

AKASHIC MYSTERIES



By Michael Sayre

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AKASHIC MYSTERIES

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INTRODUCTION

Welcome to *Akashic Mysteries*! Whether this is your first step into the world of akashic magic or you're one of the many fans whose insight and assistance helped guide this project through its initial playtesting, I want to thank you for your support. This final compilation of the *Akashic Mysteries* materials has been a long time coming, with a lot of bumps in the road, but it was the support of an awesome community, active involvement from a lot of great people on the Paizo and Giant in the Playground messageboards, and the hard work of a lot of great people at Dreamscarred Press that put this in your hands. I truly hope you enjoy it, and that it makes your game world an even more fun and exciting place.

I'd also like to take a moment to thank our contest winners from the Giant in the Playground forums: Psybomb and Stack the authors of Frostbite Halo and Loyal Paladin's Spear of Light (respectively). You guys rock!

Additional thanks to (in no particular order) Morgan Weir, Aubrey Flory, Snowbluff, Adam Boucher, Andrew Boucher, Seerow, Milo v3, Keledrath, Anguish, Loyal Paladin, Squirrel Dude, Elricaltovilla, Will McCardell, Jade Ripley, Trogdar, Gator the Unread, Aratrok, Orthos, OmNomNid, NomGarret, Sayt, Mark Larsen, The Ragi, Allen Wallace, Kcinlinve, Endzeitgeist, Taveena, Extra Anchovies, and all the other people who contributed their time, feedback, and insight to playtesting and making this project the best it could possibly be.

—Michael “Ssalarn” Sayre
Design Lead, *Akashic Mysteries*

POWER IS LIFE, LIFE IS POWER

Akasha is an ancient form of magic whose use predates most forms of magic known to the mortal world. Long before wizards began unraveling the secrets of the cosmos and codifying them into arcane formulae, even before dragons, demons, and other beings of magic began mingling their blood with lesser species, wise mystics and abstruse visionaries bound the magical power known as akasha into crude physical forms and bent its might to their enigmatic purposes. Akasha is a form of magic generated by mixing a being’s own life energy, called essence, with the small amounts of raw magic that suffuse all things and shaping it into rough physical forms. These raw magical constructs are sustained by attaching them to points in the body that naturally conduct energy, called chakra. While modern spellcasters scoff at wielders of akasha as raw and unrefined amateurs, many traditions whose roots stretch back into the distant mists of time still practice the ancient arts of shaping akasha, most commonly known as veilweaving, and trust implicitly in its power and reliability. What power can an individual trust more than the power flowing through their own veins?

USING THIS BOOK

This book is divided into eight chapters and an appendix. The overview of each chapter is given below.

Chapter 1 (Classes): Here you will find the daevic, an akashic knight possessed by the spirit of a powerful outsider, the guru, a wise warrior-teacher, and the vizier, a canny master of the akashic arts.

Chapter 2 (Archetypes): Presented in this section are a wealth of archetypes for numerous classes, including core classes, psionic classes, and martial initiators.

Chapter 3 (Prestige Classes): Contained in this section are the black templar, a corrupt wielder of necromantic power, and the amplifier, who blends akasha with power drawn from arcane, divine, psionic, or perhaps even other less well-known sources.

Chapter 4 (Akashic Races): Included here are the gamla, a race of large, nomadic, desert-dwelling camelfolk, the sobek, a race of crocodilian people equally at home on land or in the water, and the suqur, a race of falcon people with sharp eyes and keen minds. Also included in this section are favored class bonuses for a variety of core races, and racial variants of the three new player races.

Chapter 5 (Feats): This section contains feats for enhancing an akashic character’s capabilities, feats to give existing characters a doorway into akashic abilities, and other essential options for your akashic characters.

Chapter 6 (Veilweaving): Found here are the rules necessary for using the new subsystem presented in this book, covering shaping and identifying veils, investing essence, and other essential rules.

Chapter 7 (Akashic Items): This chapter includes a selection of akashic items, unique weapon enhancements, and other purchasable goods designed to work with the akashic rules.

Chapter 8 (The False Gods): GMs looking for new challenges for their characters will find a variety of powerful new foes to present their party with in this chapter. From the bestial but relatively primitive yaksa to the near deific hanumapti, there are creatures here to challenge a party of most any level.

Reference Materials: This section includes non-core material referenced by this book, reprinted for ease of use during your games.

BOOKS NEEDED

To use this book, we recommend that you have the *Pathfinder Roleplaying Game Core Rulebook* on hand. The material found herein also expands on classes found in *Ultimate Psionics* and *Path of War*, as well as several other classes in the *Pathfinder Roleplaying Game*.

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CHAPTER 1: CLASSES

Characters of any class can learn to use akasha through feats or other means, but the true masters of akasha are those who dedicate themselves to wielding this ancient power by advancing in a veilweaving class.

Daevic: The daevic creates a symbiotic bond to a powerful outsider, harnessing its power. This bond makes the daevic tougher, stronger, and more charismatic, making her a powerful front line fighter and capable leader.

Guru: Drawing on the teachings of ancient philosophies, gurus combine martial prowess with learning and spiritual power. Gurus are capable of striking hard while still leaving their opponents alive and make excellent mobile combatants, using their unique veilweaving to adapt to unusual challenges.

Vizier: True masters of veilweaving, viziers can manipulate the battlefield, or strike opponents near or far with weapons woven from pure akasha. Whether debilitating their foes or bolstering allies, the vizier is a welcome addition to any group.

DAEVIC

"To be respected—or feared—for taking an absolute and wrestling it until it is a utility and not an oppressive quality: this is the legacy of great men."

Daeva were worshipped by some ancient tribes as gods and feared by others as demons. Beings of pure akasha given substance and purpose by strong emotion, daeva have natures that seem almost dualistic but are really just manifestations of the same emotion taken to different extremes; a wrath daeva may be worshipped by one tribe as a stern bringer of justice, and feared by another as an indiscriminate force of vengeance, while a daeva of desire may be seen as a loving mother figure and fertility goddess or a wanton slave to carnal desires. In truth, most daeva are both of these things simultaneously, and circumstance alone dictates how they are viewed by other beings. Some beings drives and passions are so in sync with the nature of particular daevas that they are sought out by those beings and a powerful symbiotic relationship is formed, creating a daevic, an akashic knight bound in a symbiotic relationship with a daeva whose ideals mirror his own.

Role: The daevic gain their power by offering up their bodies as hosts to a nascent daeva who lacks sufficient essence to sustain a physical form. Feeding their essence to these untameable forces can give the daevic incredible power tied to the nature of the bonded symbiote, drastically augmenting their influence and might. The first daevic were powerful warlords capable of standing

toe to toe with the monsters that ruled the ancient world, loved and feared as tyrants and kings; today's daevics gravitate towards similar roles, seeking outlets for the boundless passions which drive them.

Alix`x`x`gnment: Daevics can be of any alignment, though their alignment choice is usually influenced by the Passion they choose.

Starting Wealth: $5d6 \times 10$ gp (average 170 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Hit Die: d10.

CLASS SKILLS

The daevic's class skills are Bluff (Cha), Climb (Str), Craft (Int), Intimidate (Cha), Knowledge (History) (Int), Knowledge (Local) (Int), Knowledge (Planes) (Int), Profession (Wis), Sense Motive (Wis), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: $4 + \text{Int modifier}$.



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TABLE 1-1: DAEVIC

Level	Base Attack Bonus	Fort Save	Reflex save	Will Save	Special	Veilweaving	
						Veils	Essence
1st	+1	+2	+2	+0	Daevic veilweaving, passion skills	0+1	1
2nd	+2	+3	+3	+0	Chakra bind (feet)	1+1	1
3rd	+3	+3	+3	+1	Passion	1+1	1
4th	+4	+4	+4	+1	Chakra bind (hands)	1+2	2
5th	+5	+4	+4	+1	Resist influence +1	1+2	2
6th	+6/+1	+5	+5	+2	Passion	2+2	3
7th	+7/+2	+5	+5	+2	Chakra bind (wrists)	2+2	3
8th	+8/+3	+6	+6	+2	Resist influence +2	2+2	4
9th	+9/+4	+6	+6	+3	Improved passion capacity +1	2+2	4
10th	+10/+5	+7	+7	+3	Chakra bind (shoulders)	2+3	5
11th	+11/+6/+1	+7	+7	+3	Resist influence +3	2+3	5
12th	+12/+7/+2	+8	+8	+4	Blood bind	3+3	6
13th	+13/+8/+3	+8	+8	+4	Chakra bind (belt)	3+3	6
14th	+14/+9/+4	+9	+9	+4	Resist influence +4	3+3	7
15th	+15/+10/+5	+9	+9	+5	Improved passion capacity +2	3+4	7
16th	+16/+11/+6/+1	+10	+10	+5	Chakra bind (neck)	3+4	8
17th	+17/+12/+7/+2	+10	+10	+5	Resist influence +5	3+4	8
18th	+18/+13/+8/+3	+11	+11	+6	Passion	4+4	9
19th	+19/+14/+9/+4	+11	+11	+6	Chakra bind (chest)	4+4	9
20th	+20/+15/+10/+5	+12	+12	+6	Passion, apotheosis	4+4	10

CLASS FEATURES

The following are the class features of the daevic.

Weapon and Armor Proficiency: Daevics are proficient with all simple and martial weapons and are proficient with light armor, medium armor, heavy armor and shields (except tower shields).

Daevic Veilweaving: Daevics are always beings of powerful compulsions; this can manifest as an urge to collect or hoard beautiful things, an implacable drive for justice or vengeance, or a tendency towards fierce and passionate love or hateful and jealous envy. Whatever their motivation, it is the presence of these fierce emotions that cause the daevic to draw the attention of a daeva, a being of pure akasha who embodies this ideal. When a daevic first encounters a daeva there is a primal bonding of spirit and emotion that results in a symbiotic blending; the mortal shares their essence with the daeva, strengthening its bond to the physical world and in return the daeva girds its host in powerful akashic constructs known as veils.

The DC for a saving throw against a daevic veil is 10 + the number of points of essence invested in the veil + your Cha modifier. You can only shape a certain number of veils per day (see table below). The veils granted at 1st, 4th, 9th, and 15th level must be selected from the list

of veils associated with your Passion. The veils gained at 2nd, 6th, 12th, and 18th level can be selected from any marked as available to the daevic class. Veils are constructs of pure magic and are suppressed while in the area of an Antimagic Field or similar phenomena. The daevic also gains access to a special veil slot, Blood. Blood veils often have powerful effects but can cause extreme physical stress or even bodily harm to the veilweaver.

At 2nd level you also gain access to your personal pool of essence, which can be invested in veils to increase their power, or directly into your daeva to strengthen its bond with you (see Passions). Your pool of available essence is listed in the table below; your character level, as noted in the attached supplement, determines the maximum quantity of essence you can invest in any single receptacle. As a swift action you can reallocate your essence investments into your veils or Passion every round. A daevic must have a good night's rest and must spend one hour communing with his daeva to prepare his veils. This communion usually takes the form of engaging in some act aligned with their daeva's interest; a daevic connected to a Wrath entity may spend this hour engaging in martial pursuits like boxing or performing weapon katas, while a daevic associated

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with Desire will spend time focusing on whatever it is he desires most, whether that be counting coins, handling objects of power or engaging in more carnal pursuits.

