

The Fisher King



James Ray



THE FISHERKING

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THE FISHERKING

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INTRODUCTION

About the Fisherking

Within these pages you will find character options that relate to rulership or mystical authority as a theme. Blended with this is a touch of witchcraft and the creative force of akasha. The cornerstone and exemplar of this melding of themes and forces is the Fisherking hybrid class, which combines elements of the Witch from the *Advanced Player's Guide* and the Vizier from Dreamscarred Press' *Akashic Mysteries*. Accompanying the Fisherking are a host of archetypes and options for itself, its parent classes, the Rajah, the Shaman, and more. If you are looking for royals, akasha, or witchcraft you have come to the right place. Enjoy!

The basic rules for akasha and veilweaving are included in "Chapter 4: Veilweaving" for convenience. Any other content needed to make use of this material can be found on the d20fsrd.com website.

A WORD OF THANKS

"I would like to offer my thanks to everyone that took part in the playtest. Because of you the process was smoother than it could have been and the end result ended up better than I could have hoped. You all are great, and at least this small corner of the world is better because of your presence in it. Thank you."

James Ray

REFERENCES

This page lists all the required and recommended books, as well as the sources for specific spells. You can find all the rules, including spell descriptions, on the www.d20fsrd.com website.

Required Books

The minimum required books to make use of most of the material presented in this book, with the abbreviations in parentheses, are the *Pathfinder Roleplaying Game Core Rulebook*, Dreamscarred Press' *Akashic Mysteries* (AM), the *Pathfinder Roleplaying Game Advanced Player's Guide* (APG), and *Pathfinder Roleplaying Game Ultimate Campaign* (UC).

Recommended Books

The following books contain veils and other character options that might be useful to the fisherking class: *Arcforge: Technology Expanded* from Legendary Games, *City of Seven Seraphs: Akashic Trinity and Classes of the Lost Spheres*: Zodiac from Lost Spheres Publishing, *Divergent Paths: Rajah* from Dreamscarred Press, and *The Stormbound* from Cobalt Sages Creations.

References

In addition, you'll find reference to various books in this book. These are as follows:

ACG	<i>Pathfinder Roleplaying Game: Advanced Class Guide</i>
AG	<i>Pathfinder Roleplaying Game Adventurer's Guide</i>
APG	<i>Pathfinder Roleplaying Game: Advanced Player's Guide</i>
AP:VoM	<i>Pathfinder Adventure Path #40: Vaults of Madness</i>
ArA	<i>Pathfinder Player Companion: Arcane Anthology</i>
ARG	<i>Pathfinder Roleplaying Game: Advanced Race Guide</i>
BotD	<i>Pathfinder Roleplaying Game: Book of the Damned</i>
CH	<i>Pathfinder Campaign Setting: Construct Handbook</i>
CoG	<i>Pathfinder Chronicles: Cities of Golarion</i>
DA	<i>Pathfinder Player Companion: Divine Anthology</i>
HA	<i>Pathfinder Roleplaying Game: Horror Adventures</i>
HHH	<i>Pathfinder Player Companion: Haunted Heroes Handbook</i>
HotS	<i>Pathfinder Player Companion: Heroes of the Streets</i>
ISG	<i>Pathfinder Campaign Setting: Inner Sea Gods</i>
IST	<i>Pathfinder Roleplaying Game: Inner Sea Temples</i>
LoD	<i>Pathfinder Player Companion: Legacy of Dragons</i>
LotFW	<i>Pathfinder Player Companion: Legacy of the First World</i>
OA	<i>Pathfinder Roleplaying Game: Occult Adventures</i>
OO	<i>Pathfinder Player Companion: Occult Origins</i>
QaC	<i>Pathfinder Player Companion: Quests & Campaigns</i>
UE	<i>Pathfinder Roleplaying Game: Ultimate Equipment</i>
UI	<i>Pathfinder Roleplaying Game: Ultimate Intrigue</i>
UM	<i>Pathfinder Roleplaying Game: Ultimate Magic</i>



CHAPTER 1: THE FISHERKING

"As above, so below, as within, so without, as the universe, so the soul" — Hermes Trismegistus

There have always been tales of rulers with domains that are true reflections of their innermost selves. Darklords with black and parched souls who rule over blasted hellscapes. Queens with pure hearts and majestic beauty whose lands are full of health and bounty. Many such monarchs exist in legend and lore. Though myths may beggar them, fisherkings are the easiest kernel of truth that can be gleaned from such stories. The knowledge of where, when, or how the first fisherkings came to be has been lost, but some answers of who and what they are remain. A fisherking is at the core of their being a ruler. Their force of personality is so great as to make people, magic, and even shards of existence kneel before them. Though not always kings in the traditional sense, there is always something majestic about those who call themselves fisherkings.

Role: Every fisherking is an individual who causes the world to change around them through their force of personality and via a power born from their connection to places and people. The fates and lives of both friends and foes are shaped and altered by a fisherking's presence. The mere presence of a fisherking is enough to sap the strength of enemies and invigorates allies.

Alignment: While fisherkings of all alignments can exist, they tend towards non-chaotic alignments.

Hit Die: d6

Parent Classes: Vizier and Witch

Starting Age: Intuitive

Starting Wealth: $3d6 \times 10$ gp (average 105 gp).

Class Skills: The fisherking's class skills are Bluff (Cha), Craft (Int), Diplomacy (Cha), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (arcane) (Int), Knowledge (history) (Int), Knowledge (nobility) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

Table 1: Fisherking

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Veils	Essence
1st	+0	+2	+0	+2	Arcane presence, blessed land(30ft), royal attendants	1	1
2nd	+1	+3	+0	+3	Chakra bind (hands), hex	2	2
3rd	+1	+3	+1	+3	Improved essence capacity +1, peerless hex	2	3
4th	+2	+4	+1	+4	Chakra bind (feet), hex	2	4
5th	+2	+4	+1	+4	Blessed land improvement	3	5
6th	+3	+5	+2	+5	Chakra bind (head)	3	6
7th	+3	+5	+2	+5	Regal presence	3	7
8th	+4	+6	+2	+6	Chakra bind (wrists), hex	4	8
9th	+4	+6	+3	+6	Blessed land (60 ft.), voice binding	4	9
10th	+5	+7	+3	+7	Chakra bind (shoulders)	4	10
11th	+5	+7	+3	+7	Improved essence capacity +2	5	11
12th	+6/+1	+8	+4	+8	Chakra bind (headband), hex, major hex	5	12
13th	+6/+1	+8	+4	+8	Blessed land improvement	5	13
14th	+7/+2	+9	+4	+9	Chakra bind (neck)	6	14
15th	+7/+2	+9	+5	+9	Twin voice	6	15
16th	+8/+3	+10	+5	+10	Chakra bind (belt), hex	6	16
17th	+8/+3	+10	+5	+10	Blessed land (90 ft.)	7	17
18th	+9/+4	+11	+6	+11	Chakra bind (chest)	7	18
19th	+9/+4	+11	+6	+11	Improved essence capacity +3	7	19
20th	+10/+5	+12	+6	+12	Chakra bind (body), hex, grand hex	8	20



The following are the class features of the fisherking.

Weapon and Armor Proficiency: Fisherkins are proficient with all simple weapons and with light armor and bucklers.

Veilweaving: A fisherking's primary ability is shaping the magical essence known as akasha into powerful veils, which are drawn from the vizier veil list. The fisherking knows and can shape any veil from this list except veils shaped to the ring slot. The DC for a saving throw against a veil's abilities is $10 + \text{the number of points of essence invested in the veil} + \text{their Charisma modifier}$. A fisherking can only shape a certain number of veils per day (see Table 1: Fisherking). The fisherking gains access to a unique veil slot: the voice slot. One of the fisherking's shaped veils must be a veil that occupies the voice slot. Voice veils have unique properties that they all share, which are detailed in Chapter 4: Veilweaving. Veils are constructs of pure magic and, as such, are suppressed while in the area of an antimagic field or similar phenomena.

At 1st level, the fisherking also gains access to a personal pool of essence, which can be invested into veils to increase their power. The amount of available essence is listed in the table below; the fisherking's character level determines the maximum quantity of essence they can invest in any single veil or other receptacle. As a swift action, the fisherking can reallocate their essence investments into their veils every round. A fisherking must have at least 8 hours rest or meditation to achieve a clear and focused state, and must meditate for one hour to shape their veils for the day. During this time they unshape any previously formed veils and construct the new ones chosen. At the end of the hour, all effects of unshaped veils end and the effects of all newly formed veils take effect.

Arcane Presence: While not a traditional spellcaster, the fisherking can use the weight of their presence to manipulate the flow of mystical energies within themselves and the world around them. The fisherking counts as a witch for the purposes of qualifying for feats related to the hex class feature. Their class levels count as arcane caster levels for the purposes of qualifying for feats, and for other caster level based abilities, such as determining their caster level when using a stave. A fisherking may also use their Charisma modifier in place of Intelligence when using Spellcraft to craft magical items.

Blessed Land (Su): The fisherking's nature is such that they can bind people and places together to form kingdoms, and that which a fisherking has bound together reflects their soul. As a swift action the fisherking can activate a 30-foot radius aura centered on themself that causes the world around them to reflect their inner nature. This effect ends if the fisherking is knocked unconscious or if they choose to end it as a swift action. When shaping their veils for the day, the fisherking can select one of the following effects for this ability. Creatures within this area, other than the fisherking, gain bonuses or take penalties depending on the effect selected, as indicated below:

My People Will Flourish: The world around the fisherking seems bright and full of hope. Allies within the fisherking's aura gain a +1 luck bonus to Fortitude, Reflex, or Will saving throws, selected by the fisherking when shaping veils for the day. In addition, allies within the area gain a +5 feet enhancement bonus to their base land speed. Increases to land speed last until the end of a creature's turn if it leaves the radius of this effect. At 5th and 13th levels, the bonus to saving throws increases by an additional +1, and the bonus to land speed increases by +5 feet.

My Enemies Will Suffer: The territory is a place of bleak desolation and clinging shadows. Enemy creatures within the fisherking's aura take a -1 penalty to their Fortitude, Reflex, or Will saving throws, selected by the fisherking when shaping veils for the day. Additionally, enemies take a -2 penalty on Acrobatics and Fly checks and this penalty is doubled against attempts by enemies to move through threatened squares. At 5th and 13th levels, the penalty to saving throws and skill checks increases by an additional -1.

This ability may be invested with essence, increasing the radius by 5 feet for each point of essence invested. For every two points of essence invested in this ability any bonuses or penalties to d20 rolls caused by this ability are increased by 1.

At 9th level the fisherking's aura increases to a 60-foot radius. In addition, when the fisherking uses a hex with a range other than "touch" they can treat the range as being equal to the radius of this aura.

At 17th level the fisherking's aura increases to a 90-foot radius.





Royal Attendants (Su): At 1st level, as a free action, the fisherking can surround themselves with a number of spectral servants up to their veilweaving modifier. These servants function as if they were created by the *unseen servant* spell, except as follows. The range of this effect is equal to the current radius of your blessed land ability. The servants created by this ability cannot take the aid another action. They are visible though translucent, taking on the form of generic members of the fisherking's race and are dressed in livery the color and markings of which are selected when the fisherking shapes their veils for the day. The fisherking's royal attendants can cast prestidigitation as an at-will spell-like ability. The fisherking can direct their royal attendants to use any spell-like ability they possess as a free action. Royal attendants always use the fisherking's class level as their caster level and determine their saving throw DCs and their bonus on concentration checks using the fisherking's veilweaving modifier. Daily uses of spell-like abilities are shared across all royal attendants, even if they are all dismissed and re-summoned. Attendants created by this ability can be dismissed as a free action.

This ability can be invested with essence, for each point of essence invested in this ability the number of attendants increases by 1 and the Strength score of all created attendants increases by 2.

Starting at 3rd level, in place of a feat or a hex the fisherking can select one of the following abilities to augment their royal attendants:

Cup Bearers: Your royal attendants gain the ability to cast *create water* and *enhance water^{ISG}* at will as spell-like abilities, and can cast *tears to wine^{ArA}* three times per day as a spell-like ability.

Grooms: Your royal attendants gain the ability to cast *mount* three times per day as a spell-like ability and can perform the aid another action for Ride skill checks. Additionally, while you are mounted, your royal attendants increase their speed to match that of your current mount and gain any types of special movement it possesses.

King's Mouthpiece: Your royal attendants gain the ability to speak, delivering messages to you and repeating any words that you have instructed them to say, though they can't activate magical effects in this way. They gain the ability to cast *message* at will as a spell-like ability. You always hear any replies made as a part of this spell-like ability. Your royal attendants also gain the ability to cast *mindlink^{OA}* three times per day as a spell-like ability, delivering any information you wish to share.

Lamplighters: Your royal attendants gain the ability to cast *dancing lights* at will as a spell-like ability, as well as *campfire wall^{APG}* three times per day as a spell-like ability.

Valets: Your royal attendants gain the ability to cast *mending* and *fabricate disguise^{UI}* (treating you as the target) at will as a spell-like abilities. An outfit or disguise provided by your servants always counts as a courtier's outfit for the purposes of influencing nobles or courtiers, and grants a +2 circumstance bonus on Bluff, Diplomacy, and Intimidate checks against such creatures.

Starting at 11th level, your royal attendants gain the ability to cast *heroes' feast* once per day as a spell-like ability.

Chakra Binds: At 2nd level and every 2 levels thereafter, the fisherking unlocks chakra binds in the following order: hands, feet, head, wrist, shoulders, headband, neck, belt, chest, and body. Once a fisherking has unlocked a chakra bind, they may choose to bind a veil to that slot when shaping it to unlock its corresponding bind abilities.

