be used for the same Knowledge skill more than once each day.

1st level: *identify*

2nd level: *locate object*

3rd level: *tongues*

4th level: *divination*

5th level: *commune*

6th level: *probe thoughts*

7th level: *vision*

8th level: *discern location*

9th level: *hindsight*

Perceptive Domain

Granted power: As a swift action, may expend a charge of divine power in order to gain a bonus to your Perception checks equal to your Wisdom modifier. This bonus lasts for a number of minutes equal to your Cleric level.

1st level: *instant search*

2nd level: *see invisibility*

3rd level: *chain of eyes*

4th level: *greater blindsight*

5th level: *true seeing*

6th level: *analyze dweamor*

7th level: *greater scrying*

8th level: *greater prying eyes*

9th level: *hindsight*

Translocating Domain

Granted power: When casting a translocating spell with casting time less than a round action that targets yourself, you may instead cast the spell as a full-round action and expend a charge of divine power. If you do, your arrival from the teleportation is delayed until the beginning of your next round. If others are being teleported with you their arrival time is not delayed, only yours will be.

1st level: *benign transposition*

2nd level: *baleful transposition*

3rd level: *blink*

4th level: *dimension door*

5th level: *evacuation rune*

6th level: *teleport*

7th level: *refuge*

8th level: *word of recall*

9th level: *gate*

Transformative Domain

Granted power: As an immediate action, you may cast a transformative spell by expending a number of charges of divine power equal to the spell's level.

- 1st level: *true strike*
- 2nd level: *wraithstrike*
- 3rd level: *lion's charge*
- 4th level: *divine power*
- 5th level: *righteous might*
- 6th level: *contingency*
- 7th level: *elemental body*
- 8th level: *iron body*
- 9th level: *shapechange*

Enhancing Domain

Granted power: When casting an enhancing spell with casting time less than a round action, you may instead cast the spell as a full-round action and expend a charge of divine power. If you do, the spell's duration is doubled as if affected by the extend spell metamagic feat. This does not use a higher level spell slot, and does not compound with the extend spell feat.

- 1st level: *bless*
- 2nd level: *barkskin*
- 3rd level: *haste*
- 4th level: *freedom of movement*
- 5th level: *divine agility*
- 6th level: *tortoise shell*
- 7th level: *aura of vitality*
- 8th level: *brilliant aura*
- 9th level: *etherealness*

Disenchanting Domain

Granted power: As an immediate action, you may expend a charge of divine power to attempt to counterspell a spell even if you had not readied an action to do so. This action takes the place of your next turn's standard action.

- 1st level: *dispel ward*
- 2nd level: *arcane turmoil*
- 3rd level: *dispel magic*
- 4th level: *dispelling screen*
- 5th level: *wall of dispel magic*
- 6th level: *greater dispel magic*
- 7th level: *greater dispelling screen*
- 8th level: *wall of greater dispel magic*
- 9th level: *mage's disjunction*

Warding Domain

Granted power: As a standard action, you may expend a charge of divine power to give a touched ally a sacred bonus to saving throws against spells and spell-like-abilities equal to your Wisdom modifier. This bonus lasts a number of rounds equal to your caster level.

1st level: *protection from chaos/evil/good/law*

2nd level: *resist energy*

3rd level: *non-detection*

4th level: *spell immunity*

5th level: *spell resistance*

6th level: *superior resistance*

7th level: *spell turning*

8th level: *holy aura (or equivalent)*

9th level: *mass death ward*

Falsifying Domain

Granted power: Whenever you make a Perform(Illusion) check, after you have seen the roll, you may expend a charge of divine power to attempt the roll again with a sacred bonus equal to your Wisdom modifier. You must keep the result of the second roll.

1st level: *disguise self*

2nd level: *invisibility*

3rd level: *major image*

4th level: *hallucinatory domain*

5th level: *shadow evocation*

6th level: *veil*

7th level: *project image*

8th level: *screen*

9th level: *shades*

Persuading Domain

Granted power: As a standard action you may expend a charge of divine power to make a Diplomacy, Sense Motive, Bluff, or Intimidate check. You gain a sacred bonus on this check equal to your caster level.