Passions: When the bond between a mortal and daeva is first established, the mortal becomes a slave to a particular motivation, but is also rewarded for her dedication to this ideal. This ideal influences the daevic's alignment options and also what veils she shapes each day; the daevic is granted the ability to shape additional veils drawn from a list associated with her passion. These veils are actually the partially formed physical body of the possessing daeva and vary from standard veils; instead of investing essence into the veils the daevic invests it directly into her bond with her daeva, and the daeva augments and disperses it to those veils for her. Whenever a daevic invests essence into her passion the essence counts as being invested in all of the daevic's passion veils (for example, a 9th level daevic could invest 2 points of essence into her passion and each of her 3 passion veils would count as having 2 essence invested). Because of the unusual nature of these veils, they cannot benefit from veil-specific feats or effects like Enhanced Capacity or akashic catalysts (though they can still be bound as normal). The daevic also gains additional class skills depending on his chosen passion.

Desire

Daevas of Desire seek out servants whose lust for physical pleasures burns within them with an all-consuming ferocity. Wild hedonists, passionate lovers, men and women who make their living or spend their gold in houses of ill repute, even drug addicts and gluttons have all been known to attract the attention of daevas of this Passion. A Daevic who selects this Passion is almost never of Lawful alignment as their driving needs usually consume any consideration they might have for rules or codes.

Passion Veils: Bangles of the Jealous Seductress, Courtesan's Cloak, Daevic Aspect, Embrace of the Old Ones, Essence of the Succubus, Heartsblood Caress, Immaculate Touch, Lover's Tread, Waistband of the Wealthy.

Skills: Appraise, Sleight of Hand, Stealth.

Starting at 3rd level, daevics of desire discover that they are able to simulate effects that other creatures accomplish through skill or cleverness by bringing the supernatural force of their own personality to bear. The daevic may use her Charisma modifier in place of her Dexterity or Intelligence modifiers to determine prerequisites for feats and uses Charisma in place of Intelligence when determining her total bonus in the appraise skill. In addition, the daevic gains Precise Shot and Willful Throw* as bonus feats, even if she would not normally meet their prerequisites.

At 6th level the possessing daeva begins to transform and adopt an affinity for a particular aspect of Desire. Choose one of the following aspects: Love or Avarice.

Love: Daevics of love inevitably attract devoted

followers or lovers. The Daevic gains the companionship of a paramour, a devoted companion who is at least two levels lower than yourself. The paramour should be equipped with gear appropriate for its level (see Creating NPCs). While paramours are generally humanoids with similar characteristics to the daevic, some monstrous creatures known for mating or bonding with humanoids, such as dragons, may also make suitable paramours; such creatures should never have a CR greater than the daevic's level - 3. The paramour does not gain experience itself, but gains a level each time the daevic does. The daevas that empower the bond between a daevic and her paramour are often jealous creatures, unwilling to compete with forces that are equal to or greater in power than themselves. As such, paramours may never take levels in a dedicated spellcasting class (such as a wizard, cleric, psion, or adept) or classes whose focus simulates dedicated spellcasting (like the vizier). This jealousy often spreads from the daeva to both her daevic and their paramour; because of this, neither a daevic with this ability nor their paramour can ever take the Leadership feat or gain the permanent services of another creature (such as an eidolon or familiar); if they currently have the services of another companion creature it is immediately dismissed unless it is a valid option as a paramour and designated such. If they had the Leadership feat before gaining this class feature, they immediately lose all of its benefits and must retrain it at the first opportunity (see *Pathfinder Roleplaying Game: Ultimate Campaign* for retraining rules). The daevic may replace a slain paramour after 1 week of mourning by seeking out a new companion, or may replace a current paramour by cutting ties with the current one over that same period; note that a jilted lover who discovers they have been replaced may seek revenge for the slight depending on their nature.

Avarice (Su): Daevics who follow the path of avarice often lack the commitment necessary to form a long term bond with a sentient being, but this makes them no less possessive of what they consider theirs. Starting at 6th level, any weapon that remains in the daevic's possession for at least 24 hours gains the *returning* and *called* properties; this power is immediately lost if the daevic willingly gives the weapon to another sentient creature and cannot be restored until the weapon returns to the daevic's possession for another 24 hours. At 12th level, the daevic may activate the *called* ability as a free action instead of the normal swift action. At 18th level, whenever the daevic succeeds on a ranged attack with a thrown weapon, the target is affected by an *unnatural lust* effect with a DC equal to $10 + \frac{1}{2}$ class level + Charisma modifier.

Dominion

Daevas of Dominion seek out servants who are driven by an unstoppable drive to impose order and rule on the world around them. Many daevics of Dominion are great kings or cruel tyrants, though whether that is a result of

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the powers granted by their bond or a reflection of the type of individual daevas associated with this Passion seek out is a matter of some debate. A daevic who selects this Passion is usually Lawful Good, Lawful Neutral, or Lawful Evil.

Passion Veils: Behemoth Hide, Cincture of the Dragon, Collar of Skilled Instruction, Cuirass of Confidence, Crusader's Shield, Daevic Aspect, Horselord's Greaves, Sentinel's Helm, Stone Giant's Girdle.

Skills: Diplomacy, Handle Animal, and Knowledge (Nobility).

At 3rd level, the daevic gains Two-Weapon Fighting as a bonus feat. At 5th level, she gains Improved Shield Bash, and at 8th level she gains Shield Master. The daevic does not need to meet the prerequisites for these feats.

At 6th level the possessing daeva begins to transform and adopt an affinity for a particular aspect of Dominion. Choose one of the following aspects: Benevolence or Tyranny.

Benevolence (Su): The possessing daeva has grown so powerful that it can now extend its guiding and protective influence to your allies as well. The daevic chooses one Teamwork feat for which he qualifies and may share this feat with all allies within 30 feet as a move action; at 12th level he may share this feat as a swift action instead. At 12th and 18th level the daevic learns an additional Teamwork feat for which he qualifies and may share all Teamwork feats gained in this way when activating this ability. Allies affected by this ability retain the use of the granted feats for a number of rounds equal to the daevic's Charisma modifier, even if they leave the 30 foot area of effect.

Tyranny: The daeva and its host are now driven by an uncontrollable need to dominate and control those around them, imposing their will upon all they survey. The daevic can make Intimidate checks to demoralize as a swift action and gains a +2 competence bonus to Intimidate checks. This bonus increases by an additional +2 at 12th and 18th level.

Wrath

Daevas of Wrath seek out individuals whose nature will naturally drive them into conflict with others; daevics chosen by this Passion are usually Lawful Good, Chaotic Good, Lawful Evil, or Chaotic Evil.

Passion Veils: Armbands of the Irked Elephant, Armory of the Conqueror, Bloody Shroud, Breastplate of Bloody Conflict, Daevic Aspect, Gorget of the Wyrm, Horns of the Minotaur, Wrathful Claws, Sea Drake's Talons.

Skills: Survival, Heal, and Knowledge (Martial).

Starting at 3rd level, the first time the daevic successfully bull rushes or overruns an opponent each round, he may make an attack of opportunity against that opponent before moving them. In addition, the daevic gains a +2 competence bonus to CMB and CMD to perform or resist a bull rush or overrun at 5th level and every 3 levels thereafter.

At 6th level the possessing daeva begins to transform and adopt an affinity for a particular aspect of Wrath. Choose one of the following aspects: Justice or Vengeance.

Justice: The daeva's appetite for destruction is tempered by a sense of balance, and while it believes that some are worthy of death, it will strive not to cause undue pain or suffering, seeking to deliver justice with a single merciful blow. The daevic gains Vital Strike as a bonus feat, and may now make an attack action modified by this feat in place of the attack of opportunity normally granted when he succeeds on a bull rush. In addition, at 12th and 18th level the daevic gains the Improved and Greater Vital Strike feats, respectively, as bonus feats and may use them with this ability.

Vengeance: The daeva is now an avatar of destruction, divorced of morality and possessed only of a drive to destroy those who oppose it. Once per round when the daevic succeeds at a bull rush or overrun attempt against an opponent, he may make a full attack against the target in place of the attack of opportunity normally granted. This full attack can only be made using natural weapons.

Resist Influence: Starting at 5th level the symbiotic bond between the daevic and the daeva that possesses him protects him from outside influences. The daevic gains a +1 bonus to all saves vs. enchantment spells and effects. This bonus increases by an additional +1 at 8th level and every 3 levels thereafter.

Chakra Binds: At 2nd, 4th and every three levels thereafter the daevic gains the ability to bind veils directly to his chakra, unlocking potent abilities. He gains the ability to bind to slots in the following order: Feet, Hands, Wrists, Shoulders, Belt, Neck, Chest.

Improved Passion Capacity: The daeva's ability to feed off of his host's essence has become even more efficient, allowing him to grow and increase his strength. At 9th and 15th level the essence capacity of your passion increases by 1.

Blood Bind: The daevic can access veils in an unusual way, attaching them to his very life essence. In addition to his unique Blood veils, the daevic can use his Blood slot to shape and bind Neck, Head, Headband or Body slot veils; however, when using this slot for non-Blood veils, he takes a number of points of damage equal to twice the amount of essence invested each round. He takes this damage at the start of his turn, and immediately after any time he reassigns essence.

Apotheosis: At 20th level the separation between the daevic and daeva ceases to exist all together and he becomes one with the primal force that has driven him this far. His type changes to Outsider with the Native subtype and he no longer needs to eat or sleep. He gains Darkvision 60 feet (or increases his existing Darkvision by 60 feet). With his body utterly infused with akashic energy, he no longer needs to rest to reshape veils, but can re-assign his veils with an hour's meditation. The daevic also gains the ability to bind veils to his Body slot.

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GURU

"Those who find focus in chaos may create unstoppable destruction. Those who find focus in virtue may create unwavering strength. But the one who finds focus in himself—he may do anything."

The first guru, so the tales say, was a priest first, one who eventually came to doubt the true divinity of his chosen patron. Taking staff in hand, this priest traveled the world, seeking a higher truth. While pursuing this enigmatic truth, he learned many skills, training in the akashic arts with the reclusive vritra, battling bandits when they sought to accost him on the road, and always finding a way to repay the communities who fed and sheltered him, whether through teaching them one of the many techniques of healing, farming, or engineering he learned on his long travels. When the priest had grown old, and his travels grew ever shorter, he began to spread his knowledge, and his quest for truth, to students and proteges who came to him to learn what he had uncovered. Whether any guru has ever truly found a "higher truth" beyond the gods is unknown, but the quest continues to this day, with warrior-philosophers from all corners of the world traveling in search of it and spreading their knowledge along the way.

Role: The guru train in mystic monasteries learning to harness their life energy and focus their spirit to subdue their enemies without taking their lives. The guru can forge his essence into a weapon capable of disrupting an enemy's essence, causing non-lethal damage and even disturbing their inner flow of energy so severely that they succumb to debilitating effects like blindness or exhaustion. All gurus inevitably head out into the world to test their learning and gain new experiences, shaping and defining their Philosophy.

Alignment: The guru can be of any alignment, but is typically Good. Evil creatures rarely see the value in mastering an art that leaves their enemies alive to fight another day.

Starting Wealth: $3d6 \times 10$ gp (average 105 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Hit Die: d8.

CLASS SKILLS

The Guru's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Escape Artist (Dex), Heal (Wis), Knowledge (History, Local, Nobility) (Int), Perception (Wis), Sense Motive (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 6+ Int modifier.