Hex: Drawing on the strength of their connections with people, places, or objects within their sphere of influence, and their innate authority, the fisherking learns a number of magical tricks, called hexes, which grant them powers or weaken foes. At 2nd level, the fisherking learns one hex. They gain an additional hex at 4th level and every 4 levels thereafter, as noted on Table 1: Fisherking. A fisherking can select from any of the following hexes. A fisherking cannot select a hex more than once unless noted otherwise.

Using a hex is a standard action that doesn't provoke an attack of opportunity unless otherwise noted. The saving throw DC to resist a hex is equal to $10 + 1/2$ the fisherking's level + the fisherking's Charisma modifier.

Flight (Su): At 1st level, the fisherking can use *feather fall* at will and gains a +4 insight bonus on Fly checks for flight granted by a veil. At 3rd level, they can cast *levitate* once per day, and the fly speed granted by veil effects increases by +10 feet. At 5th level, a fisherking can *fly*, as per the spell, for a number of minutes per day equal to the fisherking's level. These minutes do not need to be consecutive, but they must be spent in 1-minute increments. In addition, the insight bonus granted by this hex increases to +6 and the fly speed bonus increases to +15 feet. This hex only affects the fisherking.

King's Cup (Ex): The fisherking receives Brew Potion as a bonus feat. The fisherking may create potions without meeting their prerequisites by increasing the crafting DC by 5 for each prerequisite they do not meet. When crafting potions in this manner, the fisherking can only create potions of spells on the witch spell list that a witch of their effective caster level could cast (for example, 2nd level potions at 3rd level). A fisherking cannot select both this hex and the witch's cauldron hex. This hex counts as the witch's cauldron hex.



Malefic Sanction (Ex): When shaping their veils for the day, the fisherking may select a single one of their hexes that can affect no more than one creature. If the fisherking makes a successful melee attack with weapon-like or [Weapon] descriptor veil against a creature, they can use a swift action to deliver the effects of the selected hex to the target creature. This is in addition to dealing the attack's normal damage. If the hex allows for a saving throw, it is made as normal. A fisherking must be at least 4th level to select this hex.

Most Trusted Servant (Ex/Su): The fisherking receives one of the following feats as a bonus feat: Groom^{UI}, Light Bearer^{UI}, Page^{UI}, or Weapon Bearer^{UI}. The fisherking can take a point of essence burn to learn the general location and health of a cohort or followers if by the spell *status* with a caster level equal to the fisherking's class level. The fisherking must be at least 4th level to select this hex.

Royal Coven (Ex): Whenever a fisherking with this hex is within 30 feet of another fisherking with this hex, they can use the aid another action to cause the essence invested in one of the other fisherking's veils to be treated as +1 higher for one round. Alternatively, a fisherking can use the aid another action to grant a witch with the coven hex within 30 feet a +1 bonus to the caster level of their hexes for one round..

Royal Prerogative (Ex): Once per day, the fisherking can use a move action, which provokes attacks of opportunity, to unshape one of their existing veils and instantly reshape the released energy into a new veil. This ability counts as the vizier's veilshifting ability for the purpose of filling prerequisites. This hex can be selected more than once, each time it is selected the number of uses and the number of veils that can be reshaped by a single use increases by 1.

Will Incarnate (Ex): As part of activating a hex that normally has a range of touch, the fisherking may select one creature that is created or controlled by one of their shaped veils. This creature can then deliver the touch for the activated hex like a witch's familiar. A fisherking must be at least 4th level to select this hex.

Witch Hex (Su): The fisherking selects any one hex normally available through the witch's hex class feature. The fisherking counts as a witch and treats their fisherking level as their witch level when determining the powers and abilities of the hex. They use their veilweaving modifier in place of their Intelligence modifier for the hex. In addition, any creature currently created or controlled by one of their shaped veils counts as witch's familiar for any hexes that require a familiar to use, but does not gain the ability to deliver touch spells or hexes. The fisherking cannot select a witch hex that has the same name as a fisherking hex. They can select major hexes or grand hexes using this ability if they could normally do so. This hex may be selected more than once.

Improved Essence Capacity: The fisherking is particularly talented at investing essence. At 3rd, 11th, and 19th level the essence capacity of all the fisherking's essence receptacles increases by one.

Peerless Hex: At 3rd level a fisherking learns to use their hexes as a symbol of their authority and majesty, shaping them into glittering crowns, ornate scepters, magnificent robes, and so forth. This splendor frequently belies a peerless hex's sometimes baleful might. When shaping their veils for the day, a fisherking may shape one hex, major hex, or grand hex they know that targets a single creature in a slot as if it was a veil. Hexes shaped to veil slots count as veils for all purposes, including determining their essence capacity, and interactions with effects and abilities. Any benefits of a peerless hex are lost so long as it is suppressed. The DC to resist a peerless hex increases by 1 for every 2 points of essence invested in it.

At 7th level, when shaping veils for the day, the fisherking can bind a peerless hex to a slot as long as they could normally bind veils to that slot. The fisherking gains an additional benefit as follows:

Low Binds (feet, hand, head): When a hex is bound to a low chakra, if that hex can normally affect or target a creature a limited number of times per day, the fisherking can take a point of essence burn to affect a creature an additional time. Essence burn taken in this way lasts for 1 hour. This ability can be used a number of times per day equal to the fisherking's veilweaving modifier.

Middle Binds (headband, shoulder, voice, wrist): When determining the effects of a hex bound to a middle chakra, treat the fisherking's class level as 1 higher +1 for every two points of essence invested in it for all purposes except determining its saving throw DC.

High Binds (belt, body, chest): Hexes bound to a high chakra are especially difficult to resist. Creatures targeted by a hex bound to a high chakra must roll their saving throw against it twice and take the worst result.

Regal Presence (Su): At 7th a fisherking's very presence radiates with their right to rule. When shaping their veils for the day, the fisherking can decide to enhance their Bluff, Diplomacy, or Intimidate skill modifier. They gain a bonus equal to half their class level on checks made with the selected skill. This ability can be invested with essence, increasing the bonus by +1 for each point invested. Three times per day, the fisherking may take a point of essence burn to use *telepathic projection*^{OA} as a spell-like ability with a caster level equal to their class level. If the target is a creature that has been affected by one of the fisherking's hexes within the past 24 hours, increase the insight bonus granted by this effect and its DC by 1.



Major Hex: Starting at 12th level, and every four levels thereafter, a fisherking can choose one of the following major hexes whenever they could select a new hex.

Castle (Su): The fisherking is rarely without the comforts of home. Once per day, a fisherking can conjure an extra-dimensional dwelling to serve their needs. This functions as *magnificent mansion* with a caster level equal to the fisherking's level, except as follows. The entry point takes the form of an ornate door that is always visible. Creatures not designated as allowed to enter may still attempt to do so by succeeding on a DC 20 Disable Device or Strength check, or by casting *knock*, but the fisherking is always aware of such an intrusion.

Builder of Roads (Su): Few things can slow the passage of a fisherking and those that travel with them, for the most perfect of roads are built at their command. This functions as *shadow walk* except that the appearance of the road is chosen by the fisherking when this hex is gained, this ability can be used regardless of lighting conditions, and the range is 60 feet instead of touch. This hex can only be used once per day.

Call to Court (Su): The fisherking can always summon to their side those who are most loyal to them. As a standard action, the fisherking can teleport one ally on the same plane to their location. The fisherking determines which ally they want to teleport when activating this hex. The selected ally has 1 round to decide to allow or refuse this effect and is teleported immediately upon accepting, appearing in a space adjacent to the fisherking. If the fisherking is in combat the ally rolls initiative upon arrival but is not considered fat-footed, even though they have not taken any actions. The fisherking can use this ability a number of times per day equal to their veilweaving modifier. The fisherking can bind essence into this hex. For each point of bound essence the fisherking can return an ally summoned via this hex to its previous location, so long as they do so within 1 minute per class level of summoning the ally. This is a conjuration [teleportation] effect.

Voice Binding: At 9th level, the fisherking gains the ability to bind veils shaped in the voice slot.

Twin Voice: In keeping with their expanding authority, at 15th level a fisherking gains the ability to shape and bind up to two veils, which occupy the voice slot.

Grand Hex: At 20th level, the fisherking can choose one of the following grand hexes whenever they can select a new hex.

Legacy (Su): If the fisherking dies by any means, they can choose to leave behind a final gift, an army to stand in defense of their kingdom and allies. This manifests 10 minutes after the fisherking's death and functions as *wooden phalanx*^{UM} except that the duration is permanent and the golems gain the runeplated construct template^{CH} instead of the advanced template. The golems all have the same runeplated construct trait, selected when they are created. The fisherking must select a simple mission for the golems along the lines of "serve my line," "defend my kingdom," or "protect my family." If for some reason the golems accomplish their mission or their mission becomes impossible, they crumble into dust. If the fisherking is returned to life by any means this effect ends.

Enmity Unending(Su): If the fisherking dies by any means, they can decide to leave a pox upon the land. This manifests 10 minutes after the fisherking's death and functions as *cursed earth*^{UM} except that in addition to selecting a single effect for the full radius the fisherking can select a second effect that is applied to the current radius of their blessed land ability. If the fisherking is returned to life by any means this effect ends.

Divine Mien (Su): The fisherking can cause enemy creatures within a 90-foot radius of themselves, or within the radius of the fisherking's blessed land ability if it is greater, to attempt a Will save or be awed by their presence. This functions as if the creatures were affected by the spell *overwhelming presence*^{UM}. Any hostile action taken by the fisherking, or the fisherking's allies, immediately ends this effect on all creatures. Creatures suffering from the effects of this ability do not take Wisdom drain if it is ended early due to hostile action. A fisherking can only use this ability once per day.

Spiritual Dominion (Su): By taking a point of essence burn, as an immediate action, a fisherking can target any creature entering or exiting a space affected by their blessed land ability with one of their hexes that can target other creatures. They can take a second point of essence burn when using this ability to target such a creature with a second hex as part of the same immediate action.



Favored Class Options

All: Gain 1/4th point of essence.

All: Gain 1/6th of an akashic feat.

Dwarves: Increase the hardness of your veils by 1.

Elves: Increase the essence capacity of your blessed land ability by +1/6.

Gnomes: Gain 1/2 additional servants when using the royal attendants ability.

Half-Elves: Increase the radius of blessed land by 1 foot. This only has an effect every fifth time it is selected.

Half-Orcs: Creatures summoned or controlled by your veils gain +1/2 hit point.

Halflings: Gain +1/2 on Bluff checks to suggest a course of action and +1/2 on Diplomacy checks to influence a creature's attitude.

Humans: Gains 1/6 of a new fisherking hex.

Orcs: Gain +1/3 damage on all damage rolls for weapon-like or [Weapon] descriptor veils.



CHAPTER 2: ARCHETYPES

Besom Witch (Witch Archetype)

Some witches are especially connected with the akashic forces underpinning existence, and they use this connection to protect and nurture. These witches call upon the powers of their patrons not by a familiar bond, but through a special veil interwoven with mysterious power.

Alignment: Because of the nurturing and protective nature of their magic, a besom witch must not be of an evil alignment. If a character with the besom witch archetype becomes evil, they lose the ability to use all alternate class features granted by this archetype (but still retains all other witch class features), though she's still considered to be a besom witch when taking further levels in the witch class. A besom witch regains use of all archetype alternate class features if they atone for their violations (see the *atonement* spell).

Class Skills: A besom witch gains Heal and Knowledge (religion) as class skills.

Patron: A besom witch must choose Boundaries, Healing, Peace, or Plants as their witch patron.

Akashic Vessel: At 1st level a besom witch gains the ability to shape the Witch's Broom veil with a veilweaver level equal to their class level, increases their total veils shaped by 1, and gains a pool of essence equal to 1/2 their class level (minimum 1). A besom witch uses Intelligence as their primary veilweaving attribute. Shaping this veil requires 1 hour of quiet contemplation. At 3rd level and every 7 levels thereafter, the maximum essence capacity of their Witch's Broom increases by +1. At 3rd level, the besom witch gains the ability to bind veils to their Hand slot. At 5th level they gain the ability to bind veils to their Feet slot.

This veil is the physical manifestation of the besom witch's bond with their patron. Its ability to hold spells functions identically to the way a witch's spells are granted by their familiar. The besom witch must meditate upon their Witch's Broom each day to prepare their spells and cannot prepare spells that are not stored in the veil. This veil cannot be used for this purpose if the besom witch is unable to shape it.

At 3rd level, a besom witch can use their Witch's Broom to deliver touch spells a number of times per day equal to 1/2 their witch level (minimum 1). When casting a touch spell, as a free action they can use this ability. When the besom

witch does, they can deliver their spells as a ranged touch attack within a range of 30 feet. At 10th level, the besom witch can deliver these spells within a range of 60 feet. At 15th level and higher, they can deliver these spells within a range of 90 feet.

This replaces the witch's familiar and hexes gained at 1st and 10th levels.

Green Ointment (Su): At 6th level a number of times per day equal to their veilweaving modifier a besom witch's Witch's Broom gains the ability to produce a thick green liquid from its bristles, which the besom witch can apply to nearby plants or natural earth as a full round action. The target sprouts with fruits, nuts, or berries, 1d6 + 1 per point of essence invested in the witch's akashic vessel. Each fruit, nut, or berry functions as if affected by *goodberry*. You can choose for one of the items produced to instead function as a potion of *polypurpose panacea*^{UM} (effect determined at creation). All produced items last for 1 day per witch level or until the Witch's Broom veil is unshaped or suppressed. If a besom witch takes a point of essence burn when using this ability it instead functions as the spell plant growth using their witch level as the caster level.