1st level: *charm person*

2nd level: *entice gift*

3rd level: *suggestion*

4th level: *charm monster*

5th level: *mind fog*

6th level: *mass suggestion*

7th level: *insanity*

8th level: *sympathy/antipathy*

9th level: *programmed amnesia*

Stunning Domain

Granted power: When casting a stunning spell, you may expend a charge of divine power as a swift action. If you do, anyone who succeeds on the save must make another Will save with equal DC but with a +4 bonus against it. If they fail this save, they are stunned for one round.

2nd level: *zone of truth*

3rd level: *hold person*

4th level: *confusion*

5th level: *dominate person*

6th level: *geas/quest*

7th level: *mass hold person*

8th level: *irresistible dance*

9th level: *dominate monster*

Constructive-Durable Domain

Granted power: When casting a constructive-durable spell, as a swift action you may expend any number of charges of divine power. Doing so grants either a bonus to natural armor or hardness equal to the number of charges expended.

1st level: *erase*

2nd level: *create food and water*

3rd level: *animate dead*

4th level: *minor creation*

5th level: *transmute rock/mud*

6th level: *wall of iron*

7th level: *create crossroads and backroads*

8th level: *true creation*

9th level: *transmute rock/lava*

Constructive-Fleeting Domain

Granted power: When casting a constructive-fleeting spell with casting time less than a round action, you may instead cast the spell as a full-round action and expend a charge of divine power. If you do, for each product made by the spell an identical copy of that product is also made. The duration of the spell is halved, and the copies have the same duration as the originals. If the casting time of the spell is one round or longer you may still use this ability, but once the spell is done being cast you are stunned for a duration equal to the casting time.

1st level: *grease*

2nd level: *web*

3rd level: *phantom steed*

4th level: *secure shelter*

5th level: *cloudkill*

6th level: *acid fog*

7th level: *mage's magnificent mansion*

8th level: *incendiary cloud*

9th level: *summon monster IX*

Reparative Domain

Granted power: When casting a reparative spell, you may expend any number of charges of divine power as a swift action. If you do so, the range of the spell is increased by 5ft for each charge expended.

1st level: *cure light wounds*

2nd level: *repair moderate damage*

3rd level: *remove disease*

4th level: *delay death*

5th level: *panacea*

6th level: *heal*

7th level: *regenerate*

8th level: *death pact*

9th level: *mass heal*

Corruptive Domain

Granted power: When casting a corruptive spell, you may expend a charge of divine power as a move action. If you do so, any target that fails a save against the spell must further succeed on a Fort save (DC = 10 + spell level + Wisdom modifier) or take 2 points of constitution damage.

1st level: *inflict moderate wounds*

2nd level: *decomposition*

3rd level: *blindness/deafness*

4th level: *rusting grasp*

5th level: *mass inflict light wounds*

6th level: *harm*

7th level: *waves of exhaustion*

8th level: *avascular mass*

9th level: *energy drain*

New Feats

Bonus Domain

Prerequisite: At least one precept as a 'Domain'

Benefit: You may select any precept from which you can select spells which is not a domain precept. You gain this precept as a domain, meaning you can spontaneously cast spells from the domain list and gain the domain granted power. You further gain an additional charge of divine power.

Bonus Precept

Prerequisite: Ability to cast spells

Benefit: You gain access to any additional precept of your choosing.

Blinding Spell [Metamagic]

Benefit: You can modify any spell with the [fire] descriptor to instead manifest as a searing blinding light. The spell deals half as much damage (rounded up) as would the original spell, but additionally blinds anyone who would be subject to the damage unless they make a fortitude save (DC equal to the spell's DC). The subject does not have to actually take damage from spell in order to be blinded. The blindness lasts one round per spell level of the base spell. A blinding spell uses a spell slot one level higher than the spell's actual level.