CLASS FEATURES

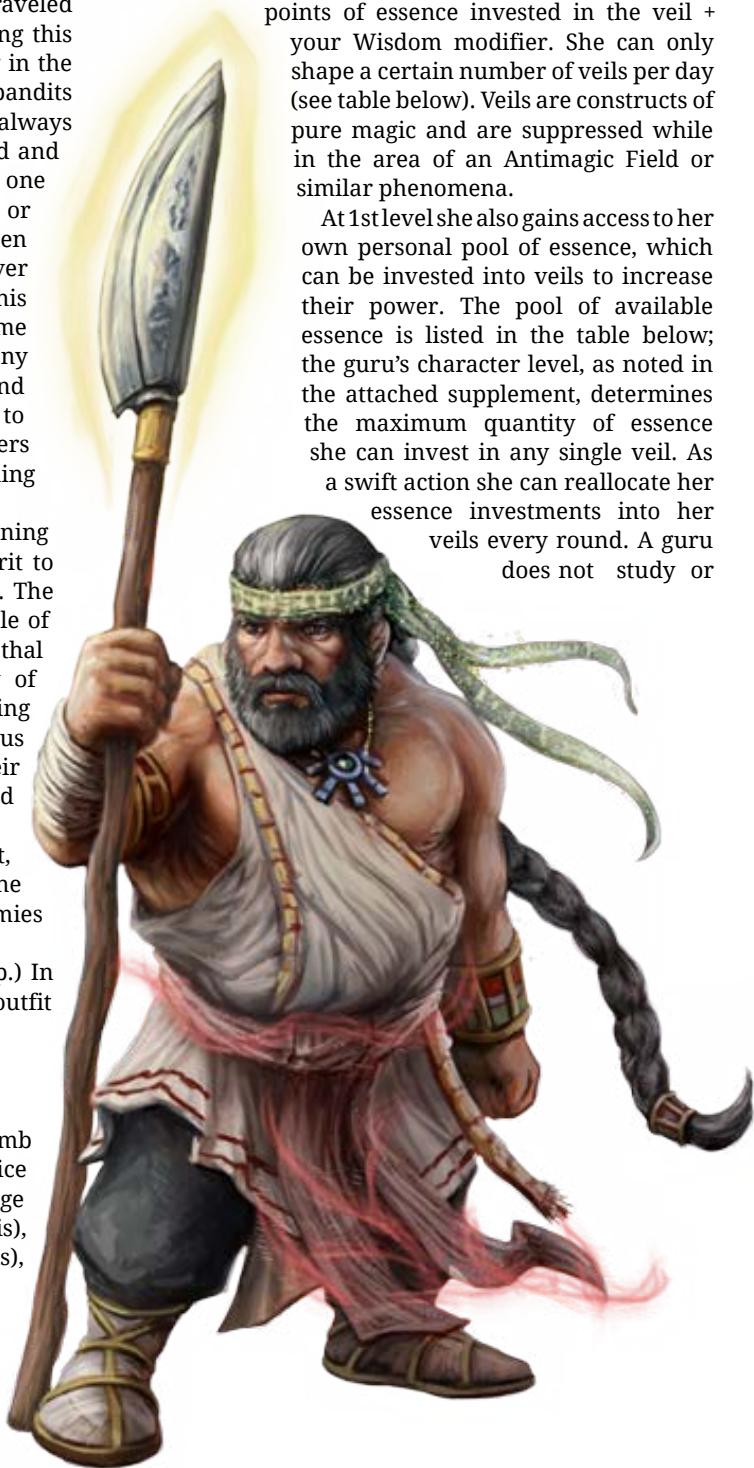
The following are the class features of the guru.

Weapon and Armor Proficiency: Gurus are

proficient with all simple weapons. They are proficient with light armor, but not with shields. The guru may gain additional proficiencies based on their chosen Philosophy.

Veil Shaping: A gurus primary ability is shaping the magical power known as akasha into powerful veils, which are drawn from the guru veil list. She knows and can shape any veil from this list. The DC for a saving throw against a veil's abilities is $10 +$ the number of points of essence invested in the veil + your Wisdom modifier. She can only shape a certain number of veils per day (see table below). Veils are constructs of pure magic and are suppressed while in the area of an Antimagic Field or similar phenomena.

At 1st level she also gains access to her own personal pool of essence, which can be invested into veils to increase their power. The pool of available essence is listed in the table below; the guru's character level, as noted in the attached supplement, determines the maximum quantity of essence she can invest in any single veil. As a swift action she can reallocate her essence investments into her veils every round. A guru does not study or



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TABLE 1-2: GURU

Level	Base Attack Bonus	Fort Save	Reflex save	Will Save	Special	Veilweaving	
						Veils	Essence
1st	+0	+0	+2	+2	Gentle touch, philosophy, stunning fist	1	1
2nd	+1	+0	+3	+3	Sunder veil, chakra bind (hands)	2	2
3rd	+2	+1	+3	+3	Chakra disruption (hands)	2	3
4th	+3	+1	+4	+4	Improved essence capacity +1, philosophy	2	4
5th	+3	+1	+4	+4	Chakra bind (feet)	3	5
6th	+4	+2	+5	+5	Chakra disruption (feet)	3	6
7th	+5	+2	+5	+5	Seal wounds, philosophy	3	7
8th	+6/+1	+2	+6	+6	Chakra bind (head)	4	8
9th	+6/+1	+3	+6	+6	Chakra disruption (shoulders)	4	9
10th	+7/+2	+3	+7	+7	Improved essence capacity +2, philosophy	4	10
11th	+8/+3	+3	+7	+7	Chakra bind (headband)	5	11
12th	+9/+4	+4	+8	+8	Chakra disruption (headband)	5	12
13th	+9/+4	+4	+8	+8	Crack the shell, philosophy	5	13
14th	+10/+5	+4	+9	+9	Chakra bind (neck)	6	14
15th	+11/+6/+1	+5	+9	+9	Chakra disruption (neck)	6	15
16th	+12/+7/+2	+5	+10	+10	Sever the flow, philosophy	6	16
17th	+12/+7/+2	+5	+10	+10	Chakra bind (belt)	7	17
18th	+13/+8/+3	+6	+11	+11	Chakra disruption (body)	7	17
19th	+14/+9/+4	+6	+11	+11	Improved essence capacity +3, philosophy	7	19
20th	+15/+10/+5	+6	+12	+12	Chakra bind (body), immortal essence	8	20

prepare veils in advance, but must have a good night's rest and must meditate for one hour to prepare her veils for the day.

Gentle Touch (Su): All gurus learn to master the art of the gentle touch, a mystical martial art that involves dealing nonlethal damage with focused bursts of essence. By investing at least 1 point of essence in this ability the guru can charge a weapon granted by his philosophy with a rarified form of akashic energy. All attacks made with that weapon deal additional damage equal to the guru's Wisdom modifier, but all damage dealt by the guru while this ability is active is nonlethal. A character can assign essence to their gentle touch ability as a swift action. For every point of essence invested in this ability, the charged weapon deals an additional $1d4$ damage. This ability only works against living targets; undead and constructs are immune to its effects.

Philosophy: All gurus follow a particular philosophy. Usually the tenets of this belief are passed down by guru masters in varying schools and monasteries where like-minded individuals join them to discuss ideology. Guru's gain special benefits based on their philosophy at 1st, 4th, 7th, 10th, 13th, 16th, and 19th level. Many philosophy powers are activated by "burning" essence.

Essence that has been burned to activate a philosophy ability cannot be used again for any other purpose until the guru has had a chance to meditate. Essence burn recovers at a rate of 1 point of essence per minute spent in meditation. Philosophies are listed at the end of the guru's class features.

Stunning Fist (Ex): The guru gains Stunning Fist as a bonus feat. For the purposes of determining how many uses of stunning fist you have available, treat your levels in the guru class as monk levels. The guru can use the stunning fist ability as part of any melee attack made using a weapon enhanced by his gentle touch ability. 1/day as a free action, the guru can restore a single use of stunning fist by taking 3 points of essence burn. The guru can restore a use of stunning fist in this way 1 additional time per day at 5th level and every 5 levels thereafter.

Chakra Binds: At 2nd level and every three levels thereafter you gain the ability to bind veils directly to your chakras, unlocking potent abilities. You gain the ability to bind to slots in the following order: Hands, Feet, Head, Headband, Neck, Belt, Body.

Sunder Veil (Su): At 2nd level the guru gains the ability to shatter magical defenses with focused thrusts of essence. When making an attack while using his gentle

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touch ability, the guru can expend a use of his Stunning Fist ability to attempt to end one ongoing spell that has been cast on a creature or suppress the active veils of an akasha user. When you activate this ability, make one dispel check ($1d20 + \text{your guru level}$) and compare that to the highest level spell currently active on the opponent ($DC = 11 + \text{the spell's caster level}$) or the veil the opponent currently has the most essence invested in ($DC = 10 + \text{opponent's character level} + \text{points of essence invested}$). If successful, that spell ends, or the targeted veil is suppressed for a number of rounds equal to your guru level. In addition, your gentle touch ability can now be used to damage undead and deals lethal damage to such creatures.

Chakra Disruption (Su): At 3rd level, and every three levels thereafter, a guru gains the ability to inflict debilitating status effects on his opponent. The guru may make a single attack while using his gentle touch ability as a standard action, selecting a disruption he knows and applying it to this attack. The target suffers the chosen disruption unless they succeed on a Fortitude save equal to $10 + \text{Wisdom Modifier} + 2$ per point of essence invested in the guru's gentle touch ability. A single target cannot suffer the effects of more than one disruption at a time, though the guru can change the disruption currently inflicted on a target with subsequent successful uses of this ability. Unless otherwise noted such conditions end after a number of rounds equal to the guru's Wisdom modifier as the afflicted creature's body slowly regulates itself.

At 3rd level, the guru can disrupt the flow of energy in an opponent's hands, making them clumsy and uncoordinated; opponents affected by this disruption take a -1 penalty to all attack rolls made with their hands or equivalent limbs (for example, a dragon's primary claw attacks). This penalty increases by 1 per point of essence invested in the gentle touch ability.

At 6th level the guru can damage the flow of essence through an enemy's feet, slowing and hampering them. An enemy affected by this disruption has their movement reduced by 10 feet $+5$ feet per point of essence invested (minimum 5).

At 9th level, a guru can block the flow of energy through an enemy's shoulders causing his movements to become slow and predictable, too weak to properly hold a shield. Enemies affected by this disruption have both their shield and Dexterity bonuses to AC each lowered by 1 (minimum 0). These penalties increase by 1 per point of essence invested.

At 12th level a guru can sever chakra connections associated with an opponent's Headband slot, causing the opponent to be blinded for 1 round $+ 1$ round per point of essence invested.

At 15th level the guru can disrupt the delicate chakra connections in an opponent's head slot, causing them to be stunned for 1 round.

At 18th level the guru can almost completely block the flow of essence throughout an opponent's body, causing

them to become exhausted.

Improved Essence Capacity: The guru's intense meditation has made him particularly talented at investing essence. At 4th, 10th and 19th level the essence capacity of all your chakra receptacles increases by 1.