This ability replaces the witch's 6th-level hex.

Consecrate (Sp): At 12th-level level a besom witch's ability to purify and consecrate an area with their broom grows dramatically. When using the *sacred space* spell-like ability granted by the Witch's Broom veil, a besom witch can instead make a lasting holy site. This functions as the spell *hallow* with a *bless* spell fixed to it, except the radius is increased by 10 feet for each point of essence invested in the veil. The besom witch must still pay any material costs associated with *hallow* and the spell fixed to it.

The besom witch can only have one instance of this ability active at any one time. Using this ability while a previous casting is still active instantly dismisses the first, but the *sacred space* ability of the Witch's Broom veil can still be used normally.

This ability replaces the witch's 12th-level hex.

Hexes: The following witch hexes complement the besom witch archetype: akashic patronage, aura of purity, protective luck, ward.

Major Hexes: The following major hexes complement the besom witch archetype: hidden home, major healing, witch's bounty.

Grand Hexes: The following grand hexes complement the besom archetype: final blessing, lay to rest, witch's hut.



Curate (Witch Archetype)

Though not members of the clergy in a traditional sense, some witches approach their relationship with their patron with a religious fervor. Focused on reinforcing their bond to these mysterious forces through true faith and supplication, such a witch knows all of the correct rites and rituals to entreat their patron, and does so with exacting precision. The strength of their conviction often draws others to them seeking spiritual guidance, support, and leadership.

Class Skills: A curate gains Knowledge (religion) and Perform (oratory) as class skills, but loses Appraise and Fly as class skills.

Studied Faith: Though curates approach their faith with an academic rigor rather than passive belief, their power is still drawn from the power of their belief. A curate is a divine spellcaster and casts from the witch spell list as divine spells.

This ability alters the witch's spellcasting.

Aura of the Patron's Grace (Su): The witch has the power to turn either themselves or their familiar into a living conduit for their patron's presence. The curate gains the blessed land ability of a fisherking of their level, except the radius is 15 feet and does not increase at 9th and 17th levels. When activating this ability they can decide for the aura to emanate from either themselves or their familiar.

This ability replaces the hex gained at 2nd level.

Rites and Rituals: A curate's patron is especially generous and rewards their devotion handsomely. The witch gains the following additional patron spells at the indicated levels: **2nd** bless water, ceremony^{QaC} (sacred if good or neutral aligned, profane if evil aligned), curse water, rite of the centered mind^{DA}, rite of bodily burity^{DA}; **4th** consecrate, desecrate; **6th** magic circle against chaos/evil/good/law; **8th** dismissal, sacrifice^{BoD}; **10th** atonement, hallow, unhallow; **12th** banishment; **14th** bestow grace of the championUM; **16th** divine vessel^{APG}; **18th** miracle

If the curate would already gain one of the above spells from their patron they can instead select a spell from the cleric spell list of the same or lower level.

This ability alters the witch's patron spells.

Patron's Voice: At 4th level a curate gains the ability to shape the Divine Mandate veil with a veilweaver level equal to their class level, increases their total veils shaped by 1, and gains a pool of essence equal to 1/2 their class level (minimum 1). A curate uses their Intelligence as their primary veilweaving attribute. Shaping this veil requires 1 hour of quiet contemplation. At 3rd level and every 7 levels thereafter, the maximum essence capacity of their Mandate

of Heaven veil increases by +1. At 12th level, a curate gains the ability to bind veils to the Voice slot. When the curate uses the bind ability of the Divine Mandate veil they can select any judgement available to the inquisitor.

This ability replaces the hexes gained at 4th and 12th levels.

Hexes: The following witch hexes complement the curate archetype: akashic patronage, fortune, minor prophecy, ward.

Major Hexes: The following major hexes complement the curate archetype: prophecy, speak in dreams, witch's bounty.

Grand Hexes: The following grand hexes complement the curate archetype: faithful servant unbound, lay to rest, curse of nonviolence.

May King (Fisherking Archetype)

Not every ruler spends their days seated upon thrones, hearing supplications, and holding councils. Some rulers are fixtures of the forests and fields, presiding over nature's bounty.

Alignment: Any neutral

Weapons and Armor: May kings are proficient with the following weapons: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, and spear. A May king can't wear armor or use shields made of metal. A May king that wears metal armor or uses a metal shield gains the sickened condition while doing so and for 24 hours thereafter, even if they would normally be immune to this condition. The sickened condition gained in this way can't be removed or suppressed in any way.

This ability alters the fisherking's weapon and armor proficiency.

Class Skills: A May king gains Knowledge (nature) and Survival as class skills, but does not gain Bluff and Intimidate as class skills.

Natural authority: Much of the substance of a May king's might is drawn from the natural world. It is their awareness of the natural world and their connection to it that fuels many of their gifts. A May king uses Wisdom instead of Charisma as their veilweaving modifier and for determining the difficulty class of their hexes.

This ability alters veilweaving.



Natural Presence: The May king's class levels count as divine caster levels instead of arcane caster levels. They may also use their Wisdom modifier in place of Intelligence when using spellcraft to craft magical items. A May king with the king's cup hex crafts potions using spells drawn from the druid spell list that could be cast by a druid of their level.

This ability alters arcane presence.

Beloved by Nature: Nature lends one of its emissaries to be the May king's loyal servant. At 1st level the May king gains a leaf leshy^{B3} familiar and treats their fisherking level as their effective wizard level for the purpose of this ability. This familiar has the following special ability: "Master gains Druidic as a bonus language and for the purposes of teaching and learning the Druidic language, the master is considered to be a druid and is forbidden to teach this language to non-druids.". If the leshy dies, the May king can call for a new one by paying the normal cost to replace a familiar. This familiar follows the rules for familiars presented in the arcane bond wizard class feature except as follows. The familiar gained from this ability does not gain the share spells or deliver touch spells abilities. Instead it can deliver the touch for an activated hex like a witch's familiar and grants its master the Shared Veil feat while within 1 mile. If the May king later gains the ability to obtain an improved familiar, that familiar must be a creature with the plant type.

This ability replaces royal attendants.

Verdant Veil: When shaping their veils for the day, the May king must designate one of their veils or peerless hexes as being a verdant veil. The selected veil or hex is composed of conjured living plant matter suffused with akashic energies and gains the following properties:

- As standard action the May king can share a verdant veil with a single ally they can touch. While a verdant veil is shared in this way the May king loses its benefits. The targeted ally gains the benefits of the shared verdant veil, but must remain within the radius of the May king's blessed land ability and must have the appropriate limb or body part (for example a horse cannot benefit from a veil that occupies the Hands slot). If the ally leaves this radius of effect, they lose the benefits of the veil until such time as they return. A verdant veil retains any essence invested in it at the time it was shared, but essence cannot be invested in or removed from a verdant veil while it is shared in this way. The ally determines save DCs and variables related based on veilweaving modifier for activated veil abilities using the greater of the May king's Wisdom modifier or their own. As a swift action the May king can cease sharing a verdant veil, regaining its benefits and reclaiming any essence invested in it.
- A verdant veil can be targeted by effects that target plants specifically, but may make a save to negate harmful or hostile effects even if they would not normally be entitled to one. If such an effect would destroy a plant, a verdant veil is instead suppressed.

- If sundered, verdant veils remain suppressed until the May king meditates for an hour.
- Verdant veils are always easily noticeable and can't be disguised, but a Knowledge (nature) check must be made to identify its properties instead of a Knowledge (arcana) check.

Once per day as a full round action the May king can cause a shaped verdant veil to produce a fertile mulch. This mulch can be given to a plant or plant creature as a standard action. When applied to the roots of a plant it functions as the spell *harvest season*^{HotS}, or the enrichment effect of *plant growth* targeting only that plant, cast by a druid with a caster level equal to the May king's class level. When sprinkled onto a plant creature that creature heals 1d6 hit points of damage for every two class levels that the May king possesses. The mulch retains its magical properties for a number of days equal to the May king's veilweaving modifier.

This replaces the hex gained at second level.

Ex-May Kings: A May king who ceases to revere nature, changes to a prohibited alignment, or teaches the Druidic language to a non-druid loses the ability to use all alternate class features granted by this archetype (but still retains all other fisherking class features), though she's still considered to be a May king when taking further levels in the fisherking class. A May king regains use of all archetype alternate class features if they atone for their violations (see the *atonement* spell).

Regnant Magister (Vizier Archetype)

Vizier's are accounted by many as the preeminent masters of shaping akasha and essence to purpose. For some viziers mastery of just this one mystical source is not enough, and they work to expand their reach. In the course of their study into other forms of power they find their way down the paths of arcane, divine, or even psychic magic.

Magisterial Veilweaving: By expanding their power into other realms, regnant magisters lose sight somewhat of their original path. The regnant magister reduces the number of veils they can have shaped by 1 at 1st level and again at 12th level.

The regnant magister does not gain access to the Ring slot. Instead a regnant magister gains access to the Voice slot, selecting veils from the list available to the fisherking, and can bind veils shaped in the Voice slot starting at 9th level. At 15th level the regnant magister can shape and bind up to two veils which occupy the Voice slot.

This ability alters veilweaving and replaces ring binding and twinveil ring.



Spell Lore: At 1st level a regnant magister gains a limited ability to cast spells and must choose to be an arcane, divine, or psychic^{OA} spellcaster. Depending on the choice made the regnant magister casts spells drawn from the sorcerer/wizard, cleric/oracle, or psychic^{OA} spell list respectively. Once this choice is made it can't be changed. The regnant magister can bind essence into this ability.

Unlike normal spellcasters a regnant magister does not have a base daily spell allotment, instead the number of spells they can cast per day is based on the amount of essence bound into this ability. The regnant magister's vizier level is used to determine the essence capacity of this ability instead of his character level. For the first point of essence bound in this ability the regnant magister gains 1 spell slot. For every 2 additional essence bound in this ability they gain 1 additional spell slot(ex. 2 slots when 3 points are bound). Each spell slot gained is always of the highest level of spell that the regnant magister knows based on their class level.

To learn or cast a spell, a regnant magister must have an Intelligence score equal to at least $10 + \text{the spell level}$. The Difficulty Class for a saving throw against a regnant magister's spell is equal to $10 + \text{the spell's level} + \text{the regnant magister's Intelligence modifier}$. The regnant magister's selection of spells is limited. A regnant magister begins play knowing two 1st-level spells of the regnant magister's choice. At each new vizier level, a regnant magister learns one or more new spells, as indicated on **Table: Regnant Magister Spells Known**.

Upon reaching 4th level, and at every even-numbered vizier level after that (6th, 8th, and so on), a regnant magister can choose to learn a new spell in place of one they already know. In effect, the regnant magister loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A regnant magister may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that they gain new spells known for the level.

Unlike a wizard or a cleric, a regnant magister need not prepare spells in advance. A regnant magister can cast any spell they know at any time, assuming they have spell slots available to do so.

This ability replaces eldritch insight and mystic attunement.

Badge of Office: At 1st level, the regnant magister gains an arcane bond, as a wizard equal to his class level, with an object that reflects their magical training called a badge of office. An arcane badge of office trails streamers of colorful smoke, a divine badge of office glows with holy or profane light, and scintillating mandalas swim across the surface of a psychic badge of office. Their vizier levels stack with any wizard levels they possess when determining the powers of their bonded object. Once per day, the regnant magister's bonded item allows them to cast any one of his spells known (unlike a wizard's bonded item, which allows them to cast any one spell in their spellbook). This ability does not allow the regnant magister to have both a familiar and a bonded item.

While holding or wearing their badge of office the regnant magister can take a point of essence burn as an immediate action, to use their Intelligence modifier in place of their Charisma modifier when making a Diplomacy, Intimidate, or Use Magic Device check. This ability can be used a number of times per day equal to the regnant magister's veilweaving modifier.

REGNANT MAGISTER SPELLS KNOWN

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



Senator (Rajah^{DPR} Archetype)

Not every rajah is a fixture of the battlefield, ruling all the light touches by only their own will. At times such individuals are forced to rule as a part of a council, treating parliaments and council chambers as their battlegrounds.

Maneuvers Readied: In order for the senator to recover maneuvers, they must put self inspiration first, by ending an active bardic performance; if the senator has no rounds of bardic performance remaining they can instead take a point of essence burn as a standard action. By doing this a senator recovers a number of expended maneuvers equal to their rajah initiation modifier (minimum 1). Alternately, the rajah may concentrate on the akasha that flows through their body and recover a single maneuver as a standard action.

This alters the rajah's maneuvers readied class feature.

Voice Like Thunder: The senator has the ability to deliver speeches, and other performances, with such passion and conviction that it stirs the hearts of those around her, and with such potency as to be supernatural. This ability functions like and counts as the bard's bardic performance ability, using the senator's level -4 (minimum 1) as their effective bard level.

When the senator ends a performance, they can reallocate their essence.

This replaces royal mandate.

Grandiloquent Speech: At 3rd level the senator can select a veil that occupies the Voice slot from the list available to the fisherking. That veil is added to their class list and the senator gains the ability to shape it to the Voice slot. At 13th level they gain the ability to bind this veil. If the senator already has the ability to bind voice veils from another source they instead select a second voice veil and add it to their class list.

This ability replaces the heraldries gained at 3rd and 13th levels.