Fearful Casting

Prerequisite: Intimidate 9 ranks

Benefit: You gain the ability to intimidate your foes through the act of spellcasting, instilling a dread of the upcoming spell effect. A number of times per day equal to your Charisma modifier, when you cast a spell with casting time less than one round you may make an Intimidate check to demoralize one creature as part of the casting of the spell. Casting a spell in this way uses a round action.

Improved Caster

Prerequisite: Ability to cast spells

Benefit: You gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level any chosen spellcasting class to which you belong. You do not, however, gain any other benefit a character of that class would have gained. This benefit cannot increase a character's spells per day, caster level, and spells known above what would gain if they had an equal number of levels in the chosen spellcasting class as their HD.

Improved Combatant

Prerequisite: +1 BAB

Benefit: Increase your BAB by +1½. This cannot cause your BAB to exceed your HD.

Special: If you are not using fractional BAB rules, instead this feat confers a +2 bonus. If a character takes this feat multiple times, it confers a +1 bonus on each odd instance of taking the feat and +2 on each even instance.

Vow of Dedicated Defense [Exalted]

Prerequisite(s): Sacred Vow

Special: When taking this feat, you must select a fixed location to guard. The location should be no larger than the size of a city. To fulfill your vow, you must always defend this location from those that pose an immediate threat, even if this puts your life at risk. If you are far away from this location, you must always return to defend it when you learn of an imminent threat.

Benefit: When in your selected location, you do not require sleep. Furthermore, all effects of fatigue and exhaustion are suppressed.

Vow of Magical Abstinence [Exalted]

Prerequisite(s): Sacred Vow

Special: To fulfill your vow, you must refrain from ever using magical abilities. This includes casting spells, using spell-like abilities, and using spell-storage devices. You must further never prepare spells or maintain a spell book.

Should the magically abstinent ever use a spell, they lose all benefits of this feat. The benefits can be returned through a year of penitence fighting against magic in the world.

Benefit: The magically abstinent gains a sacred bonus to their saves against spells and spell-like effects equal to twice their caster level in any casting class of their choosing.

Vow of Magical Purity [Exalted]

Prerequisite(s): Sacred Vow

Special: To fulfill your vow, you must refrain from ever willingly benefitting from magic. This means you must always attempt to resist the effects of magic abilities, even those labeled as harmless. In fact, any harmless spell targeting you loses the harmless descriptor. You may never willingly take any action that would make you more susceptible to spells as well, such as dropping spell resistance or giving personal information to a known diviner. You must never use any items imbued with magic.

Should the magically pure ever willingly benefit from a spell, they lose all benefits of this feat. The benefits can be returned through a year of penitence fighting against magic in the world. The magically pure must further pray for purification from Cause should they ever be affected by a spell.

Benefit: The magically pure gains a number of benefits as they level. Benefits are applied retroactively. Unless otherwise stated, any bonus provided by this feat is a sacred bonus.

Character Level	Benefit
1	+2 saves, attack rolls, AC
2	
3	Magic Sensitivity (presence, 10ft)
4	+3 saves, attack rolls, AC
5	
6	
7	Magic Sensitivity (number, 20ft)
8	+4 saves, attack rolls, AC
9	Spell Resistance 8 + character level
10	evasion
11	Magic Sensitivity (precept and strength, 30ft)
12	+5 saves, attack rolls, AC
13	
14	mettle
15	Magic Sensitivity (casters, 40ft)
16	+6 saves, attack rolls, AC
17	
18	
19	Magic Sensitivity (spells present, 50ft)
20	Spell Immunity, +7 saves, attack rolls, AC,

Magic Sensitivity (ex): The magically pure is particularly sensitive to the presence of magic around them. At 3rd level they become aware of the presence of any spell-effect within ten feet of them, as if by using detect magic. At 7th level they are able to determine the number of magical auras within twenty feet of them. This does not require any concentration. At 11th level the magically pure can freely detect the precept and strength of every magical aura within 30 ft of them. At 15th level this extends to 40ft, and they can further detect the presence of a creature with spellcasting abilities within 40ft. Finally at 19th level the sensitivity extends to 50 ft and they can, with a Spellcraft check DC 15 + spell level, determine the exact cause of every magic aura they can sense (be it a spell, SLA, magic item, or otherwise).