Seal Wounds (Ex): At 7th level, the guru's talent with essence allows them to make small alterations to their own internal circulation. You gain the ability to close minor wounds you sustain by restricting the flow of blood and energy to the affected area; 1/day per class level, you can spend a move action to heal a number of hit points equal to your Wisdom modifier $+ 5$ hit points per point of essence invested in this ability. You must choose how much essence to invest in this ability at the same time you shape your veils for the day, and you cannot reassign that essence until after an 8 hour rest.

Crack the Shell (Su): The guru's skill in controlling essence is now so potent that he can even damage physical objects with a touch. While using his gentle touch ability, the guru can attempt a sunder combat maneuver to sunder an item held or worn by his opponent. If the attack is successful, he deals damage to the item as normal for his gentle touch attack. This attack ignores $\frac{1}{2}$ of the target's Hardness. In addition, his gentle touch ability can now be used to damage constructs and deals lethal damage to such creatures.

Sever the Flow (Su): At 16th level the guru's ability to disrupt an opponent's chakra has become so powerful that he can completely block their connection to the flow of magic. By spending a use of his Stunning Fist ability when he successfully attacks an opponent with his Gentle Touch, all magical effects currently affecting the target are disjoined as though affected by a special mage's disjunction. That is, spells and spell-like effects are unraveled and destroyed completely (ending the effect as a dispel magic spell does), and the target must make a Will save for each veil currently shaped or lose its benefits until it can be reshaped. Unlike a standard mage's disjunction, this ability does not affect magic items wielded or worn by the target. This effect can be resisted with a Will save equal to $10 + \text{your Wisdom modifier} + \text{the number of points of essence invested in your Gentle Touch ability}$.

Immortal essence (Su): The guru's mastery of the flow of essence both within himself and within his enemies has reached its ultimate peak and he can now steal a small amount of his opponent's life force with his gentle touch. Whenever he successfully dispels an effect or suppresses a veil with his sunder veil ability, he heals a number of hit points equal to twice the amount of essence invested in his gentle touch. Whenever he successfully uses his sever the flow ability against an enemy, he draws some of their own arcane energy into himself, gaining a temporary pool of essence equal to the spell level of the highest level dispelled effect or the amount of essence invested in any suppressed veils (to a maximum of the guru's essence capacity), whichever is greater. This essence lasts for a number of rounds

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equal to the guru's Wisdom modifier and can be used to power any ability he could assign his normal essence pool to. Multiple uses of this ability do not stack; but they do overlap, allowing the guru to replenish temporary essence lost to essence burn.

PHILOSOPHIES

Akasin

The akasin believes in becoming one with the forces of righteousness, harnessing the radiance of the universe to gain powers of light and healing.

Proficiencies: bardiche, bec de corbin, falchion, glaive, greatsword, lance, longbow, ranseur, shortbow, and two-bladed sword.

Absorb Radiance (Su): At 1st level, the akasin can spend time meditating in an area of bright light to gain a pool of temporary essence points equal to 1/2 his class level (minimum 1). The akasin must meditate for 1 minute per point of essence gained in this way. These temporary essence points are always burned first when the akasin activates his philosophy abilities, and cannot be recovered through normal meditation, nor can he ever gain more than 1/2 his class level in temporary essence points at any time via this ability. Whenever the akasin takes essence burn to activate an ability, he gains temporary hit points equal to 5 times the amount of essence burn taken. These temporary hit points last for 1 minute per level. In addition, the Akasin can take 1 point of essence Burn to cast *veil of positive energy* as a spell-like ability with a caster level equal to his character level.

Luminosity (Su): At 4th level the Akasin can restore light to those who have lost it. By taking 1 point of essence burn, the Akasin can cast *remove blindness/deafness* as a spell-like ability with a caster level equal to his class level, but can only remove the blind condition (this has no effect on deafness). Alternatively, the Akasin can take 1 point of essence burn to fire a single potent ray of blinding energy at an enemy within 60 feet. This ray deals 1d4 damage per class level (1d6 vs. undead) and blinds the target for 1d6 rounds. A DC 10 +1/2 class level + Wisdom modifier Reflex save halves the damage and negates the blindness effect.

Lambent Blades (Su): At 7th level the akasin can burn 1 point of essence as a swift action, transforming a wielded Philosophy weapon into a weapon of pure light. This allows it to bypass shield bonuses to armor class and ignore the first two points of any armor bonus to armor class an opponent may have as it leaks through the cracks and seams of their protective gear. This ability lasts for 2 rounds, but can be sustained as a free action taken when it would expire by taking an additional point of essence burn. This effect does not bypass bonuses granted by armor or shields with the *mirrored* property. When this ability is active the Akasin can spend 1 use of his Stunning Fist ability to grant the weapon the *brilliant energy* property for one round.

Lucent Revivification (Su): At 10th level the akasin

can restore life to the dead by inundating their body in pure, holy light. 1/day the akasin can take 5 points of essence burn to cast *raise dead* as a spell-like ability with a caster level equal to his level. The akasin must still provide the material component for raise dead or choose to accept 1 temporary negative level; this level automatically goes away after 24 hours, never becomes a permanent negative level, and cannot be overcome in any way except by waiting for the duration to expire.

Scintillant Form (Su): At 13th level the akasin's body has begun its transformation into a vessel of pure light. The akasin is now immune to the blinded and dazzled conditions. In addition, his body radiates a constant *daylight* effect (caster level equal to the akasin's class level). This effect can be suppressed or resumed as a standard action.

Incandescent Strike (Su): At 16th level, the akasin may make a single attack against an opponent with any weapon he wields as a standard action. When the akasin declares this attack he may take an amount of essence burn up to his class level, or however much essence he has available, whichever is less, and add 5 times that amount of damage to his attack. This damage is dealt as untyped radiant energy and is not subject to damage reduction or energy resistance.

Travel the Paths of Light (Su): At 19th level the akasin can transport himself instantly by becoming one with the light around him. As a move action, the akasin gains the ability to travel between light sources as if by means of a *teleport* spell with a caster level equal to his class level. The magical transport must begin and end in an area with at least normal light.

Sineater

Gurus of this philosophy believe that there is a finite amount of sin in the world and use their abilities to draw it out of others. Some sineaters do this out of an inherent desire to bring peace to those they free from sin; others believe that sins contain a dark and volatile power that they can wield to their own ends, blending the wickedness of others with their own inner energy.

Proficiencies: The sineater gains additional proficiency with the bo staff, dan bong, heavy flail, mancatcher, net, sibat, snag net, spiked chain, and tonfa. The sineater also gains the Improved Unarmed Strike feat as a bonus feat and treats his unarmed strike as a philosophy weapon for all abilities.

Devour Sin (Su): At 1st level, whenever the sineater deals nonlethal damage with his gentle touch ability or a weapon granted by this philosophy to a creature with an Intelligence score of 3 or greater, he restores 1 point of essence burn. If damage reduction or hardness reduces the damage dealt to 0, or if the target is immune to nonlethal, the sineater fails to restore any burned essence. In addition, whenever the sineater is affected by an attack that would reduce him below 0 hit points, he may, as an immediate action, take a number of points of essence burn up to his class level to negate an amount

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of damage from the attack equal to 5 times the amount of essence burn taken. This cannot reduce the damage below 0, and cannot be used to prevent damage dealt as ability damage or drain.

Veil of Sins (Su): At 4th level the sineater gains increased control over his ability to sustain himself by devouring sin. As a swift action, the sineater can take 1 point of essence burn to gain DR 1/- for 1 round. This damage reduction improves by 1 for every 5 levels the sineater possesses, to a maximum of DR 5/- at 20th level.

At 8th level, the sineater can instead take 2 points of essence burn to gain Fast Healing 2, improving by 1 for every 4 class levels the sineater possesses past 8th (to a maximum of Fast Healing 5 at 20th).

At 12th level the sineater can take 3 points of essence burn to gain regeneration 3, improving by 1 for every 4 levels the sineater possesses past 12th (to a maximum of regeneration 5 at 20th level). This regeneration is suppressed for 1 round if the sineater takes damage from a weapon that shares an alignment component with him (for example, a Lawful Good sineater damaged by a lawful or good weapon would have his regeneration suppressed for 1 round).

These abilities can be sustained as a free action taken when they would expire by taking the listed amount of essence burn again, even if the sineater is unconscious. The sineater can maintain more than one use of this ability by paying the total cost for each type of use; for example, a 16th level sineater could sustain the benefits of both DR/- and Fast Healing by taking 3 points of essence burn. He still needs to spend separate swift actions to activate these abilities.

Purify the Unclean (Su): At 7th level the sineater gains the ability to punish beings that embody sin or sinful ideas. Before making an attack roll with a weapon currently modified by his gentle touch ability against an Aberration, Undead, or an Outsider whose alignment is at least one step different from his own, the sineater can choose to take up to 1 point of essence burn per class level as a free action to deal an additional 5 hit points of damage per point of essence burned. The sineater cannot take more essence burn than he has essence currently available when activating this ability.

Reforge the Soul (Su): At 10th level, the sineater gains the ability to cast *atonement* as a spell-like ability useable 1/day. After successfully using this spell-like ability, the sineater gains a pool of temporary hit points equal to the total hit die of the creature targeted by the *atonement*. These hit points last for 1 hour per level.

Inescapable (Ex): At 13th level the sineater becomes impossibly difficult to dislodge once he has begun to draw out an enemy's sins. Whenever he hits an enemy with an unarmed strike, he is treated as having the Grab special attack. For every 2 points of essence invested in his Gentle Touch ability the maximum size category of creatures he can grapple is increased by 1 and the bonus granted by the Grab ability to start or maintain a grapple increases by +2.

Maelstrom of Sin (Su): At 16th level the sineater can violently absorb a mass of sin from all nearby sources in a whirlwind of tainted energy. As a full round action the sineater can make a single unarmed strike against all enemies within 10 feet. The sineater must have at least 1 point of essence invested in his gentle touch to use this ability.

Wages of Sin (Su): At 19th level the sineater can draw all sin out of his opponent in a single intense burst. As a full-round action the sineater can make a single unarmed strike attack against a targeted opponent and spend a use of his Stunning Fist ability. If the targeted opponent fails a Will save against this attack (DC of 10 + essence invested in Gentle Touch + the sineater's Wisdom Modifier) the flow of life energy through his body is torn apart as the sineater absorbs all the sin in his soul, paralyzing the target and restoring 1 point of essence burn per hit die of the target to the sineater. A successful save prevents the target from being paralyzed and the sineater from regaining burned essence, though the target still takes normal damage from the attack. This ability cannot affect the same target more than once every 24 hours.

Vayist

Gurus of this philosophy believe that a person must be free to follow the direction of their own inner motivations. These gurus are often free-spirited creatures who travel wherever the wind takes them and often seek to emulate the wind in their fighting techniques, choosing weapons and techniques that twist and flow like the wind itself.

Proficiencies: bolas, flying blade, kyoketsu shoge, nine-section whip, nunchaku, rope dart, scimitar, starnknife, shuriken, and whip.

Aether Ties (Su): By taking 1 point of essence burn as a free action, a vayist can infuse the air himself around with a rarified form of essence and send it flowing across the battlefield towards a particular target. The vayist chooses one target within 60 feet and creates a bond that lasts for a number of rounds equal to the vayist's Wisdom modifier. As long as this bond is active the targeted enemy takes a -2 penalty to all attack rolls that do not include the vayist as a target. Whenever an affected enemy misses the vayist or makes an attack that does not include him as a target, the vayist recovers 1 point of essence burn. The vayist gains a dodge bonus to his armor class and a competence bonus on reflex saving throws equal to the number of aether ties he currently has in effect against all attacks made by enemies not currently affected by this ability. The vayist can have one aether tie active at a time, plus one additional aether tie for every 5 levels he possesses, but each tie must be activated and paid for separately.