Talented Statesman: Due to years of hard won experience or a natural knack for the hidden elements of politics, the senator possesses a number of tricks for getting the better of those that stand in the way of their ambitions and strategies. Starting at 5th level any time the senator would gain a heraldry they can instead gain a feat from the following list:

Blustering Bluff^{UI}, Brilliant Planner^{UI}, Confabulist^{UI}, Cutting Humiliation^{UI}, Deceitful, Misdirection Tactics^{UI}, Nerve-Racking Negotiator^{UI}, Persuasive, Persuasive Bribery^{UI}, Sense Assumptions^{UI}, Sense Relationships^{UI}, Willing Accomplice^{UI}

A senator need not have any of the prerequisites normally required for these feats to select them.

This ability alters heraldries.

Warden (Fisherking Archetype)

There are some individuals who gain dominion not for its own sake nor for the good of a single nation. Sometimes, kingship comes with a great and terrible burden, manifesting as a line of kings spawned to act as a succession of living bastiles detaining something dreadful that wishes to manifest in the world. Using their own flesh and souls as the prison, lock, and key. The burden they bear taints their very being and twists their power to be like in nature to an iron cage.

Containment Field(Su): While most of your peers color the land about them with weal and woe, you make the land about you a prison. The warden emits a 30-foot radius aura centered on themselves that makes leaving their presence or attacking beyond the boundaries they have established difficult. All creatures other than the warden within this aura reduce all of their movement speed by 5 feet to a minimum of 5 feet. Decreases to movement speeds last until the end of a creature's turn. In addition, arrows, rays, and other ranged attacks made against targets outside of this aura by other creatures within it, have a 5% miss chance. This miss chance does not stack with miss chances gained from other sources such as concealment. The warden can begin or end this effect as a swift action, and it automatically ends if the warden is knocked unconscious. As a free action during their turn, the warden can choose to exclude a number of creatures equal to their veilweaving modifier from the effects of this aura. The selected creatures also automatically pass Reflex saves against the ability nothing can escape, gained at 9th level. This ability can be invested with essence. For each point of essence invested in this ability its radius increases by 5 feet and the miss chance increases by 5%.

At 5th and 13th level, the miss chance a by 5% and movement speed reduction increases by an additional 5 feet.

At 17th level the warden's containment field increases to a 60 foot radius.

This ability replaces blessed land and blessed land improvement gained at 17th level.

Secure(Sp, Su): You gain the ability to cast the spell *alarm* as a spell-like ability a number of times per day equal to your veilweaving modifier. Additionally, locks on doors, chests, manacles, and portals locked by a warden are more difficult to open with Disable Device checks. The Disable Device DC to do so increases by +5. Starting at 11th level, once per day the warden can also cast *guards and wards* as a spell-like ability.

This ability can be invested with essence, for each point of essence investing in this ability the Disable Device DCs increase by an additional +5.

This ability replaces royal attendants.



Jailer and Jail: At 4th level a warden begins to show signs of their labors. They select one oracle curse and gain the benefits and drawbacks of it, using their fisherking level -3(minimum 1) as their oracle level for determining the benefits and hindrances. If an oracle curse would add spells known, once per day the warden can select one of these spells and cast it as a spell-like ability, using their class level as their caster level.

This replaces the hex gained at fourth level.

Warden's Signet: At 8th level the warden gains a magical ring made of iron that bears their personal seal. When worn by the warden this ring functions as a jailer's dungeon ring^{UE}. The warden can spend one hour of uninterrupted concentration to magically attune their warden's signet to a number of prisoner's dungeon rings^{UE}, in their possession, equal to the warden's veilweaving modifier. Once per day, while wearing their warden's signet, the warden can take a point of essence burn to cast *shackle*^{AG} as a spell-like ability using their class level as their caster level.

The warden can confiscate the abilities of other magical rings, adding them to their warden's signet. In a ritual that requires one hour of uninterrupted concentration and a number of gold pieces equal to half the construction cost of another magical ring in their possession, the warden can transfer the magical properties of that ring into their warden' signet. Once its properties have been absorbed the other ring crumbles to worthless dust. Like the normal abilities of a warden's signet, any added magical properties only function for the warden. If the warden dies, their signet still detects as magical and its properties can be identified, but it is non-functional.

If this ring is damaged, it is restored to full hit points the next time the warden shapes veils for the day. If it is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per fisherking level. The new warden's signet has any magical properties possessed by the original including attunement to prisoner's dungeon rings.

Starting at 12th level, as long as the warden has their warden's signet in their possession the warden can craft jailer's and prisoner's dungeon rings as if they possessed the feat Forge Ring. A prisoner's dungeon ring crafted in this manner is always magically attuned to the warden's signet in addition to any jailer's dungeon ring it is attuned to. If the warden also has the Forge Ring feat, qualified for via arcane presence or another source, the warden can instead craft a combined number of jailer's and prisoner's dungeon rings up to their veilweaving modifier per day, but must still provide all materials and make all necessary crafting checks.

This ability replaces the hex gained at 8th level and the major hex gained at 12th level.

Nothing Can Escape (Su): Starting At 9th level when a creature attempts to leave the warden's containment field it must make a Reflex save against a DC equal to 10 + the number of points of essence invested in containment field + the warden's Charisma modifier. Creatures that fail their save are wrapped in bands of force, becoming entangled and unable to move. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check against the save DC of this ability. Creatures attempting to escape via teleportation or dimensional travel effects must make a Will save against this DC of this ability or the attempt fails. Any entangled creatures are automatically freed if the warden's containment field effect ends or once they are no longer in its area of effect.

This ability replaces the blessed land improvement gained at 9th level.

Iron Cell (Sp): At 20th level the warden gains the ability to lock entities other than their ancestral burden away from the world. As a full-round action, the warden can take a point of essence burn and make a melee touch attack against another creature. If attack succeeds, the creature must make a will save against the warden's hex DC. On a failed saving throw, an object of the warden's choice on their person worth at least 2000gp crumbles to dust leaving behind a prisoner's dungeon ring, which is already attuned to their warden's signet. The creature targeted by this ability is sealed into the ring as if by *sacramental seal*^{HA} except the trapped creature can always communicate telepathically with any creature in possession of the object as if the warden had relinquished stewardship of the object. The first creature, other than the warden, to wear a ring created in this way counts as a creature belonging to the warden's faith.

This ability replaces the grand hex gained at 20th level.



CHAPTER 3: CHARACTER OPTIONS

Akashic Records (Shaman Spirit) ACg

A shaman who selects the akashic records spirit has made contact with the central locus of knowledge underpinning reality. Their hair and skin become faintly iridescent, and moving fractal patterns flicker in their eyes.

When a shaman calls upon one of this spirit's abilities, intricate mandalas appear around them.

Spirit Magic Spells: *Quintessence^{OA}* (1st), *psychonaut manifestation^{OO}* (2nd), *analyze aura^{OA}* (3rd), *out of sight^{OO}* (4th), *retrocognition^{OA}* (5th), *dream travel^{OA}* (6th), *subjective reality^{OO}* (7th), *bilocation^{OA}* (8th), *akashic form^{OA}* (9th).

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

Consult the Akashic Records (Su): The shaman has glimpsed the knowledge within the akashic records and is constantly aware of it. They can use their Wisdom modifier instead of their Intelligence modifier on all Knowledge checks. In addition, a number of times per day equal to their Wisdom modifier the shaman can take a point of essence burn to reroll a Knowledge or other Intelligence-based skill check, taking the better result.

Inscribe(Ex): The shaman receives Scribe Scroll as a bonus feat and gains a +4 insight bonus on Linguistics checks. This hex can't be taken as a wandering hex.

Record Keeper's Privilege (Su): The shaman can ruin or restore veils. As a standard action they can target a creature within 30 feet with shaped veils, even if those veils are suppressed. The shaman can select an active veil the target has shaped and the target must succeed on a Will save or the selected veil is suppressed until the target spends a standard action to reactivate it. Alternatively, they can select a suppressed veil. The selected veil is immediately reactivated. Once a creature has been the target of this ability, it cannot be the target of this ability again for 24 hours.

Enlightened Spell Casting (Su): The shaman has learned that their mind is the true focus of their magic, not words or gestures. The shamans spells and spell-like abilities count as psychic instead of divine and they use thought and emotion components instead of verbal and somatic components when casting spells. They can take a point of essence burn as a swift action to center themselves. Shaman spells can't be undercast.

Expanded Consciousness (Su): The shaman's grasp of the knowledge of the universe grants them the ability to call upon psychic magics. The shaman can add a number of spells from the psychic spell list equal to their Charisma modifier (minimum 1) to the list of shaman spells they can prepare. To cast these spells the shaman must have an Intelligence score equal to at least $10 + \text{the spell's level}$, but the saving throw DCs of these spells are based on their Wisdom rather than Intelligence. When casting these spells, they are treated as divine rather than psychic, unless the shaman is a psychic caster or possesses the elightend spellcasting hex. Each time the shaman gains a level after taking this hex, they can choose to replace one of these spells for a new spell on the psychic spell list.

Spirit Animal: The shaman's spirit animal's eyes sparkle with intelligence. Their companion gains the ability to constantly detect veils as if by *detect magic* and gains a +2 bonus on Knowledge (arcana) checks.

Spirit Ability: A shaman who chooses the akashic records spirit as their spirit or wandering spirit gains the following ability.

Consult the Records: The shaman gains the ability to shape the Eye of the Oracle veil with a veilweaver level equal to their class level, increases their total veils shaped by 1, and gains a pool of essence equal to $1/2$ the shaman's class level (minimum 1). They use their Wisdom as their primary veilweaving attribute. Shaping this veil requires 1 hour of quiet contemplation. At 3rd level and every 7 levels thereafter, the maximum essence capacity of the shaman's Eye of the Oracle increases by +1. At 12th level, they gain the ability to bind this veil to their Headband chakra.

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

Expanded Knowledge: The shaman gains Shape Veil as a bonus feat and increases their total number of veils shaped by 1. Any increases to capacity granted by their consult the records spirit ability also apply to this veil.

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

Ascended Form (Su): As a standard action, the shaman assumes the form of a large or medium astral dragon^{B5}, as *form of the alien dragon II^{LOD}* with a duration of 1 hour per level. The shaman can use this ability once per day.



Manifestation: Upon reaching 20th level, the shaman becomes a peerless master of the akashic records becoming a being of thought and living akasha, a nigh indelible entry in the akashic records. The shaman gains the akashic subtype, and receives a bonus on all saving throws equal to their Wisdom modifier. If the shaman dies, they spontaneously reincarnate, as the spell reincarnate, 24 hours later in a place of their choosing within 20 miles of the place they died. When shaping their veils for the day the shaman can seek to capitalize on the vast wisdom within the akashic records, allowing them to change the veil they selected through their expanded knowledge ability to any other veil accessible via the Shape Veil feat.

Path of the Hexweaver (Vizier Mystic Attunement)

A vizier that chooses this path seeks power beyond themselves, drawing on faceless forces and strange entities like the witches they often befriend. They can call upon the power of hexes and other gifts gleaned from these forces.

Hexwoven Band(Su): At 1st level the hexweaver gains the ability to draw forth fragments of unearthly power, weave them with gossamer threads of akasha, and wear these creations as rings upon their fingers. The hexweaver counts as having the hex class feature and selects one hex from the list available to the fisherking. To gain the uses or benefit of the selected hex, when shaping veils for the day the hexweaver must shape that hex to their ring slot as if it were a veil. A hex shaped in this way is called a hexwoven band. The vizier gains the benefits or uses of that hex as if they were a fisherking of a level equal to their vizier level. Hexwoven bands can be invested with essence, and follow the normal rules for veils including hardness, essence capacity, slot limitations, and suppression. Any benefits of a hexwoven band are lost so long as it is suppressed. The DC to resist a hexwoven band's effects is $10 + \text{the number of points of essence invested in it} + \text{the vizier's Intelligence modifier}$. A hexweaver that gains additional hexes from sources other than this path must shape them as hexwoven bands to use them or gain their benefits, unless they have gained the ability to use hexes from another source such as levels in the witch class. Hexes gained via this ability must always be shaped as hexwoven bands to gain their benefits, even if the vizier has gained the ability to use hexes from another source such as levels in the witch class

Any creature currently created or controlled by one of his shaped veils counts as witch's familiar for any hexes that require a familiar and such a creature can deliver the touch for an activated hex like a witch's familiar.

A hexweaver who does not have a hexwoven band shaped instead gains a competence bonus to AC and on all saving throws against attacks or effects created by witches and hags. This bonus is equal to the number of hexes that have been gained by the hexweaver.

At 5th level, the vizier selects a second hex. If the vizier is capable of shaping multiple veils to their ring slot they can shape multiple hexwoven bands and gain their benefits. In addition the vizier can use their veilshifting ability to change the hex granted by their hexwoven band to another they possess.

At 9th level, the vizier selects a witch patron and gains the ability to bind hexwoven bands to their Ring chakra gaining the following benefit. Once per day, the vizier can take a point of essence burn to cast a spell from the list granted by his selected patron as a spell-like ability with caster level equal to their class level. They can only use this ability to cast a spell that could be cast by a witch of his vizier level.

At 13th and 17th levels, the vizier gains a hex or major hex from the list available to the fisherking.



Feats

Feat	Prerequisite	Benefit
Malefic Essence	Con 13 or veilweaver level 1, Hex class feature	You can enhance your hexes with essence.
Merciful Veils	Con 13 or veilweaver level 1	The damage from your veils becomes non-lethal.
Regency	Con 15, character level 13th	Gain the ability to bind veils shaped in the Voice slot.
Viceroy	Con 13 or veilweaver level 3rd, Wis 13 or veil-weaving modifier 13.	Gain the ability to shape Voice veils.