Evasion (ex): At 10th level and higher, if the magically pure 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 magically pure is wearing light armor or no armor. If the magically pure already has evasion from another source, they gain improved evasion instead.

Mettle (ex): At 14th level and higher, if the magically pure makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of Will partial, Fortitude half, or similar entries can be negated through this ability.

Vow of Silence [Exalted]

Prerequisite(s): Sacred Vow

Special: To fulfill your vow, you must refrain from any communicative acts including speech, pantomiming, writing messages, and any other symbolic forms of language. This does not forbid you from constructing written texts so long as this is not used to communicate. You must also refrain from generating noise when possible, this includes use of equipment with penalties to move silently and verbal components to spells.

Benefit: At first level, the silent gains a bonus to move silently equal to their character level. Furthermore, they gain a bonus to bluff against attempts to read body language equal to their character level. At second level, the silent gains the ability to freely apply their silent spell feat to up to one spell per character level per day, if they possess the feat. At fourteenth level the silent may apply silent spell to all spells with no cost. At third level, the silent gains a +2 sacred bonus to saves made against mind reading effects. At level five this bonus increases to +4, and at level ten this bonus increases to +6. At twelfth level, the silent and all of their equipment is treated as being under the effect of a Silence spell. At sixteenth level the Silence effect extends out into a twenty foot radius emanating from the silent.

New Classes

Ritual Leader

Requirements

To qualify to become a Ritual Leader, a character must fulfill all the following criteria.

Spellcasting: Must be able to perform at least three rituals, ability to cast fourth level spells

Feats: Ritual Caster

Class Skills

The Ritual Leader's class skills are Concentration (Con), Bluff (Cha), Diplomacy (Cha), Knowledge(Arcana) (Int), Knowledge(History) (Int), Perception (Wis), Perform (Cha), Sense Motive (Wis), and Spellcraft (Int)

Skill Points at Each Level: 4+ Int modifier

Class Features

All the following are class features of the Ritual Leader prestige class

Weapon and Armor Proficiency: Ritual Leader gain no proficiency with any weapons or armor.

Spellcasting: At each level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one arcane spellcasting class before becoming a Ritual Leader, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Ritual Leader (ex): The Ritual Leader is adept at instructing others through the performance of ritual spells. When casting a ritual, the Ritual Leader may allow a number of allies equal to his Ritual Leader level times his Intelligence modifier to participate even if they do not know the ritual spell. At sixth level, the Ritual Leader may also involve those that do not possess the Ritual Caster feat. Allies who cast rituals this way do not learn the rituals themselves, and can only perform them with the Ritual Caster (or by learning the appropriate feats and rituals). The Ritual Leader may still select a number of allies to lead even if they can cast the ritual by themselves in order to confer other benefits.

Bonus Ritual (ex): At levels three, six, and nine the Ritual Leader learns a new ritual spell in which they are able to participate.

Enhanced Output (Su): Upon reaching level five, the Ritual Leader is able to draw greater strength out of himself and the allies he leads. When sacrificing a spell slot to cast a ritual, the Ritual Leader and the allies selected through the ritual leader class feature treat the spell they sacrifice as if it were one spell level higher. This increase only applies to the ritual effect and not the minimum requirement. At level eight this bonus increases to two.

Widened Circle (Su): Upon reaching level ten, the Ritual Leader is able to stretch himself and his allies further than usually possible. When casting a ritual, the Ritual leader and his allies' arc of the mage circle have distances between adjacent mages up to double the usual distance allowed by the ritual.