Aether Infusion (Su): At 4th level the vayist becomes particularly adept at using essence to become one with the air around him, manipulating it to enhance his attacks and defenses and obscure him from his enemies. By taking 1 point of essence Burn as part of a ranged

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attack, the Vayist can increase the range increment of any ranged weapon he wields by 10 feet, plus an additional 10 feet at 13th and 19th level (to a maximum of an additional 30 feet). This effect lasts for 2 rounds, and the Vayist gains a +2 competence bonus on all attack rolls made with weapons affected by this ability. By taking 2 points of essence burn, the vayist can surround himself with a whirlwind of air that obscures him from view, protecting him as though he were affected by a blur spell for 3 rounds. By taking 4 points of essence burn, the vayist can use mirror image as a spell-like ability with a caster level equal to his class level.

Leaf on the Wind (Ex): At 7th level the vayist has learned to keep his composure, and his feet, whenever life, or an enemy, knocks him down. By taking 1 point of essence burn, he can stand up from prone as a free action that does not provoke attacks of opportunity. He can perform this action even when it's not his turn. Alternatively, he can use this ability to reduce the damage from any fall as though it were 10 feet less per point of essence in his essence Pool, regardless of whether that essence is assigned to other abilities. Essence currently unavailable due to essence burn is not counted when calculating this total.

Revitalizing Breath (Su): At 10th level, gurus of this Philosophy can breathe new life and energy into their companions. They gain breath of life as spell-like ability with a caster level equal to his class level useable 1/day. Using this ability causes the vayist to take 5 points of essence burn.

Breath of the East Wind (Su): At 13th level the vayist's ability to disperse his essence into the air around himself grants him new and potent abilities. By taking 1 point of essence burn as a swift action, the vayist can use alter winds, centered on himself, as a spell-like ability with a caster level equal to his class level. This effect always moves with the vayist. By taking 4 points of essence burn as a swift action, the Vayist can use air walk on himself as a spell-like ability with a caster level equal to his class level. This ability cannot be used to affect anyone other than the vayist. Finally, the vayist can take 5 points of essence burn as a full round action to use river of wind as a spell-like ability with a caster level equal to his class level; when the vayist uses this ability he can choose to disperse his physical form and become one with a roaring current of air, instantly transporting himself to any square within the abilities area of effect.

Roaring Gale (Su): At 16th level, the vayist may take 4 points of essence burn as part of a full round action to make one attack against each enemy within the first range increment of a ranged Philosophy weapon he possesses. When the vayist makes an attack with a Philosophy weapon while using this ability, the weapon teleports back to his grasp immediately after the attack is resolved.

Perfect Independence (Su): At 19th level the vayist benefits from a continuous *freedom of movement* effect.

VIZIER

"Black and white, things and people, openings and dead ends. The trick isn't to see what they are. It is to take what they are and mold it into whatever you need it to be."

It's said that the phrase "the power behind the throne" originates with the first vizier. Trained in ancient colleges in some of the oldest cities in existence, viziers are schooled in the courtly arts and entrusted with the secrets of veilweaving that they can advise and protect their rulers. Many viziers have their training paid for by a noble or wealthy merchant who sees the value in a gifted individual, trusting that their investment will be returned tenfold when they have the services of a trained vizier at their call. While most vizier live to serve, some may find that they have no worthy master to lend their skills to, and still others will seek to test and expand their skills in the wider world. Whatever their cause for following the path of adventure, it is a fool indeed who does not see the value in the advice and power of a trained vizier.

Role: The vizier is a canny adventurer whose understanding of the energy that flows through all things combines with a fierce intellect and drive to excel. The true power of the vizier is seen when he uses his mastery of the mysterious force known as akasha and empowers it with his own essence. A vizier can utilize this ability to create unique bonds with magical items and amplify their power, manifesting powerful veils.

Alignment: Any.

Starting Wealth: $2d6 \times 10$ gp (average 70 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Hit Die: d6.

Class Skills

The vizier's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Knowledge (any) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks per Level: 2 + Int modifier.

Class Features

The following are the class features of the vizier.

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

Veilweaving: A vizier's primary ability is shaping the magical essence known as akasha into powerful veils, which are drawn from the vizier veil list. The vizier knows and can shape any veil from this list. The DC for a saving throw against a veil's abilities is $10 +$ the number of points of essence invested in the veil + his Intelligence modifier. He can only shape a certain number of veils per day (see veilweaving table below). The vizier gains access to a unique veil slot: the Ring slot. Veils are constructs of pure magic and, as such, are suppressed while in the

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area of an *antimagic field* or similar phenomena.

At 1st level he 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 vizier's character level determines the maximum quantity of essence he can invest in any single veil or other receptacle. As a swift action, the vizier can reallocate his essence investments into his veils every round. A vizier must have at least 8 hours rest or meditation to achieve a clear and focused state, and must meditate for one hour to shape his veils for the day. During this time he unshapes any previously formed veils and constructs the ones chosen. At the end of the hour, all effects of unshaped veils end and the effects of all newly formed veils take effect.

Eldritch Insight: While not a spellcaster in any traditional sense of the word, the vizier has used intense study and natural cunning to develop a unique connection to the flow of mystical energies through himself and through the world around him. The vizier's class levels count as arcane caster levels for the purposes of qualifying for feats, and for other caster level based abilities, such as determining your caster level when using a stave. The vizier gains the ability to invest his essence into any wand, staff, or wondrous item that normally uses charges; the normal limitations for essence capacity apply, and this capacity is increased by the vizier's improved essence capacity ability. The vizier chooses how much essence to invest at the start of the day when he shapes his veils, and essence distributed to magical items in this way cannot be redistributed for 24 hours. The item gains a number of additional charges equal to the amount of essence invested; these charges dissipate if not used within 24 hours and cannot be used to activate spells of 8th level or higher. The vizier is considered to meet all qualifications for use of an item he invests essence into and never needs to make a Use Magic Device check to activate an item he currently has invested essence into.

Mystic Attunement: At 1st level, the vizier can begin to manipulate the essence not just within himself, but within the objects or creatures around him. When the vizier first gains this ability, he must choose one of the paths of mystic attunement to follow (listed below).

Chakra Binds: At 2nd level and every 2 levels thereafter, the vizier unlocks chakra binds in the following order: Hands, Feet, Head, Wrist, Shoulders, Headband, Neck, Belt, Chest, and Body. Once a vizier has unlocked a chakra bind, he may choose to bind a veil to that slot when shaping it to unlock its corresponding bind abilities.

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

essence receptacles increases by one. In addition, the DC for any of his veil abilities increases by +1 each time he gains this ability.

Veilshifting: As the vizier's ability to control the flow of magical essence throughout his body and equipment grows, he gains the ability to shape a small number of veils instantly. At 3rd level, the vizier may use a move action which provokes attacks of opportunity once per day to unshape one of his existing veils and instantly reshape the released energy into a new veil. The veil that he shapes using this ability cannot be bound to a chakra until he has spent one hour in meditation, even if the veil replaced this way was already bound. The vizier can use this ability one additional time per day for every four levels beyond 3rd. Each time he gains an additional use of this ability, the number of veils that he can reshape with a single use of this ability increases by one (for example, at 11th level the vizier can reshape up to three veils each time he uses this ability).

Ring Binding: At 9th level the vizier gains the ability



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TABLE 1-3: VIZIER

Level	Base Attack Bonus	Fort Save	Reflex save	Will Save	Special	Veilweaving	
						Veils	Essence
1st	+0	+2	+0	+2	Eldritch insight, mystic attunement	2	1
2nd	+1	+3	+0	+3	Chakra bind (Hands)	3	2
3rd	+1	+3	+1	+3	Improved essence capacity +1, veilshifting	3	3
4th	+2	+4	+1	+4	Chakra bind (Feet)	4	4
5th	+2	+4	+1	+4	Mystic attunement	4	5
6th	+3	+5	+2	+5	Chakra bind (Head)	4	6
7th	+3	+5	+2	+5	Veilshifting	5	7
8th	+4	+6	+2	+6	Chakra bind (Wrists)	5	8
9th	+4	+6	+3	+6	Mystic attunement, ring binding	5	9
10th	+5	+7	+3	+7	Chakra bind (Shoulders)	6	10
11th	+5	+7	+3	+7	Improved essence capacity +2, veilshifting	6	12
12th	+6/+1	+8	+4	+8	Chakra bind (Headband)	7	14
13th	+6/+1	+8	+4	+8	Mystic attunement	7	16
14th	+7/+2	+9	+4	+9	Chakra bind (Neck)	8	18
15th	+7/+2	+9	+5	+9	Veilshifting, twinveil rings	8	20
16th	+8/+3	+10	+5	+10	Chakra bind (Belts)	9	22
17th	+8/+3	+10	+5	+10	Mystic attunement	9	24
18th	+9/+4	+11	+6	+11	Chakra bind (Chest),	10	26
19th	+9/+4	+11	+6	+11	Improved essence capacity +3, veilshifting	10	28
20th	+10/+5	+12	+6	+12	Chakra bind (Body), chakra rebirth	11	30

to bind veils shaped in the Ring slot.

Twinveil Rings: At 15th level the vizier can shape and bind up to two veils which occupy the Ring slot.

Chakra Rebirth: At 20th level the vizier gains the ability to instantly reshape all of his veils, reforging himself into a vessel better able to navigate the trial before him. His veilshifting ability can now be used at will and no longer provokes attacks of opportunity; any veil shaped this way can be bound to an associated chakra as part of this process. Whenever he uses his veilshifting ability he gains a temporary pool of essence in addition to his normal pool equal to 3 + his Intelligence modifier; this essence lasts for 3 rounds and can only be used to power the veils he formed using his veilshifting ability.

PATHS OF MYSTIC ATTUNEMENT

Path of the Crafter

A vizier who chooses the path of the crafter has an innate understanding which provides the ability to influence the flow of energy through inanimate objects. Due to this connection, the crafter is able to use Spellcraft to identify items as though using *detect magic*. This effect only applies to identifying magic items and grants the crafter no other benefits of the *detect magic* spell. As

he grows in cunning and experience, his gifts allow him to use his chakra to bind raw magical essence into inanimate objects, turning them into potent arcane tools. The vizier gains a bonus equal to 1/2 his class level on all skill checks made as part of the crafting process, and can bypass the normal restrictions for spell prerequisites on spell trigger and spell completion items by adding 3 + spell level to the crafting DC. In addition, any time an ally within 30 feet of the crafter activates a magic item to cast a spell, they may treat the caster level of the spell as 1 higher than normal, or increase the DC of the activated spell by +1.