MALEFIC ESSENCE (ALKASHIC)

You have learned to bolster your granted gifts with your own lifeforce.

Prerequisites: Con 13 or veilweaver level 1, Hex class feature.

Benefit: You can bind essence into this feat. Add the number of bound essence to your class level to determine the duration of your hexes.

You gain 1 point of essence.

MERCIFUL VEILS (ALKASHIC)

Though the road may be harder, you have tempered your might with mercy.

Prerequisite: Con 13 or veilweaver level 1

Benefit: When you shape your veils for the day, you may select one or more of your veils that deal damage. Any damage dealt by the selected veils becomes nonlethal. This does not change the type of damage inflicted, a veil that inflicts fire damage inflicts non lethal fire damage instead. The benefits of this feat are not shared by attacks and abilities used by creatures created by a veil.

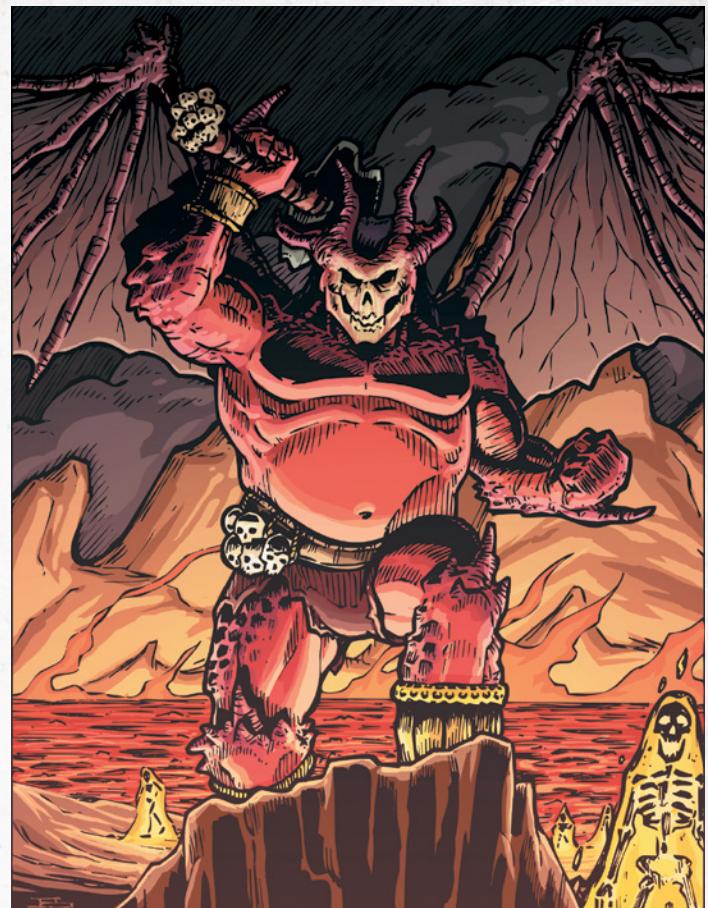
You gain 1 point of essence.

REGENCY (ALKASHIC)

Your granted rule has been given greater autonomy.

Prerequisites: Con 15, character level 13th.

Benefit: You gain the ability to bind veils shaped in the Voice slot. This does not allow you to bind more than one veil to that chakra, even if you've gained the ability to bind there from another source.



VICEROY (ALKASHIC)

You were neither born to rule nor did you take that right by force, and yet rulership in the name of another has been granted to you.

Prerequisite: Con 13 or veilweaver level 3rd, Wis 13 or veilweaving modifier 13.

Benefit: When this feat is selected, choose a single Voice veil. You can shape that veil using the normal veilweaving rules, allowing it to be shaped in the Voice slot using one of your normal daily veils, and allowing you to invest essence in it as if it were a normal veil. If you do not have levels in a veilweaving class, you have total veils shaped of 1 and use your Wisdom to determine the DC's and effects of your veil abilities. If you gain any levels in a veilweaving class, your primary veilweaving attribute is determined by that class. Once chosen, the veil granted by this feat can never be changed. Your veilweaver level for this veil is equal to your character level. You cannot bind this veil to the Voice chakra unless you gain the ability to do so from another source.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, choose a new Voice veil that you can shape using this feat.



Traits

Akashic Customization (Magic)

You have a strong and often confounding degree of control over the form of your veils.

Benefit: You gain a +4 trait bonus on Disguise checks to disguise the presence and function of your veils, and Disguise is always a class skill for you.

Regal Bearing (Social)

You carry yourself with the mein of a king or queen, and people of note take notice.

Benefit: You gain a +2 trait bonus on Diplomacy and Intimidate checks made to influence nobles, courtiers, or their servants. One of these skills (your choice) is always a class skill for you.



Witch Hexes

The following new hex's are available to the witch or other characters capable of gaining witch hexes.

New Hex

Akashic Patronage (Ex): The Witch may select an akashic feat as a bonus feat. The witch must still meet all prerequisites for the bonus feat. This hex may be selected more than once.

New Major Hex

Sanctum (Su): The witch always has a safe space for their arts. This functions as *fairy ring retreat*^{ACG} with a caster level equal to the witch's level, except as follows. The entry point takes the form of a circle of squat stones that glow with arcane runes. The extradimensional space always includes an altar reflecting the witch's religion or patron and a bubbling cauldron that functions as an alchemist's lab. The witch must be at least 13th level before selecting this hex.

New Grand Hexes

Faithful Servant Unbound (Su): If the witch dies by any means they can choose to leave behind a remnant of their power in the form of their familiar. The witch's familiar retains the witch's spells permanently, rather than for only 24 hours after their death. Any changes to the familiar's statistics derived from the witch's levels are retained, and it gains the ability to cast any of the witch's patron spells as spell-like abilities each once per day, using the witch's caster level and save DCs. The familiar also gains one hex from the list possessed by the witch, using the witch's level and Intelligence modifier to determine the effects and DCs of the selected hex. If the witch is returned to life by any means the familiar returns to normal. The witch must have a familiar to select this grand hex.

Malignant Token (Su): If the witch dies by any means they can decide to leave a physical token of their wrath. The witch leaves a terrible curse upon a worn magical item in their possession of their choice. This curse functions as *grim stalker*^{HHD} except that the duration is permanent. If the haunt is forced to manifest and is slain the curse and its effects resume after 1 week. A creature in possession of this item must attempt a will saving throw to willingly lose possession of it. If the creature fails its save the item will reappear somewhere on their person after 1d6 hours, even crossing planar boundaries to do so. If the witch is returned to life by any means this effect ends.



CHAPTER 4: VEILWEAVING

Akasha is the power of creation itself, the very essence of magic. Akasha resonates with arcane, divine, and psionic energy, often acting as a natural amplifier for those power sources, though it is potent in its own right. Sages and scholars have debated whether akasha is the result of those power sources mixing and meshing with the life energy of mortal beings, or if perhaps it is the undiluted source from which those diverse powers sprang. What is known is that all creatures have some facility to access this power or be accessed by it.

Veils are the most common tools by which akashic magic is utilized, created when a creature channels akashic energy through natural conduits in the body, known as chakra. This energy is then molded by the willpower of the creature from which it sprang into a semi-tangible construct capable of converting the wielder's life energy, known as essence, into a near infinite variety of effects.

Every creature has a finite amount of essence in their being, referred to as an essence pool. While essence is not typically expended when veils or other akashic effects are activated, a given creature can only devote a certain amount of their essence to any particular function. This is done by investing the essence into the chosen receptacle, which could be a veil, akashic feat, or other ability. Unless otherwise noted, investing or reallocating essence to or from a valid receptacle is a swift action. Veils are limited only by the wearer's focus and imagination. When a character first gains access to a veilweaving class, he has the potential to manifest and utilize any veil available to that class, though his facility with that veil may vary depending on the size of his essence pool and whether or not he has unlocked the associated chakra, enabling him to bind a veil or effect. Binding is a process veilweavers and other wielders of akashic magic learn through experience and growth. When they've utilized a particular chakra long enough that it has become imbued with a surplus of akashic power, akashic characters learn how to build even more complex and powerful constructs by utilizing the reinforced channels of energy in their bodies. This is the process known as binding, and it is possibly one of the most potent abilities any veilweaver can learn.

Chakras and Veils

Every veil is associated with a chakra, even if it is not bound to it. Chakras are points on the body that conduct magical energy. Veils do not interfere with magic items that occupy the same slot. The veil appears as a translucent eldritch construct surrounding that part of the body. You cannot shape two veils that occupy the same chakra. Each chakra corresponds directly to the matching equipment slot. Some veils can occupy one of two or more different chakra; you choose when you manifest your veil which of these chakra you want it to occupy. Even if the veil can occupy more than one chakra, you cannot have more than one instance of a given veil shaped at the same time. The available chakras are: Hands, Feet, Head, Wrists, Shoulders, Headband, Neck, Belt, Chest, Body. Some classes may gain access to specific and unique veils and chakra slots not normally available.

Veils can be bound to a chakra to increase their power once a character has reached a certain level of experience in manipulating akasha. By binding a veil to that chakra you gain the most potent abilities from the veil by flooding it with even more of your inherent akashic energy. Once a character has gained the ability to bind veils to a particular chakra, they can automatically bind a veil there as part of the process of shaping their veils for the day.

Akasha and Magic Interactions

While veilweaving is quite different from standard spellcasting, the basic rule for the interactions of veils and magic is very straightforward: veils interact with spells and vice versa in the same way that spells normally interact with other spells or spell-like abilities. Spell resistance is effective against most veils that directly target a creature or emulate an enchantment effect, but unless otherwise specified does not apply against area of effect abilities or auras. Veils that grant or enhance natural attacks or weapons, such as the Horns of the Minotaur, are never subject to spell resistance. A veilweaver's veil effects always overcome their own spell resistance.



Veils are mostly physical constructs of akasha, and as such can be targeted by effects like a Sunder attack; a veil that takes more than twice the veilweaver's level in damage in a single attack is suppressed and does not function for 1d4 rounds. Veils have a Hardness score equal to the veilweaver's level and gain a bonus to saves vs. targeted effects equal to the amount of essence currently invested. Veils can also be targeted by dispel magic, mage's disjunction, or similar spells effects, and are treated as a magic item when determining the effects. A veil successfully affected by a mage's disjunction is suppressed for the duration of the spell and effect and any essence invested in a suppressed veil becomes unavailable until the effect ends. Veils are nearly invisible until invested with at least one point of essence; a veilweaver gains a +5 circumstance bonus to Disguise checks to hide the fact that he has an uninvested veil shaped, though detect magic, true seeing, or similar effects automatically reveal their presence. As soon as a point of essence is invested in a veil they flare into tangibility and are easily noticeable.

Binding Essence: Some feats and veils will require you to bind, rather than invest, essence into them. When essence is bound into a receptacle, it cannot be recovered or reassigned to another receptacle until 24 hours have passed, or the next time the user shapes their veils for the day, whichever comes first. If the receptacle is sundered or disjoined, the user immediately takes essence burn equal to the total essence invested in the veil. Once the burn has recovered, they can reinvest the essence normally.

Bonuses from Shaped Veils: Note that the general rules for stacking still apply; two bonuses of the same type do not stack, even if they come from two different veils or a veil and a spell or spell-like effect.

ADVICE: Kingdom Building System and Veils

Many veils provide bonuses and benefits that might be relevant and beneficial to the kingdom building system presented in Ultimate Campaign. Due to this it might be tempting for players to cherry pick what veils they have available at different stages of a turn. Allowing this could adversely affect or slow down turns.

Normally, veils can be changed each day, or more frequently with certain abilities. While making use of the kingdom building system, the changing of veils should be limited to being done only once per turn at the start of the upkeep phase. Any veils with effects that must be activated, such as Eye of the Oracle, should only be allowed to be used once per turn.

Companions: Some veils grant the veilweaver the ability to conjure, create, or summon companion creatures, such as angels, treants, and zombies. Whenever a creature is granted or created by a veil ability, it is able to understand the veilweaver's commands and always follows their instructions to the best of its ability. Creatures granted by veils cannot be banished or dismissed since they are tied to the veilweaver's life force, but any effect that sunders, dispels, or otherwise unshapes a veil immediately dismisses the companion creature unless specifically noted otherwise.

Descriptors: Veils use many of the same descriptors as spells. Whenever a veil contains a descriptor, it carries all the same connotations as the spell descriptor of the same name. Since veils do not have schools, subschools, domains, or disciplines, these descriptors are the primary way to categorize and identify a veil and its effects.

Essence Burn: Some spells and abilities cause essence burn. Essence that has been burned cannot be used again for any other purpose until the veilweaver has had a chance to rest in a calm environment. Essence burn naturally recovers at a rate of 1 point of essence per minute.

Essence Capacity: However large your essence pool is, you can only invest a certain amount of essence into any one veil, feat, class feature, magic item, or other akashic receptacle. Your character level determines this essence capacity as shown below, though some feats, class features, magic items, or other abilities or effects may modify your base capacity:

Class Level	Essence Capacity
1st–5th	1
6th–11th	2
12th–17th	3
18th–20th	4

Identifying veils and effects: Information about a veil's properties or effects can be determined using the Knowledge (arcana) skill according to the following table:

Identify a magical manifestation as akasha or veilweaving	DC 10
Identify a specific veil's basic properties	DC 15
Identify a specific veil's bind effects	DC 20

In areas where akashic magic is uncommon or otherwise unheard of, increase the DC of these checks by 5. Veilweavers can also disguise the presence or function of their veils using the Disguise skill, disguising their veils as extravagant clothing or even natural extensions of their own body. A creature cannot attempt to identify a disguised veil without first succeeding on a Perception check to notice that it is a veil.