Table: The Ritual Leader: d4 HD

Level	BAB	Fort	Ref	Will	Special Abilities	Spellcasting
1	+0	+0	+0	+2	Ritual Leader (rituals)	
2	+1	+0	+0	+3		+1 level of existing spellcasting
3	+1	+1	+1	+3	Bonus Ritual	+1 level of existing spellcasting
4	+2	+1	+1	+4		
5	+2	+1	+1	+4	Enhanced Output (+1)	+1 level of existing spellcasting
6	+3	+2	+2	+5	Ritual Leader (casting), Bonus Ritual	
7	+3	+2	+2	+5		+1 level of existing spellcasting
8	+4	+2	+2	+6	Enhanced Output (+1)	+1 level of existing spellcasting
9	+4	+3	+3	+6	Bonus Ritual	
10	+5	+3	+3	+7	Widened Circle	+1 level of existing spellcasting

Unseeing Seer

Requirements

To qualify to become an unseeing seer, a character must fulfill all the following criteria.

Spellcasting: Ability to cast detect magic, see invisibility, and arcane sight

Special: Character must be blind

Class Skills

The unseeing seer's class skills are Appraise, Concentration, Diplomacy, Knowledge, Perception, Sense Motive, and Spellcraft.

Skill Points at Each Level: 2 + Int modifier

Class Features

All the following are class features of the unseeing seer prestige class

Weapon and Armor Proficiency: Unseeing seers gain no proficiency with any weapons or armor.

Unseeing Sight (su): The unseeing seer gains the supernatural ability to perceive much of what is around him. At level one he knows the location of all people within thirty feet. At level three this extends to sixty feet, at level six to ninety feet, and to one hundred twenty feet at level ten. People seen through unseen sight still have total concealment. Effects that overcome blindsense overcome unseeing sight.

Spellcasting: Starting at level two, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one spellcasting class before becoming an unseeing seer, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Unseeing Detection (ex): At level four the unseeing seer loses the ability to cast detect magic, and arcane sight at level seven. However, he now is able to sense any magic effects within sixty feet at all times. And can focus on those effects to learn more information as if using detect magic. At level seven the effect extends to one-hundred-twenty feet and is instead treated as arcane sight.

Unseeing Spell sense (ex): At level five, the unseen seer is able to determine when people he detects with unseeing sight cast spells. He is immediately aware of the use of any somatic components to spells, and may make a spellcraft to determine what spell is being cast as if he could see the somatic components. Furthermore, characters that are casting a spell do not gain the benefit from concealment.

Sightless Vision (su): Starting at level eight, up to class level times per day, the unseeing seer may give up some of his magic to receive a vision of the world around him. By sacrificing a spell from the perception class, the unseen seer gains Sightless Vision for rounds equal to twice the level of spell sacrificed. Sightless Vision allows the character to know the location of all objects within double the range of his Unseeing Sight. He further knows the exact location of all people and is treated as having true seeing for overcoming spell effects obscuring their locations. The Sightless Vision makes the unseeing seer hyperaware, granting him evasion (or improved evasion if he already has evasion), uncanny dodge (or improved uncanny dodge if he already has uncanny dodge), and a bonus to all attack rolls equal to his casting modifier for the casting class advanced by unseen seer. Using this ability is a standard action.

Table: The Unseeing Seer

Level	BAB	Fort	Ref	Will	Special Abilities	Spellcasting
1	+0	+0	+0	+2	Unseeing Sight (30ft)	
2	+1	+0	+0	+3		+1 level of spellcasting
3	+1	+1	+1	+3	Unseeing Sight (60ft)	+1 level of spellcasting
4	+2	+1	+1	+4	Unseeing Detection (detect magic)	+1 level of spellcasting
5	+2	+1	+1	+4	Unseeing Spell sense	+1 level of spellcasting
6	+3	+2	+2	+5	Unseeing Sight (90ft)	+1 level of spellcasting
7	+3	+2	+2	+5	Unseeing Detection (arcane sight)	+1 level of spellcasting
8	+4	+2	+2	+6	Sightless Vision	+1 level of spellcasting
9	+4	+3	+3	+6		+1 level of spellcasting
10	+5	+3	+3	+7	Unseeing Sight (120 ft)	+1 level of spellcasting