In addition, at first level he gains the following ability:

Transfer the Essence (Su): The crafter's experience controlling the flow of magical essence between him and the items he creates leads to a potent insight into the very nature of magical energy. A crafter can spend one hour of uninterrupted concentration to transfer magical enhancements between similar items, exchanging the magical enhancements and abilities of two like items; weapons to weapons, armor to armor, shields to shields etc. The crafter must completely exchange the properties of both weapons when using the ability in this way. For example, a crafter could take a +1 halberd and a +3 flaming longsword and swap the magical

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essences between them, resulting in a +3 *flaming halberd* and a +1 *longsword*. Both items must be legal targets for all abilities swapped this way. Additionally, the crafter can use this ability to transfer charges between wands or staves whose highest level spells are the same; for example, the crafter could transfer charges from a *wand of cure light wounds* to recharge a *wand of shield*. When using transfer the essence in this fashion, the vizier may choose to transfer any number of charges currently held in one target to the other. Neither use of this ability works when attempted on cursed or intelligent items, or on artifacts.

At 5th level, the vizier gains Craft Wondrous Item as a bonus feat.

At 9th level, he gains Forge Ring as a bonus feat.

At 13th level, he gains Craft Staff as a bonus feat.

At 17th level, the vizier reduces the cost to create wondrous items, rings, and staves by 25%.

Path of the Ruler

A vizier who chooses this path is generally a man of great ambition, gravitating towards sultans, kings, and emperors. A ruler constantly emits a powerful aura of subjugation that makes the people around him more amenable to manipulation. This is a supernatural ability.

Aura of Subjugation (Su): At 1st level the ruler's aura of subjugation has a range of 30 feet and all creatures other than the ruler within its area of effect take a -1 penalty to their Will saving throws and a -2 penalty to all Sense Motive checks. He may choose to exclude a number of creatures equal to his Intelligence modifier from the effects of this aura.

At 5th level the ruler's control over his aura of subjugation improves and the penalty to Will saving throws increases to -2 and the penalty to Sense Motive checks increases to -4.

At 9th level the ruler's aura increases to a 60 foot radius and any ally within its area of effect whom the ruler has chosen to exclude from its penalties instead gains a +2 bonus to their Will saving throws.

At 13th level the penalty to Will saving throws inflicted by the aura increases to -3 and the penalty to Sense Motive checks increases to -6.

At 17th level, the ruler's aura of subjugation is near absolute; as an immediate action the ruler may force a single creature within the aura's area of effect to reroll a Will saving throw or Sense Motive check.

Path of the Seer

A vizier who chooses the path of the seer is less interested in inanimate foci, and instead learns to attune himself to the flow of chakra in living creatures, blending his own chakra signature with those of his companions. This gives him an uncanny insight into the motivations of those around him, and the ability to share this insight with those he trusts.

Starting at 1st level, all allies within 60 feet of the seer

find their movement buoyed by akashic energy, and gain an enhancement bonus of +5 feet to their base land speed. This bonus increases by an additional 5 feet at 9th and 17th level. This is a supernatural ability.

Akashic Army (Su): At 1st, 5th, 9th, and 13th level the seer gains a teamwork feat of his choice. He must meet the prerequisites for these feats, but counts his class level as his base attack bonus for qualification purposes. The seer may invest essence in this ability to fuse his chakra with those of his allies; for each point of essence invested the vizier may share all teamwork feats granted by this ability with one ally within 60 feet. Allies do not need to meet the prerequisites for feats shared in this way. Further, the seer may grant affected allies the use of a lesser version of one veil the seer currently has bound to his Hands or Feet chakra slot; the seer chooses which veil he will share. Affected allies may invest essence into this veil if they have their own essence pool, but they cannot benefit from this veil's bind benefit nor do they gain the benefit of any of the seer's invested essence. Once chosen the seer cannot choose to share a different veil with that ally until he reshapes his veils, either via his normal daily allocations or his veilshifting ability. The ally determines save DCs for activated veil abilities using the greater of the vizier's Intelligence modifier or their own.

Foresee Conflict: A seer who reaches this level of mastery gains an almost prophetic insight into the flow of energy in the world around him. This intuitive prophecy allows him to prepare himself for whatever trials the day may bring. Starting at 17th level, each day when he prepares his veils the vizier may choose to retrain any number of the teamwork feats granted by the path of the seer.

CHAPTER 2: ARCHETYPES

While not everyone can attain true mastery of the enigmatic force that is akasha, many traditions abound that teach its use to some degree. Some rare individuals even unlock the power of akasha intuitively, discovering its power through a combination of dedicated training and fortunate circumstance. Presented in the following pages are some examples of the various paths these talented individuals may take into their own unique relationship with the akashic mysteries.

ARCHETYPES AND CLASS OPTIONS

Each alternate class feature presented in an archetype either replaces or alters one or more specific class features from the base class.

When an archetype includes multiple alternate class features, a character must take all of them—often blocking the character from ever gaining certain standard class features, but replacing them with other options. All class features of the base class that aren't mentioned among the alternate class features of an archetype remain unchanged and are acquired normally when a character reaches the appropriate level. If an alternate class feature replaces a base class feature, the archetype doesn't count as having that base class feature for the purpose of meeting any requirements or prerequisites. On the other hand, if an alternate class feature alters an existing class feature, it is considered to be the core class feature for the purposes of meeting any requirements or prerequisites, even if it was renamed.

A character can take more than one archetype, but none of the alternate class features can replace or alter the same class feature of the base class.

If a class feature has a series of improvements (such as a fighter's weapon training or a ranger's favored enemy), it can be replaced either entirely or partially. By default, an alternate class feature replaces the entire original class feature and all of its improvements. For example, if a class feature states that it replaces trap sense without mentioning a specific bonus, it replaces trap sense entirely.

If an alternate class feature replaces one instance of a class feature that's part of a series, the next time the character would gain an improvement to that ability, the new improvement counts as the lower-level ability that was replaced by the archetype, and all subsequent improvements follow suit. For example, if the barbarian's 3rd-level trap sense +1 were replaced, the barbarian would gain trap sense +1 at 6th level, trap sense +2 at 9th level, and so on.

AEGIS

New Aegis Customizations

The following talents are available to the aegis class and all of its archetypes that gain customizations. Other classes that gain access to customizations may select these at the GM's discretion.

1-Point Customizations

Chakra Bind, Lesser: An aegis with this customization gains the Access Low Chakra Slot feat as a bonus feat as long as his astral suit is formed. The aegis chooses which slot to apply this feat to the first time he forms his astral suit for the day and cannot select a different slot for 24 hours, regardless of whether he reforms or reconfigures his suit.

Shape Veil, Lesser: As long as the aegis' astral suit is formed, he gains the benefits of one veil from the daevic veil list, treating his class level as his veilweaver level and Intelligence as his veilweaving ability. The aegis chooses this veil the first time he forms his astral suit for the day and cannot select a different veil for 24 hours, regardless of whether he reforms or reconfigures his suit.

2 Point Customizations

Contemplation: The aegis' suit now provides him with the ability to convert psionic power into essence. While his astral suit is formed, the aegis may spend 1 power point per veil or essence receptacle as a swift action, to treat a veil he has shaped or other essence receptacle he has available as though it were invested with a point of essence for 3 rounds. This does not stack with, though it may overlap, standard essence invested in a given receptacle. At 6th level and every three levels thereafter, the aegis may spend an additional 3 power points per receptacle he wishes to invest to treat it as being invested with an additional point of essence. This ability can be used to exceed the aegis' normal limitation on the maximum amount that can be invested in a given receptacle (for example, an 18th level aegis could spend 13 power points to treat a veil as being invested with 5 points of essence, even though he'd normally be limited to 4 points when investing essence normally). If the aegis has multiple receptacles in which he wants to invest, he may choose to spend power points to psionically invest any number of the receptacles with the same swift action, though he must still pay the normal cost for each.

Ectoplessence: The aegis' astral suit now provides a pool of essence to power akashic abilities. As long as his astral suit is formed, the aegis gains an essence pool equal to half his class level rounded down (minimum 1).

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Shape Veil, Improved: The aegis gains additional veilweaving capabilities. The aegis may choose a second veil from the daevic veilweaving list to have shaped while their astral suit is formed. This veil follows the same restrictions as that gained from the Lesser Shape Veil customization. The aegis must be at least 5th level and have the Lesser Shape Veil customization before selecting this customization.

3-Point Customizations

Shape Veil, Greater: The aegis' veilweaving abilities have transcended to a new peak. The aegis may choose a third veil from the daevic veilweaving list to have shaped while their astral suit is formed. This veil follows the same restrictions as that gained from the Lesser Shape Veil customization. The aegis must be at least 9th level and have the Lesser Shape Veil and Improved Shape Veil customizations before selecting this customization.

Chakra Bind, Improved: An aegis with this customization gains the Access Middle Chakra Slot feat as a bonus feat as long as his astral suit is formed. The aegis chooses which slot to apply this feat to the first time he forms his astral suit for the day and cannot select a different slot for 24 hours, regardless of whether he reforms or reconfigures his suit. The aegis must be at least 9th level and have the Lesser Chakra Bind customization before selecting this customization.

4-Point Customizations

Chakra Bind, Greater: An aegis with this customization gains the Access Higher Chakra Slot feat as a bonus feat as long as his astral suit is formed. The aegis chooses which slot to apply this feat to the first time he forms his astral suit for the day and cannot select a different slot for 24 hours, regardless of whether he reforms or reconfigures his suit. The aegis must be at least 15th level and have the Improved Chakra Bind customization before selecting this customization.

ANIMAL COMPANIONS

Buraq (Companion Archetype)

Buraq are rare creatures said to accompany heroes and prophets of legend. Gifted with akashic power, buraq are champions of life and evolution, appearing to aid their champions in ushering in eras of great change or rebirth.

Animal Feats: In addition to the standard animal companion feats, a buraq may select Access Higher Chakra Slot, Access Low Chakra Slot, Access Middle Chakra Slot, Akashic Charge, Enhanced Capacity, Extra Essence, and Shape Veil, treating his master's effective druid level as his character level when determining prerequisites.

Essence Pool: Starting at 1st level, the buraq gains an essence pool equal to 1/2 his master's effective druid level.

Marked by Destiny: The buraq must choose the Shape Veil feat as his 1st level feat, though he does not need to meet the prerequisites when he gains it in this manner. The buraq must have the appropriate limbs and equipment slot to learn a veil (for example, a snake buraq cannot normally learn or shape a veil that attaches to the Feet, Hands, Shoulder, or Wrist chakra). The buraq always knows how to use any veil it can shape, including allocating essence, and will instinctively shape its known veils after an 8 hour rest.

Use Veil: At 1st level, the buraq learns the following two tricks as bonus tricks:

- *Activate Veil* (DC 20): The animal uses a supernatural, spell-like ability, or extraordinary ability associated with one of its veils (such as the breath weapon granted by Gorget of the Wyrm or the area blast of Ditchdigger's Armlets). You may choose which veil the animal activates as part of the command.
- *Allocate Essence* (DC 15): The animal invests or reinvests essence into its veils as you direct.

This replaces the bonus tricks normally gained at 1st and 3rd level.

Veil Sharing: At 1st level, the buraq gains the ability to share any one veil it is capable of shaping with its master. The master gains the benefits of any essence the buraq has invested in the veil, but loses the veil and its benefits if he is more than 30 feet from the buraq.



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The master regains the benefits of this veil as soon as he returns to within 30 feet of the buraq. This replaces either the share spells or light armor proficiency class feature, depending on which the companion starts with.