Ongoing Effects and Unconsciousness: Veils do not require conscious action to maintain, but if a veilweaver is rendered unconscious while he has active veils shaped a number of things may occur. Any active aura powers granted by shaped veils are suppressed until the veilweaver regains consciousness, at which point the veilweaver must spend a move action to reactivate them. Any effects that occur automatically over time, such as the temporary hit point generation of the Stone Giant's Girdle, continue to accrue as normal. Veils that are sundered while the veilweaver is unconscious are not just suppressed, but destroyed completely and cannot be used again until the veilweaver reshapes his veils.

Per Day Abilities: Some veils grant spell-like abilities that can be used a limited number of times per day. These veils use the same saving throw DC as your other veil abilities. These uses are only refreshed when you reshape your veils for the day; abilities like the vizier's veilshifting do not allow you to reshape the veil and replace it with a new instance of itself for additional uses.

Temporary Essence: Some abilities may grant you temporary essence. Temporary essence points are always burned first, and cannot be recovered through normal rest, though they generally act and can be used in all other ways just like normal essence.

Temporary Hit Points and Additional Hit Dice: Temporary hit points and additional HD granted by veils or other akashic effects start at full when essence is first invested and regenerate at a rate of 1 hit point per minute, but cannot be restored by removing and re-adding essence to the veil. Essence invested in a veil or other akashic receptacle that grants up to a certain amount of temporary hit points or bonus Hit Dice after the first time you invest essence for the day instead starts at 1 hit point and regenerates up to its normal maximum amount.

Weapon-like Veils: Weapon-like veils are veils that can be wielded and used as a weapon, such as the Loyal Paladin's Spear of Light or the Sword of Justice. These veils use the same damage dice and critical statistics as any weapon they are described as acting as. Veilweavers are always proficient with any weapon-like veil they shape. Veils that grant selectable weapon enhancements, such as the Reaper's Scythe, may choose which weapon enhancements to use each time essence is invested. If a weapon-like veil is disarmed or otherwise removed or released from your grasp, it immediately dissipates and can be reformed as a free action on your next turn; this supersedes the limitations on previously published weapon-like veils, such as Loyal Paladin's Spear of Light, which states that it requires a swift action to recover.

Neu Veils

ENCHANTRESS'S ACCOUITEMENTS

ELDEST FEY'S DIadem

Descriptors: Compulsion, creation, mind-affecting

Class: Eclipse, Fisherking, Nexus, Radiant, Vizier

Slot: Head, Headband

Saving Throw: see text

When one takes on an aspect of a vengeful fairy, all have cause to avoid offering them offense.

Shaping this veil imbues you with some of the power of a dark fey, allowing you to summon a raven familiar, treating your effective wizard level as your veilweaver level -3 (minimum 1). The familiar granted by this veil always has one of the following archetypes selected when shaping this veil: ambassador, prankster, or valet. If you possess the Improved Familiar feat you may instead select one of the following familiars, if you meet its level and special requirements: impundulu^{APv6M}, mockingfey^{B6}, nosoi psychopomp^{B4}, or raven (fey-fouched creature^{LoFW} template). The familiar granted by this veil can deliver the touch for an activated hex like a witch's familiar.

Essence: For each point of essence invested in this veil, the familiar granted by this veil gains a +1 insight bonus to attack and damage rolls, saving throws, and skill checks, as well as gaining 5 additional hit points.

Chakra Bind (Head): [E9, N6, R6, V6] Binding this veil to your Head chakra grants you the Improved Familiar feat. Additionally, you gain the ability to use the witch's slumber hex, using your veilweaving DC and determining the duration using your veilweaver level as your effective witch level. You can use this ability a number of times per day equal to your veilweaving modifier. If you have the ability to use the slumber hex from another source, instead increase the duration of that hex by a number of rounds equal to your veilweaving modifier. If at least 7 points of essence are invested in this veil you instead gain the ability to use the eternal slumber hex. A creature under this effect does not need to eat, drink, or breathe.

Chakra Bind (Headband): [F12, N12, R9, V12] Binding this veil to your Headband chakra allows you to cast the *wall of thorns* as a spell-like ability with a caster level equal to your veilweaver level a number of times per day equal to your veilweaving modifier.



PACT BINDER'S PENDANT

Descriptors: Charm

Class: Fisherking, Guru, Lunar, Radiant, Vizier

Slot: Neck

Saving Throw: None

A golden pendant that pulses with life when promises are uttered sits at your throat.

Shaping this veil grants you a +2 insight bonus to Linguistics checks and allows you to make Linguistics checks untrained. In addition you may use a Linguistics check in place of your Bluff, Diplomacy, or Appraise checks when making bargains or trading goods and services.

Essence: For each point of essence invested in this veil, the insight bonus to Linguistics checks increases by +1.

Chakra Bind (Neck): [F14, G14, R12, V14] Binding this veil to your Neck chakra grants you the ability to make mystically binding contracts as a swift action. This effect functions as the spell *conditional favor*^{UI} with a caster level equal to your veilweaver level, except that it may be paired with any beneficial spell, spell-like ability, supernatural ability, psionic power, or veil effect that you use on a willing creature. If the effect used targets multiple creatures you may forge a bargain with 1 additional creature beyond the first for each point of essence invested in this veil, choosing the oath or prohibition for each creature individually.

FROSTLEAVE

Descriptors: Cold

Class: Fisherking, Helmsman, Nexus, Stormbound, Vizier

Slot: Chest, Body

Saving Throw: Fortitude; see text

Glittering threads of frozen akasha suffuse your clothing giving the appearance that they are made of ice and frost.

You increase the save DCs of any of your spells, veils, or abilities that deal cold damage by 1 and gain a +1 insight bonus to damage rolls with those abilities. In addition you gain *endurance elements* as a constant spell-like ability.

Essence: For each point of essence invested in this ability, increase the bonus to save DCs and bonus to damage rolls by 1. If at least 3 points of essence are invested in this ability, you gain cold resistance 5 (or increase your existing cold resistance by 5); for each additional point of essence invested in this ability, your cold resistance increases by 1.

Chakra Bind (Chest): [F18, N18, S18, V18] Binding this veil to your Chest chakra gives you control of the weather, once per day you may take a point of essence burn to use *control weather* as a spell-like ability. The season is always considered to be winter or late winter when using this ability.

Chakra Bind (Body): [F20, H20, N20, S20, V20] Binding this veil to your Body chakra, in addition to granting the benefits of the chest bind, grants you dominion over the cold of a winter storm. Once per day you may take a point of essence burn to use *polar midnight*^{UM} as a spell-like ability.



ARGENT

The Vain Queen's Hand Mirror veil allows for the summoning of a new and interesting creature. Its statistics are as follows:

Argent CR 2

Argents are true neutral outsiders that take the appearance of hawks with feathers the color of tarnished silver. They have a natural affinity for mirrors and form a strong bond with any such items that are used as a means of summoning them. These creatures are known for their oracular powers. Argents have the following base statistics.

TN Tiny outsider (extraplanar)

Init +1; Senses darkvision 60 ft.; Perception +9

DEFENSE

AC 15, touch 13, flat-footed 14 (+1 Dex, +2 natural, +2 size)

hp 19 (3d10+3);

Fort +4, Ref +2, Will +6

DR 5/silver; Immune bleed, mind-affecting effects, petrification, polymorph; Resist acid 10, electricity 10, fire 10

OFFENSE

Speed: 10 ft., fly 40 ft. (good)

Melee: 2 talons +6 (1d4-1)

Space: 2-1/2 ft.; Reach 0 ft.

Spell-Like Abilities (CL 6th)

At will—*invisibility* (self only), *youthful appearance*^{UM}

3/day—*detect secret doors*, *ill omen*^{APG}

1/day—*mirror sight*^{C&G}

1/week—*prognostication*UI (CL 12th)

STATISTICS

Str 8, Dex 13, Con 12, Int 14, Wis 17, Cha 11

Base Atk +3; CMB +2; CMD 11

Feats: Alertness, Psychic Maestro^{[B] OA}, Psychic Sensitivity^{OA},

Psychic Virtuoso^{[B] OA}

Skills: Appraise +5, Bluff +5, Fly +9, Knowledge (arcana) +8,

Knowledge (nobility) +8, Knowledge (planes) +7, Perception +9,

Sense Motive +9, Survival +9, Stealth +13

Languages: Common

SQ: oracular, merge with veil

SPECIAL ABILITIES

Oracular (Ex): An argent gains Psychic Maestro (Read Aura and Prognostication) and Psychic Virtuoso as bonus feats. In addition it never requires a dowsing rod to use the dowsing occult skill unlock.

Merge with Veil (Su): As a standard action, an argent can merge its physical form with the veil that was used to summon it. When merged, the Argent appears as a miniature version of itself on the veil's surface and can observe the surrounding region with its senses as if it were using its own body. It has no control over this veil. While merged it gains a +2 circumstance bonus to Perception checks. It can emerge from the veil it has merged with as a standard action. An Argent must be adjacent to its veil to merge with or emerge from it. If an argent is called via other means, such as *planar binding*, mirrors are appropriate offerings when bargaining for their service. An argent may merge with such a mirror as if it were a veil used to summon it

Vain Queen's Hand Mirror

Descriptors: Divination

Class: Daevic, Eclipse, Fisherking, Vizier

Slot: Wrists

Saving Throw: None

"Mirror mine, surely in all the land there is no one more lovely than I." -Queen Narcissa

When you shape this veil you gain the ability to manifest an ornate silver hand mirror. This weapon-like veil acts as a light silver mace sized appropriately for you. In addition, once per day you may take a point of essence burn to use *augury* as a spell-like ability with a caster level equal to your veilweaver level. You may choose to use your veilweaver level in place of your base attack bonus when attacking with this veil.

Essence: For each point of essence invested in this veil, it deals one additional die of damage. If you have at least 5 points of essence invested in this veil, you may use *augury* as an at-will spell-like ability without taking a point of essence burn, and you may take a point of essence burn to use *divination* as a spell-like ability once per day.

Chakra Bind (Hands): [D4, E3, F2, V2] Binding this veil to your Hands chakra grants your Vain Queen's Hand Mirror a +1 enhancement bonus per point of essence invested (maximum +5).

Chakra Bind (Wrists): [D7, E12, F8, V8] In addition to the benefits granted by binding this veil to your Hands chakra, binding this veil to your Wrists chakra allows you to call upon the aid of a spirit which comes to inhabit the mirror called an Argent. You can only have one argent conjured in this way at a time. For each point of essence invested in this veil, the Argent gains a +1 insight bonus to attack and damage rolls, saving throws, and skill checks, as well as gaining 5 additional hit points.



WITCH'S BROOM

Descriptors: Good

Class: Fisherking, Guru, Lunar, Radiant, Vizier

Slot: Feet, Hands

Saving Throw: none

"Stave of hawthorn and twigs of birch, I dance a flying dance that none this ground may besmirch." -Morgan the Wicked

When you shape this veil you gain the ability to manifest a broom made of akasha and protective energies. This weapon-like veil acts as a quarterstaff sized appropriately for you. When you fight defensively or cast defensively while wielding the Witch's Broom, you gain a +1 sacred bonus to armor class until the start of your next turn. You may choose to use your veilweaver level in place of your base attack bonus when attacking with this veil.

Essence: For each point of essence invested in this veil the sacred bonus to Armor Class increases by +1. If you have at least 2 points of essence invested in this veil, you may take a point of essence burn to use *sacred space*^{ARG} as a spell-like ability with a caster level equal to your veilweaver level. You can only have one instance of this ability active at any one time, and using this ability while a previous casting is still active instantly dismisses the first.

Chakra Bind (Hands): [F2, G2, R3, V2] Binding this veil to your Hands chakra grants your Witch's Broom a +1 enhancement bonus per point of essence invested (maximum +5). As long as this weapon has at least a +1 enhancement bonus, you may also use any invested essence to gain a +1 effective enhancement bonus you can spend towards any of the following weapon special abilities: bane^{UE} (evil or chaotic outsiders only), dispelling^{UE}, dispelling burst^{UE}, flaming^{UE}, flaming burst^{UE}, holy^{UE}, or planar^{UE}.

Chakra Bind (Feet): [V4] Binding this veil to your Feet chakra allows you to ride your broom into the air, granting you a fly speed of 10 ft with clumsy maneuverability. You must have at least one hand free to fly in this manner. For each point of essence invested in this veil, your fly speed increases by an additional 10 feet and your maneuverability increases by 1 step.



[WEAPON] DESCRIPTOR VEILS

In addition to weapon-like veils there is an alternative approach to handling veils that function like weapons.

This approach is "[Weapon] descriptor" veils, which first appeared in April Augmented 2018 from Dreamscarred Press and is also present in The Stormbound from Cobalt Sages Creations. Though the veils in this book take the weapon-like veil approach, a number of [Weapon] descriptor veils appear on the veil list shared by the fisherking and the vizier.

To reference the rules for this type of veil, and its armor counterpart, please see the books mentioned above.



THE FISHERKING

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ROYAL TRAPPINGS

ADAMANT CROWN

Descriptors: Mind-affecting

Class: Fisherking, Lunar, Radiant, Vizier

Slot: Head, Headband

Saving Throw: None

"Oh blackhearted king, if not for that crown none would hear your voice. Not even the foremost of your peers, the fools and the mad."