Winged Steed: At 3rd level the buraq adds the Gorget of the Wyrm veil to his list of veils known and increases his total veils shaped by 1. The buraq is always treated as having a Shoulder chakra to shape this veil in, even if their animal type would normally not have shoulders. At 9th level, the buraq learns to bind veils to its Shoulder chakra, unlocking their most potent abilities. This replaces the evasion and Multiattack class features; at 15th level when the buraq would normally gain improved evasion, it instead gains evasion.

BARBARIAN

Rageshaper (Archetype)

Rageshapers are those who have learned to use their rage to transform them into creature of pure wrath. While daevas are akashic outsiders born from the powerful emotions of living creatures, rageshapers are among those living creatures that can learn to transcend their mortal coils and become a daeva-like being.

Furious Essence: While raging, rageshapers gain a pool of temporary essence equal to $\frac{1}{2}$ their class level. This essence is lost immediately when the rageshaper's rage ends. This replaces the fast movement class feature.

Akashic Transformation: Starting at 2nd level, the rageshaper's rage allows him to temporarily sheathe his body in powerful veils. While raging, the rageshaper increases his total veils shaped by one and learns the ability to shape one veil from the daevic's Wrath passion veil list. At 6th level and every 4 levels thereafter, he learns one additional veil from the daevic's veil list and increases his total veils shaped by 1. At least $\frac{1}{2}$ of the rageshaper's known veils learned in this manner must come from the Wrath passion veil list. Shaping the veils gained through this ability is done as part of the same action used to activate his rage, and the veils immediately dissipate when his rage ends. This replaces the rage powers gained at 2nd, 6th, 10th, 14th, and 18th level.

Fueled by Fury: Starting at 7th level, once per round when the rageshaper starts his rage while adjacent to at least one enemy, he may make a single melee attack at his highest attack bonus as part of the action used to activate his rage. This attack must be used to deal lethal damage. If this attack hits, the rageshaper increases the essence pool granted by his furious essence ability by 1, plus an additional 1 at 10th level and every 3 levels thereafter. The rageshaper cannot benefit from this ability more than once per rage. This replaces the damage reduction class feature.

Apotheosis: At 20th level the rageshaper finally achieves his ultimate transformation into a true daeva. His type changes to Outsider with the Native subtype and

he no longer needs to eat or sleep. He gains Darkvision 60 feet (or increases his existing Darkvision by 60 feet). The rageshaper no longer needs to rage to shape his veils and may shape them for the day with 8 hour's rest and an hour's meditation. As part of the free action taken to start or end a rage, the rageshaper may reassign essence to all of his veils. This replaces the mighty rage class feature.

BARD

Resonant Song (Archetype)

Akashic magic is known to resonate with other types of magic, amplifying their power. But there are some who say that this isn't a property of akasha itself, but that akashic magic, so close to the primal powers of creation, serves as a deeper conduit to a primal force known as "the song of creation" the very words that brought life into being. Members of the resonant song seek to blend musical mastery with akashic power and unlock this ancient force.

Hypnotic Resonance: At 1st level, the resonant song gains the ability to shape the Hands of the Bard veil, increases her total veils shaped by 1, and gains a pool of essence equal to $\frac{1}{4}$ her class level (minimum 1). At 3rd level, the resonant song gains the ability to bind veils to her Hands chakra. At 8th and 15th level, she increases the maximum essence capacity of her Hands of the Bard veil by 1. This replaces the fascinate, suggestion, and mass suggestion performances.

Song of Simulated Life (Su): A resonant song of 8th level or higher can use her performance to sing a false life into her Hands of the Bard veil, allowing it to move separately from her body at her command.

When the resonant song begins her bardic performance, her Hands of the Bard veil separates from her body and appears in a square within 10 feet of her; if the resonant song is wielding a weapon when she activates this ability, she may choose whether the weapon stays in her possession or is wielded by the veil. The veil does not gain its own actions, but can be commanded using the resonant song's actions and shares her movement.

The Hands of the Bard can move up to the resonant song's move speed less any movement the resonant song has used that round and be used for any other actions the resonant song still has available. The veil must stay within Medium range (100 ft. + 10 feet per class level) of the resonant song or the effect ends.

If they are wielding a weapon, the Hands can threaten and take attacks of opportunity, though these count against the total number of attacks of opportunity the resonant song can make that round. The veil can be used to simulate any action the resonant song could perform with her hands, including lifting or carrying an object, or even wielding a weapon, using the resonant song's Charisma modifier as its Strength modifier to determine carrying capacity, bonus to Strength-based skill checks,

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and their attack and damage bonus.

The resonant song may use her Hands of the Bard veil to deliver touch spells she casts or determine the point of origin for her spells.

If the Hands of the Bard are dispelled or take enough damage to be suppressed while separated from the resonant song, any items they are holding are instantly dropped in that location and they reform around the Hands chakra of the resonant song 1d4 rounds later.

This replaces the dirge of doom performance.

CRYPTIC

Raveler (Archetype)

Ravelers have the ability to shape and control the flow of life energy within their own physical forms, creating veils and reinforcing them with their inherent psionic abilities.

Veilweaving: Unlike most cryptics, the raveler's ability to discern the patterns of energies that shape the world around them extends to the powers of akasha as well. At 1st level, the raveler may choose any one veil from the guru veil list. They know and can shape that veil, and are considered to have a veilweaver level of their class level -3 for the purposes of determining feats and other effects based on veilweaving level. Every four levels thereafter (5th, 9th, 13th, 17th) they may select one additional veil. This veil must occupy a different chakra than any of the previously selected veils. If the raveler does not have any levels in another veilweaving class, their total veils shaped is equal to the number of veils gained through this class feature. Characters with levels in a veilweaving class add their raveler veilweaving level that class to determine their total veils shaped. This replaces the disrupt pattern ability gained at 1st level and the enhanced disruptions gained at 5th, 9th, 13th, and 17th level.

Akashic Absorption: The raveler's altered defense ability is tied directly into his veils, increasing the defensive properties of any veils he wears while sacrificing the standard benefit of the ability. Whenever a raveler activates his altered defense ability while he has a veil shaped which grants damage reduction, energy resistance, or a bonus to saving throws, he increases that bonus or defense by an amount equal to his altered defense bonus instead of gaining its normal benefits. This modifies the altered defense ability.

Contemplation: The raveler gains the ability to fuel veils and other essence receptacles with psionic energy instead of essence. By spending 1 power point per receptacle as a swift action, the raveler may treat an essence receptacle as though it were invested with a point of essence for 3 rounds. This does not stack with, though it may overlap, standard essence invested in a given receptacle. At 6th level and every three levels thereafter, the raveler may spend an additional 3 power points per receptacle he wishes to invest to treat it as

being invested with an additional point of essence. This ability can be used to exceed the raveler's normal limitation on the maximum amount that can be invested in a given receptacle (for example, an 18th level raveler could spend 13 power points to treat a receptacle as being invested with 5 points of essence, even though he'd normally be limited to 4 points when investing essence normally). If the raveler has multiple receptacles available, he may choose to spend power points in this way to psionically invest any number of them with the same swift action, though he must still pay the normal cost for each. This replaces the trapmaker ability and the insights gained at 6th, 10th, 14th, and 18th level.

Disrupt Pattern: The raveler gains the disrupt pattern ability at 3rd level, and gains enhanced disruption increases every 4 levels thereafter (7th, 11th, 15th, and 19th).

Essence Pool: Starting at 6th level the raveler's prolonged use and exposure to akashic energies creates a reservoir of power he can use to strengthen his veils and akashic abilities even if he's expended all of his mental resources. The raveler gains a pool of essence equal to $\frac{1}{2}$ his class level. This replaces the swift trapper ability.

DREAD

Swarm Master (Archetype)

Beings of true nightmare, swarm masters can unleash hordes of horrific nightmare insects upon their foes, filling them with terror and feeding the swarm master's power.

Essence Pool: Starting at first level the swarm master gains an essence pool equal to his class level (minimum 1). This replaces talents.

Veilweaving: Starting at 1st level, the swarm master gains the ability to shape one veil per day from the vizier list. He gains a second veil per day at level 3 and one additional veil every three levels after. If the swarm master does not have any levels in another veilweaving class, their total veils shaped is equal to the number of veils gained through this class feature. Swarm Masters with levels in a veilweaving class add their veilweaving level from this class to that class to determine their total veils shaped. The swarm master uses Charisma as his primary veilweaving attribute. At level three and every three levels thereafter he gains these binds in the following order: Feet, Hands, Wrists, Shoulders, Belt, and Neck. This ability replace the dread's ability to manifest powers.

Pestilence Swarm: From 1st level on, the swarm master must use one of his veils shaped to shape the Pestilence Cloak veil. As the swarm master grows in power he can use this veil in new and terrifying ways.

At 2nd level, the swarm master may separate the swarm from himself, sending it to do his bidding. So long as the swarm master has at least 1 point of essence invested in this veil, he may, as a standard action, form a

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swarm adjacent to himself which he can command as a move action. The swarm has a fly speed of 30' (good), hit points equal to 10 times the amount of essence invested in the veil, a distraction DC equal to the veil's DC, and delivers the swarm master's devastating touch damage as swarm damage. The swarm occupies one 5' cube per point of essence invested in the veil. Once the veil has been transformed into a swarm, the essence is locked until the swarm is dismissed as a move action or the swarm is destroyed, at which point the veil is suppressed as though it had been sundered and recovers as normal. The swarm is a mind-affecting phantasm and any creature harmed by the swarm may make a Will save equal to the veil's DC to ignore the damage or distraction for that round. When 7 points of Essence are invested in this Veil, it ceases to be an illusion; creatures are no longer entitled to a Will save and the ability loses the phantasm and mind-affecting descriptors. The swarm master is immune to the effects of his own swarm.

At level 3, the swarm master may channel his terrors through his swarm. The swarm master may deliver a terror to any creature that receives swarm damage from his swarm that round.

At 5th level and every 5 levels thereafter, the swarm master increases the total capacity of his Pestilence Cloak veil by 1.

This replaces the terror gained at 2nd level and modifies the channel terror ability, replacing the option to channel terrors through a melee weapon.

Swarm Form: At level 11, the Swarm Master may take on the form of a swarm, gaining the swarm template for a number of minutes equal to his class level. He gains the movement, space, and swarm damage of his pestilence swarm as well as the benefits of the swarm type. He cannot use any abilities that would require anatomy he does not have in this form, such as veils or speech. This ability replaces shadow twin.

Terror Swarm: At level 11, any time the swarm master starts the turn within 30 ft of a creature suffering the shaken, frightened, or panicked condition, he may command his swarm as a free action instead of as a move action. This replaces twin terror.

GUNSLINGER

Hashasheen (Archetype)

Sometimes you need someone out of the picture, and it's a job that calls for fast feet and results in a lot of blood. These are the kind of jobs that hashasheens train for, mixing supernatural agility with a hail of bullets and a steadfast determination to get the job done.

Akashic Firearms: At 1st level, the hashasheen unlocks the ability to bind to his Hands chakra, and gains the Pistoler's Bind feat as a bonus feat even if he would not normally qualify for it. The hashasheen uses his class level -3 when determining his veilweaver level, and uses Wisdom as his primary veilweaving attribute.

This replaces the deadeye and quick clear deeds.

Mobility Binds: Starting at 2nd level, the hashasheen unlocks the ability to bind veils to his feet chakra. Despite lacking true veilweaving abilities, the hashasheen can readily control the flow of energy through these chakra to aid his mobility, granting him the following deeds:

Wall Cling (Su): At 2nd level, as long as the hashasheen has at least 1 grit point, he can traverse walls or other relatively smooth vertical surfaces as easily as normal ground. If the hashasheen ends his turn still on a vertical surface, he must spend 1 point of grit or immediately fall.