-Morgan the Wicked

The ability to speak and be heard is a necessity for all rulers. You gain the ability to speak directly mind to mind as the telepathy universal monster ability with a range of 10 feet. If you are capable of shaping Voice veils you can use this ability to bypass the vocal property within the range of your telepathy, but any effects that target or are directed at other creatures only function within the range of your telepathy or the Voice veil's range, whichever is less.

Essence: For each point of essence invested in this veil the range of your telepathy increases by 10 feet.

Chakra Bind (Head): [F6, R6, V6] Binding this veil to your Head chakra grants a +2 insight bonus on saving throws against illusions and effects with the mind-affecting descriptor. For each point of essence invested in this ability, the insight bonus to saving throws against illusions and effects with the mind-affecting descriptor increases by +1.

Chakra Bind (Headband): [F12, R9, V12] Binding this veil to your Headband chakra grants a +1 insight bonus to the save DCs of any of your spells, other veils, or abilities with the mind-affecting descriptor by 1. For each point of essence invested in this ability, increase the insight bonus to save DCs by 1.

KING'S KEYS

Descriptors: None

Class: Eclipse, Fisherking, Vizier

Slot: Hands, Belt

Saving Throw: None

Ornate keys of evershifting style and description adorn a simple iron ring.

When you shape this veil you gain the ability to a ring of heavily decorated keys. This weapon-like veil acts as a sap sized appropriately for you. Shaping this veil grants you a +2 insight bonus to Disable Device checks and allows you to make Disable Device checks untrained. You may choose to use your veilweaver level in place of your base attack bonus when attacking with this veil.

Essence: For each point of essence invested in this veil, the insight bonus to Disable Device checks increases by +1. If you have at least 2 points of essence invested in this veil you also gain the this veil's bonus to Perception skill checks made to locate traps and you can use Disable Device to disarm magic traps.

Chakra Bind (Hands): [E3, F2, V2] Binding this veil to your Hands chakra grants your King's Keys a +1 enhancement bonus per point of essence invested (maximum +5). As long as this weapon has at least a +1 enhancement bonus, you may also use any invested essence to gain a +1 effective enhancement bonus you can spend towards any of the following weapon special abilities: corrosive^{UE}, corrosive burst^{UE}, deadly^{UE}, negating^{UE}, phasing locking^{UE}, reverberating^{AM}. You also gain the ability to lock doors, chests, and portals as a standard action by taking 1 point of essence burn. This functions as the *arcane lock* spell with a caster level equal to your veilweaver level. You must provide the material components for this effect.

Chakra Bind (Belt): [E18, F16, V16] Binding this veil to your Belt chakra grants you all the benefits of binding it to your Hands chakra, and you gain the ability to bypass doors and most obstructions in your passage. You can take 1 point of essence burn to create a passage for yourself as a standard action, this functions as though you had cast *passwall* with a caster level equal to your veilweaver level. Alternatively, you can simply command locks to open by taking 1 point of essence burn to cast *mass knock*^{1ST} as a spell-like ability with a caster level equal to your veilweaver level + the number of essence invested in this veil.



ROYAL TREASURY

Descriptors: Conjunction (calling)

Class: Fisherking, Vizier

Slot: Shoulders

Saving Throw: None

A mantle of fine white fur, scarlet cloth, and thread of gold hangs about your shoulders.

By tapping into a fraction of the vast resources due your station you can buy with greater ease than your fellows.

Shaping this veil grants you a +1 insight bonus to Appraise checks. In addition you receive a 4% discount on the cost to purchase goods and services in any location where having a noble title would be a benefit, subject to GM discretion, otherwise the discount is 2%. This discount does not apply to the costs of crafting items.

Essence: For each point of essence invested in this veil, the insight bonus to appraise checks increases by +1 and the discount on purchases increases by 1%.

Chakra Bind (Shoulders): [F10, V10] Binding this veil to your Shoulders chakra grants you the ability to conjure a slithering pit (use the statistics presented in the Pathfinder Roleplaying Game Bestiary 6) in which to store your possessions and perhaps your enemies as well. You can only have one slithering pit conjured in this way at a time. For each point of essence invested in this veil, the slithering pit gains an additional 5 hit points and a +1 insight bonus to attack rolls, armor class, damage rolls, and saving throws. Objects contained within this creature are immune to its acid and do not take falling damage for being dropped into this creature's extradimensional space. While adjacent to the slithering pit you can retrieve objects from its extradimensional space as a move action. If this veil is suppressed or unshaped any creatures contained are ejected into a random adjacent square, unattended objects remain in the slithering pit's extradimensional space. If the veilweaver dies any items stored in the slithering pit appear in a square adjacent to the veilweaver.

SWORD OF KINGSHIP

Descriptors: None

Class: Daevic, Eclipse, Fisherking, Guru, Helmsman

Slot: Hands, Wrists

Saving Throw: None

...therein stuck a fair sword naked by the point, and letters there were written in gold about the sword that said thus:- Whoso pulleth out this sword of this stone and anvil, is rightwise king...

-Sir Tomas Mallory

This weapon-like veil acts as a longsword sized appropriately for you. Attacks with this veil ignore 1 point of damage reduction. When sundering weapons or attacking objects with this weapon-like veil you ignore 2 points of hardness. You may choose to use your veilweaver level in place of your base attack bonus when attacking with this veil.

Essence: For each point of essence invested in this veil its hardness and the number of points of DR it ignores increases by 1 and. The number of points of hardness it ignores also increases by 2.

Chakra Bind (Hands): [D4, E3, F2, G2, H2] Binding this veil to your Hands chakra grants your Sword of kingship a +1 enhancement bonus per point of essence invested (maximum +5). As long as this weapon has at least a +1 enhancement bonus, you may also use any invested essence to gain a +1 effective enhancement bonus you can spend towards any of the following weapon special abilities: advancing^{UE}, benevolent^{UE}, brilliant energy, furyborn^{UE}, glorious^{UE}, merciful^{UE}, speed^{UE}.

Chakra Bind (Wrists): [D7, E12, F8, H8] Binding this veil to your Wrists chakra allows you to more generously share your gifts. For every two points of essence invested in this veil, as a full-round action that provokes attacks of opportunity you may share a single veil you currently have shaped, including title descriptor veils, with an ally within 25 feet. If the original veil being shared in this way is unshaped, suppressed, or destroyed the benefits of the shared veil are lost. Shared veils can't be bound to a chakra, but can be invested with essence if the targeted creature is capable of doing so. The benefits of a shared veil are lost if the creature is outside of the range of this effect. For each point of essence invested in this veil the range of this effect increases by 5 feet.



Voice Veils

Voice veils represent a new type of veil available to the fisherking and other classes. Unlike many other types of veils, which are shaped to physical parts of a veilweaver, these veils are shaped to the veilweaver's voice and embody many aspects of commands, tone, and speechcraft. Voice veils have the following unique components:

Vocal: A veilweaver must be capable of speaking to activate the effects of a Voice veil or to reactivate a Voice veil if it is suppressed. If a voice veil grants a spell-like ability, that ability is treated as having a verbal component even if the spell it's based on would not normally have one.

Kingdom Effects: If you are using the kingdom building rules, Voice veils grant an additional effect when shaped. This effect is listed in a veil's entry as "**Kingdom Effect**". The veilweaver must have a leadership position in a kingdom (as outlined in the kingdom building system) to gain or grant the benefits of this effect.

Annexation

Descriptors: Teleportation

Class: Fisherking

Slot: Voice

Saving Throw: Will; see text

When you claim a new land as your own there is neither greed nor malice in your voice, only finality and accomplishment.

You gain the ability to deny your lessers even the choice of what land is theirs to stand upon, causing them to suddenly find themselves standing elsewhere, by making a reposition combat maneuver against a creature or unattended object within 30 feet. Your CMB for this position is equal to veilweaver level + veilweaving modifier. This reposition attempt does not provoke an attack of opportunity.

Essence: For each point of essence invested in this veil, the wearer gains a +2 bonus to CMB when performing a reposition and the range of this veil's ability by 10 feet.

Chakra Bind (Voice): [F9] By binding this veil to your Voice chakra as a standard action you can rob those before you of even the surest footing. Other creatures, and unattended objects of your size or smaller, in a 10 radius burst of yourself must succeed on a Will save or be teleported to an empty square 10 feet further away from you. If a creature's teleport could only end in a square that is by nature hazardous to the creature, such as empty air if the creature can't fly, they are not teleported. For each point of essence invested in this veil the radius of this ability and distance of the teleport increase by 5 feet.

Kingdom Effect: Your kingdom's Treasurer treats their Intelligence or Strength modifier as being +1 higher when determining the benefit of their role. For every 5 veilweaver levels you possess this increase to the Treasurer's leadership modifier increases by +1.

Declaration of War

Descriptors: Conjunction (calling), law

Class: Fisherking

Slot: Voice

Saving Throw: None

"Cry 'Havoc!' and let slip the dogs of war"

-William Shakespeare (Julius Caesar Act 3, Scene 1, line 273)

When you shape this veil you make your intent to wage war known to your court as well as your enemies. You and a number of allies within 60 feet equal to your veilweaving modifier, selected as a free action during your turn, gain a +1 morale bonus to attack rolls and weapon damage rolls.

Essence: For each point of essence invested in this veil the morale bonus it grants to weapon damage rolls increases by +1. For every 2 points of essence invested in this veil the morale bonus to attack rolls also increases by +1.

Chakra Bind (Voice): [F9] Binding this veil to your Voice chakra grants you the ability to summon a literal dog of war to serve your violent ends. As a standard action you summon a dog of war that appears in a square adjacent to you. For every two points of essence invested in this veil you summon an additional dog of war. A dog of war uses the statistics of a hell hound except that it has the akashic subtype, its alignment is lawful neutral, it loses the evil subtype, and it understands a single language of your choice. Additionally, a dog of war gains the ability to shape the Robe of the Forgotten Deity veil, an essence pool of 1, and it uses half of its master's veilweaver level to determine the capacity of this veil. For each point of essence invested in this veil, each summoned dog of war gains a +1 insight bonus to attack and damage rolls, saving throws, and skill checks, as well as gaining 5 additional hit points. For every two points of essence invested into this veil, the dog of war gains 1 additional point of essence in its essence pool.

Kingdom Effect: Your kingdom's General treats their Charisma or Strength modifier as being +1 higher when determining the benefit of their role. For every 5 veilweaver levels you possess this increase to the General's leadership modifier increases by +1.



DIPLOMATIC OVERTURE

Descriptors: None

Class: Fisherking

Slot: Voice

Saving Throw: Will; see text

You are a bastion of peace and reason and this fact resonates in your voice and suffuses your presence.

Shaping this veil grants you a +2 morale bonus to Diplomacy checks. In addition you gain a +1 morale bonus to Knowledge (nobility) and can use this skill untrained.

Essence: For each point of essence invested in this veil the morale bonuses it grants to Diplomacy and Knowledge (nobility) increase by +1.

Chakra Bind (Voice): [F9] Binding this veil to your Voice chakra renders you proof against assault while acting as a diplomat. You are warded from violence as if by the sanctuary spell. The benefits of this effect are lost as described in the spell, but can be regained as a full round action. By taking a point of essence burn you may grant the benefits of the *sanctuary* spell to a number of creatures within 30 feet, up to your veilweaving modifier. This effect and the essence burn last until you end it as a standard action, after which the essence burn is recovered normally. An individual creature losing the benefits of this effect does not affect other targets.

Kingdom Effect: Diplomacy checks made as part of Diplomacy Edicts issued by your kingdom may be rolled twice, taking the better result.

DIVINE MANDATE

Descriptors: Compulsion

Class: Fisherking

Slot: Voice

Saving Throw: Will

A king's will is suffused with the might of the cosmic order.

Shaping this veil grants you a +2 bonus to Intimidate checks. This is a sacred bonus if you're good aligned or a profane bonus if you're evil; if you're neutral, choose either sacred or profane when shaping this veil. You also gain the ability to cast *command* as a spell-like ability a number of times per day equal to your veilweaving modifier, with a caster level equal to your veilweaver level.

Essence: For each point of essence invested in this veil, the sacred or profane bonus to Intimidation checks and the DC of *command* increases by +1.

Chakra Bind (Voice): [F9] By binding this veil to your Voice chakra you gain the judgement ability of an inquisitor of your level -2 (minimum 1), but you can only choose from the following judgements when using this ability: destruction, justice, piercing, protection, purity, smiting.

Kingdom Effect: Your kingdom's High Priest treats their Intelligence or Wisdom modifier as being +1 higher when determining the benefit of their role. For every 5 veilweaver levels you possess to this increase to the High Priest's leadership modifier increases by +1.

INTERDICTION

Descriptors: Compulsion, mind-affecting

Class: Fisherking

Slot: Voice

Saving Throw: Will; see text

An undertone of parental sternness laces your voice.

You can select a creature and make its actions against you more difficult as a standard action. You and your allies gain a +1 morale bonus to AC and on all saving throws against attacks or effects from that creature. This bonus lasts as long as the selected creature can hear your voice or until you select a new creature.

Essence: For each point of essence invested in this veil, the morale bonus to saving throws against attacks or effects created by the selected creature increases by +1. For every 2 points of essence invested in this veil, the morale bonus to AC increases by +1.

Chakra Bind (Voice): [F9] Binding this veil to your Voice chakra gives greater weight to your prohibitions, making it more difficult for creatures to take actions that you forbid. As a standard action you can command a creature not to take a specific action, this functions as though casting *forbid action*^{UM} with a caster level equal to your veilweaver level. If there are at least 4 points of essence invested in this veil it instead functions as *greater forbid action*^{UM}.

Kingdom Effect: Once per year +1 additional time for every 5 veilweaver levels you possess your kingdom's Marshal can eliminate a hazardous non-continuous event rolled as part of your kingdom's event phase. Treat this as if the Political Calm event had been rolled instead.



INVIGORATING ORATION

Descriptors: Healing

Class: Fisherking

Slot: Voice

Saving Throw: None

Your voice is bright and energetic, capable of fanning to life even the faintest spark of life.

It is in your power to convince creatures to live even when they might otherwise die. As an immediate action when a creature within 25 feet of you is reduced to 1/4, or less, of their maximum hit points you can heal that creature of 1d6 points of damage. This ability can only be used on any specific creature a number of times per day equal to your veilweaving modifier.

Essence: For each point of essence invested in this veil, its range increases by 5 feet. For every 2 points of essence invested in this veil, the damage healed increases by 1d6.

Chakra Bind (Voice): [F9] Binding this veil to your Voice chakra allows you to hold creatures in the land of living even far past the point of death. The first time that a creature, which has been healed by this veil in the last 24 hours, would die from hit point loss it remains alive a number of rounds equal to your veilweaving modifier. If the creature's hit point total is at a negative amount equal to or greater than its Constitution score when this effect ends, that creature dies if it would normally die in this state. For each point of essence invested in this veil this effect lasts for an additional round. If you have at least 5 points of essence invested in this veil, a creature affected by this veil's bind effect regains consciousness, and can continue fighting even though its hit point total is below 0. Taking any standard action (or any other action the GM deems strenuous, including some free actions) deals 1 point of damage to the creature after the completion of the act. A creature can only gain this benefit once per day.

Kingdom Effect: Your kingdom's Ruler, Consort, or Heir (selected during the upkeep phase) treats their Charisma modifier as being +1 higher when determining the benefit of their role. For every 5 veilweaver levels you possess, this increase to the selected role's leadership modifier increases by +1.

REBULKE

Descriptors: Emotion, mind-affecting

Class: Fisherking

Slot: Voice

Saving Throw: Will half

The sound of a monarch's voice when they must speak harshly to those around them is a terrible thing, best avoided, and is often spoken about in hushed whispers afterward.

As a standard action you can harshly admonish a creature within close range (25 feet + 5 feet per veilweaver level), launching a ray of manifest scorn as a ranged touch attack that deals 1d6 + your veilweaving modifier damage. Creatures successfully hit by this ray receive a Will save for half damage. This attack has no effect on creatures without an Intelligence score.

Essence: For each point of essence invested in this veil increase the damage dealt by 1d6.

Chakra Bind (Voice): [F9] Binding this veil to your Voice chakra allows you to show multiple creatures your displeasure at once. You gain one additional ray for every point of essence invested in this veil. Each ray requires its own attack roll; the rays can be aimed individually, but no more than two rays may target any one creature. Creatures that critically fail their saving throw, or fail their saving throw by 5 or more, against this veil's damage are shaken for 1d4 rounds. If a creature is already shaken it becomes frightened instead. A frightened creature becomes panicked. A panicked creature is instead paralyzed for 1 round.

Kingdom Effect: During your upkeep phase when your kingdom's Royal Enforcer uses their leadership benefit to decrease unrest, your kingdom's unrest decreases by an additional 1. For every 5 veilweaver levels you possess unrest decreases by an additional 1.



ROYAL PATENT

Descriptors: None

Class: Fisherking

Slot: Voice

Saving Throw: None

"...by the grace of all the gods and goddesses, I do proclaim, name, and newly make thee..."

When you shape this veil, choose a Title veil^{DPR} from the list available to the rajah, you can shape the selected veil onto an ally as normal for a Title veil. This Title veil does not count against your total number of veils shaped. You cannot bind the selected veil to a chakra, unless both you and the entitled creature can bind veils to the chakra in question, or you have the ability to bind Title veils from another source.

Essence: Investing essence in this veil grants the entitled creature the benefits for investing essence in the Title veil this veil is granting.

Chakra Bind (Voice): [F9] Binding this veil to your Voice chakra augments the range of your Title veils. An entitled creature retains the benefits of any Title veil granted by you as long as they can hear your voice, regardless of distance.

Kingdom Effect: Once per turn by expending 1 BP during your kingdom's upkeep phase, your kingdom may treat an unfilled position, other than ruler or consort, as being filled by a guard, initiate, or squire (use stats as presented in the NPC Codex). That NPC does not gain the benefit of their role, but your kingdom does not take a vacancy penalty for their position and the NPC can roll checks related to their role. For every 5 veilweaver levels you possess a role filling NPC granted by this veil gains a +1 insight bonus on all d20 rolls related to your kingdom and you may spend an additional BP to treat an additional vacant position as being filled in this manner.



STAY OF EXECUTION

Descriptors: Compulsion, healing, necromancy

Class: Fisherking

Slot: Voice

Saving Throw: none

Death happens only with the leave of a sovereign and not a moment sooner.

When shaping this veil, select another veil you have shaped that would be a valid target for the feat Merciful Veils. The selected veil gains the benefits of the Merciful Veils feat. You also gain the ability to cast *stabilize* as an at will spell-like ability with a caster level equal to your veilweaver level. Additionally, if you possess the Merciful Veils feat, half of the essence invested in this veil is also treated as being invested in the veil selected when this veil was shaped, up to a combined total of its essence capacity.

Essence: For each point of essence invested in this veil, the nonlethal damage inflicted by your veils increases by +1.

Chakra Bind (Voice): [F9] Binding this veil to your Voice chakra grants you the benefits of the Symbol of Mercy^{DPR} feat. For each point of essence invested in this veil you may issue an additional command to a creature under the effects of Symbol of Mercy. If you already possess the feat Symbol of Mercy, the range of its effect becomes medium (100 feet + 10 feet per veilweaver level).

Kingdom Effect: Your kingdom's Warden treats their Constitution or Strength modifier as being +1 higher when determining the benefit of their role. For every 5 veilweaver levels you possess this increase to the Warden's leadership modifier increases by +1.





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CHAPTER 5: MAGICAL ITEMS

AZOTH SCABBARD

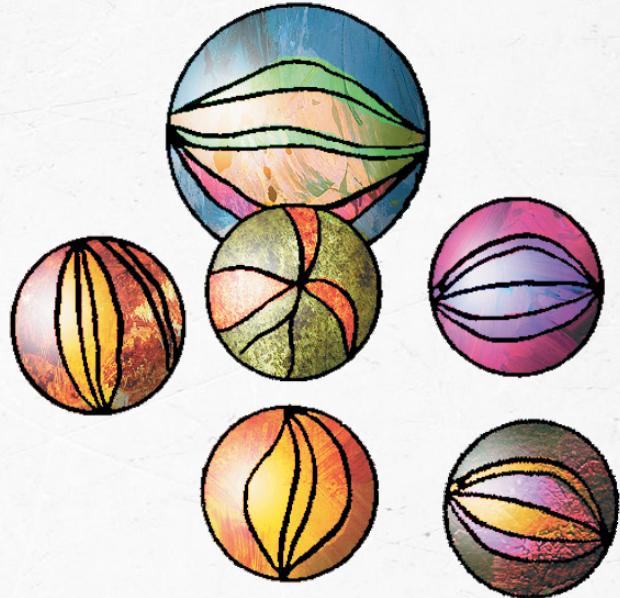
Aura moderate transmutation and conjuration; **CL** 9th;
Slot belt; **Price** 50,000 gp; **Weight** 1 lb.

Description

This silver scabbard seems to shift and flow as if it were liquid.

An *azoth scabbard* normally functions as a *scabbard of staunching*^{APG}, but gains the following additional effect if the wearer can shape veils to their belt slot. While this scabbard is worn, when shaping veils for the day the wearer can select a weapon-like veil or a veil with the [Weapon] descriptor that can be shaped to the Hands or Wrist slot, and shape it to their Belt slot instead. This scabbard fits any weapon created by veils shaped in this way, if the veil allows for a pair of weapons to be manifested the scabbard can hold both weapons, manifested weapons may be stowed in and drawn from the *azoth scabbard* by the veilweaver as if they were a normal weapon and do not vanish when leaving the veilweaver's hand in this way. As part of shaping veils for the day a wearer capable of binding veils to the Hand or Wrist slot, can bind the veil affected by this item to the Belt slot as if it were one of those slots, even if they could not normally bind veils to the Belt slot, gaining all of the normal benefits of that bind. While a veil is bound to the Belt slot via this item, once per day if the wearer of this scabbard would die, the bound veil is destroyed and the wearer is automatically affected by *breath of life*. The caster level of this effect is 9 + the number of points of essence invested in the destroyed veil. Removing this item suppresses any veil affected by it until the item is put back on.

Construction Requirements Craft Wondrous Item; creator must possess an essence pool and be able to shape a weapon-like or Weapon] descriptor veil; **Cost** 25,000 gp



INDIGO MERKABA (IOUN STONE)

Aura moderate transmutation; **CL** 12th; **Slot** none; **Price** 16,000gp; **Weight** —

Description

Made of glittering indigo crystal, this stone is shaped like a star tetrahedron. The stone increases the effective amount of essence invested in veils shaped in one of the wearer's chakras by +1, as a least akashic catalyst. The chakra gaining the benefits of this stone is selected as a full round action that provokes attacks of opportunity. Unlike most ioun stones, which orbit the wearer's head, an *indigo merkaba* takes up an orbit around the slot corresponding to the chakra gaining its benefits.

Cracked: The cracked version of an *indigo merkaba* ioun stone functions as the normal version, except it's bonus only applies to a single chakra determined at creation. Price: 8,000gp.

Flawed: The flawed version of a *indigo merkaba* ioun stone functions as the normal version, except it makes any affected veil highly visible reducing the difficulty of DCs to notice and identify the veil and its properties by 5. Price 15,000 gp

Resonant Powers: An *indigo merkaba*'s resonant power grants the wearer chakra sight as the View Energy feat once per day.

Construction Requirements Craft Wondrous Item, creator must possess an essence pool; **Cost** 8,000 gp





SOVEREIGN BLADE

Aura faint transmutation; **CL** 5th; **Slot** —; **Price** 15,000 gp;
Weight —

Description

This masterwork longsword flows with the authority of kingship. Once per day the wielder may as a move action shape this sword to their Hands or Wrist slot as if it were a veil, unshaping any veil already shaped in that slot in the process. The wielder can shape it in this way even if they could not normally shape veils in those slots. The *sovereign blade* may also be bound to the Hands or Wrist slot at the same time it is shaped in the selected slot if the wielder could normally bind veils to that slot. While shaped this sword functions as the veil Sword of Kingship, and may be invested with essence gaining additional benefits as normal for that veil, but retains its own hardness and hit points. If the wielder is no longer wielding the *sovereign blade* for any reason its veil effects are suppressed until they are once again wielding it.

Construction Requirements Craft Magic Arms and Armor and Craft Wonderous Items; creator must possess an essence pool and be able to shape the veil Sword of Kingship; **Cost** 7,500 gp

TORC OF RIGHTEOUS

COMMAND

Aura moderate transmutation; **CL** 5th; **Slot** neck; **Price** 4,000gp (Least), 16,000gp (Lesser), 32,000gp (Greater);
Weight 1 lbs.

Description

This gold torc is covered with a fine tracery of inlaid platinum. When worn by a veilweaver capable of shaping Voice veils, the wearer's voice takes on an undertone of palpable authority. Once per round as a free action, the wearer of this torc may designate one of the Voice veils they currently have shaped. If a veilweaver invests essence into the selected Voice veil, the essence invested in that veil is treated as being higher for all mechanical effects based on the type of torc worn (+1 least, +2 lesser, +3 greater) until another veil is designated. A Voice veil can only benefit from one *torc of righteous command* at a time.

Construction Requirements Craft Wondrous Item; the creator must be able to shape at least one Voice veil; **Cost** Varies (Least 2,000 GP, Lesser 8,000 GP, Greater 16,000 GP);

LADY'S FAVOR

Aura moderate transmutation; **CL** 5th; **Slot** —;
Price 1,400; gp **Weight** —

Description

Often taking the form of brightly colored ribbons, handkerchiefs, or scarves this simple appearing token of affection can rouse its wearer to great and terrible deeds.

A creature must wear a lady's favor wrapped around their hands, feet, head, headband, shoulders, wrist, neck, belt, or body. This does not interfere with other magic items worn on that slot. When worn in this manner the wearer gains a +1 morale bonus on checks associated with the slot. If a slot has multiple listed skills the granted bonus is selected when putting on this item and can be changed after 24 hours.

- **Hands:** Craft(any selected) or Perform(Instruments) checks.
- **Feet:** Acrobatics or Stealth checks.
- **Head:** Perception checks.
- **Headband:** Knowledge(any selected)
- **Shoulders:** Intimidation checks.
- **Wrist:** Disable Device checks.
- **Neck:** Diplomacy or Perform (Sing or Oratory) checks.
- **Belt:** Ride or Perform (Dance) checks.
- **Body:** Climb or Swim checks.

If the wearer has an essence pool, they can invest essence into this item. For each point of essence invested the morale bonus granted increases by +1.

Construction Requirements Craft Wondrous Item; creator must possess an essence pool; **Cost** 700 gp



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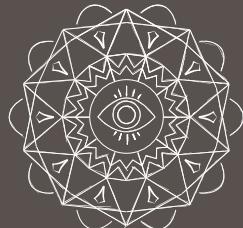
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