Akashic Shot (Su): Starting at 3rd level, as long as the hashasheen has at least 1 grit point, he can create special akashic ammunition for his firearm as part of an attack action, allowing him to make the attack without needing to reload or expend ammunition. By spending 1 grit point as a free action, he can instead use akashic ammunition for every shot in a full attack sequence.

Essence Launch (Su): Starting at 6th level, the hashasheen can spend 1 grit point as an immediate action to release an explosive blast of akashic energy from his Feet chakra, launching himself into the air. This ability can be used in the following ways:

- This ability can be used in conjunction with a move action to jump, granting the hashasheen a +10 competence bonus to his acrobatics check.
- This ability can be used as part of an acrobatics check made during a move action to avoid an attack of opportunity, granting a +5 competence bonus to the check.
- By spending an additional grit point when activating this deed, the hashasheen can activate this ability in response to an attack, making an acrobatics check and using it in place of his armor class. The hashasheen must declare he is using this ability before he knows the result of the attack roll. If the attack misses, the hashasheen may immediately move up to 10 feet as a free action that can be taken even if it's not his turn. If the attack still succeeds, he is knocked prone in addition to the attack's normal effects.

Run and Gun (Su): Starting at 7th level, the hashasheen may move up to his speed as part of a full attack action by spending 1 grit point. He may resolve each attack in the sequence from any point during his movement, but must make all iterative attacks in sequence from highest to lowest as normal (so a hashasheen with multiple attacks cannot resolve an iterative attack from a square earlier in his movement than the square he resolves his highest bonus attack from).

This replaces the nimble class feature and the pistol-whip, deadshot, and lightning reload deeds.

Bonus Feats: The hashasheen may select the Shape Veil feat in addition to combat or grit feats. This modifies the bonus feats class feature.

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FIGHTER

Akashic Warrior (Archetype)

Blending sweat and steel with akashic power, the akashic warrior is a pillar of the battlefield, adding a supernatural edge to his weapons and armor while fearlessly shrugging off darksome spells that might seek to turn him from his course.

Bonus Feats: The akashic warrior can take any feat with the Akashic descriptor, as well as the Shape Veil feat, in addition to the standard combat feats, treating his class level as his veilweaver level to determine prerequisites. This modifies the fighter bonus feat class ability.

Essence Pool: At 2nd level, the akashic warrior gains an essence pool equal to $\frac{1}{2}$ his class level.

This replaces the bonus feat gained at level 2.

Akashic Resolve: At 2nd level an akashic warrior can fortify his stubborn resolve and determination with essence. For each point of essence invested into this ability he gains a +1 bonus to saves vs. fear and enchantment (compulsion) effects. This replaces bravery.

Essential Armaments: Starting at 3rd level the akashic warrior gains the ability to fortify his armor with essence, making it lighter and more responsive. For each point of essence invested in this ability the fighter lowers the armor check penalty of armor and shields he wears by 1 and increases the maximum Dexterity bonus allowed by his armor by 1. If the akashic warrior has at least 2 points of essence in this ability, he can also move at his normal speed while wearing medium armor. If he has at least 3 points of essence invested, he can move at his normal speed while wearing heavy armor.

This ability replaces armor training.

Steel Bond: At 5th level the akashic warrior gains the ability to channel essence into his wielded weapons, allowing them to strike with greater accuracy and force. The akashic warrior gains a +1 insight bonus to attack and damage with wielded weapons per point of essence invested in this ability.

This ability replaces Weapon Training.

Improved Essence Capacity: At 9th level, the Akashic Warrior increases the maximum essence capacity of all his class abilities by 1.

MAGUS

Snake Charmer (Archetype)

Snake charmers have a rare gift for combining veilweaving with more contemporary spellcasting, blending the two together within their “snakes”, magical whips that serve as weapon and armor both.

Proficiencies: The snake charmer is proficient with the whip and scorpion whip in addition to the magus' standard proficiencies.

Lashing Serpent: At 2nd level, the snake charmer gains the ability to shape the Light Whip veil and increases his total veils shaped by 1. In addition to its normal properties, the veil can be used to create a masterwork scorpion whip. This whip disappears immediately if it leaves the magus' possession, though it can be reformed as a standard action. When determining the hardness and other properties of the whip, treat it as a standard veil. While wielding the lightwhip as a weapon you can use it to perform a Reposition combat maneuver in place of a melee attack.



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Starting at 5th level, the snake charmer gains the Grab special ability on attacks made with his lightwhip and may deliver a spell with a range of touch to a creature grappled by this ability, even if the creature would not normally be within the reach of his touch attacks. In addition, the snake charmer may cast a spell with a range of touch as part of the action used to maintain a grapple. He does not need to make an attack roll when delivering a spell to a creature grappled by his lightwhip.

This replaces the spellstrike ability.

Essence Pool: Starting at 3rd level the snake charmer gains an essence pool equal to 1/2 his class level and uses his Intelligence as his primary veilweaving attribute. Whenever the snake charmer invests essence in the Lightwhip Veil, it gains an enhancement equal to the total essence invested when used as a weapon. This bonus stacks with the enhancement bonus granted by the snake charmer's arcane pool ability. In addition, for every 2 points of essence invested in the light whip, the maximum size of opponent he can affect increases by 1 and he gains a +2 insight bonus on all Reposition attempts.

Bonus Feats: At 5th level and every 6 levels thereafter the snake charmer gains a bonus feat. These feats must be listed as either combat or akashic. This alters the magus' standard bonus feats class feature.

Adamant Coils: At 7th level the snake charmer can spend 1 point from his arcane pool as a swift action to set his light whip dancing and whirling in a protective cyclone. For the next 3 rounds while this ability is active, the snake charmer gains dodge, deflection, and natural armor bonuses to his armor class that are each equal to 1/2 the amount of essence invested in his light whip. This ability replaces the medium armor ability.

Dance of the Lunar Naga: At 9th level the snake charmer gains the ability to make his light whip writhe and pulse in intricate and hypnotic arcane patterns. By expending 1 point from his arcane pool as a standard action he can force all creatures within 30 feet to make a Will save (DC 10 + half level + Intelligence modifier) or become fascinated. The snake charmer can sustain this effect as a move action each round. Unlike a standard fascinate effect, any obvious threat against affected creatures does not instantly break the effect, but instead grants them an additional save with a +5 circumstance bonus. The snake charmer cannot use this ability if his light whip has been suppressed or is otherwise unavailable. This replaces the magus arcana gained at 9th level.

Improved Essence Capacity: At 10th level, and again at 15th, the snake charmer increases the essence capacity of his Light Whip veil by 1.

Arcane Bind: At 11th level the snake charmer gains the ability to bind his Light Whip to a special Ring chakra, unlocking its most potent abilities. This ability replaces improved spell recall.

Coils of the Python: At 13th level, the snake charmer gains a +1 insight bonus per point of essence invested in

his light whip on all grapple checks made while using his lightwhip, and is no longer considered grappled himself when grappling an opponent with his lightwhip. This replaces the heavy armor ability.

MARKSMAN

Adaptive Gunner (Archetype)

Rather than training in more traditional ranged weaponry, adaptive gunners focus on mastering the powerful Hand Cannon veil, unlocking its true potential. Adaptive gunners learn to recognize an opponent's weakness and target it with exactly the right effect.

Proficiency: The adaptive gunner does not gain proficiency in light, projectile, or thrown martial weapons. This alters the standard marksman proficiencies.

Hand Cannon: At 1st level, The adaptive gunner learns how to shape the Hand Cannon veil, and increases his total veils shaped by 1. The adaptive gunner uses his Wisdom as his primary veilweaving attribute and treats his veilweaver level as his class level -3 (minimum 1). Starting at 7th level, he gains the ability to bind veils to his Wrist chakra, unlocking their most potent abilities.

Contemplation: The adaptive gunner gains the ability to fuel veils and other essence receptacles with psionic energy instead of essence. By spending 1 power point per receptacle as a swift action, the gunner may treat an available essence receptacle as though it were invested with a point of essence for 3 rounds. This does not stack with, though it may overlap, standard essence invested in a given veil or receptacle. At 6th level and every three levels thereafter, the adaptive gunner may spend an additional 3 power points per veil or receptacle he wishes to invest to treat it as being invested with an additional point of essence. This ability can be used to exceed the gunner's normal limitation on the maximum amount that can be invested in a given veil or receptacle (for example, an 18th level adaptive gunner could spend 13 power points to treat a veil as being invested with 5 points of essence, even though he'd be limited to 4 points when investing essence normally). If the gunner has multiple receptacles available, he may choose to spend power points in this way to psionically invest any number of them with the same swift action, though he must still pay the normal cost for each.

Adaptive Gunner Style: The adaptive gunner must choose the adaptive gunner style detailed below for the combat style gained at 1st level.

Adaptive Gunner Style

Adaptive gunners learn to adjust their tactics on the fly, cycling through the elemental potential of their hand cannons to target an enemy's weakness.

Style Technique: Once an adaptive gunner has reached 2nd level, each time he expends or regains his psionic focus he may change the damage type of his Hand Cannon veil from bludgeoning and piercing to

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acid, cold, electricity, fire, or sonic damage for a number of rounds equal to his Wisdom modifier. This damage stacks with that from weapon properties like *flaming*, *frost*, *shocking*, etc.

Style Skill: At 3rd level, the adaptive gunner adds one of the following skills to his class skill list: Knowledge (arcana), Knowledge (dungeoneering), Knowledge (nature), Knowledge (planes), or Knowledge (religion). At 6th level and every three adaptive gunner levels thereafter, he gains a +1 bonus to this skill.

Style Mantra: Starting at 3rd level, as long as the adaptive gunner maintains psionic focus, he gains an amount of temporary essence equal to $\frac{1}{2}$ his class level (rounded down) that can only be invested in his Hand Cannon veil. This essence may exceed the normal capacity of his Hand Cannon, and does not stack with essence gained through the gunner's contemplation ability or other abilities.

Charged Shot, Lesser (Su): An adaptive gunner of 4th level gains the ability to charge energy into his Hand Cannon veil to make a single, devastating attack when psionically focused. As a standard action, the gunner may spend 1 power point and make a single attack, rolling the Hand Cannon's damage dice for the attack twice and adding the results together before adding bonuses from weapon abilities (such as *flaming*), precision based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total. At 6th level and every 5 levels thereafter, the gunner may pay 1 additional power point to roll his damage dice one additional time and add the total to his damage dealt. The gunner's psionic focus is expended as soon as he completes an attack with this ability.

Charged Shot, Improved (Su): At 8th level, the adaptive gunner learns to control the energy of his charged shot more efficiently, and his psionic focus is no longer expended after using the ability. In addition, the adaptive gunner treats all 1s on his charged shot damage dice as 2s.

Charged Shot, Greater (Su): From 12th level on, whenever the adaptive gunner would be entitled to an additional attack during a full attack sequence, such as from the Rapid Shot feat, haste, or a similar effect, he may roll his damage dice for a charged shot one additional time per effect, adding the results to his total damage dealt. In addition, the adaptive gunner may augment his charged shot in the following ways:

1) If the gunner spends 3 power points as part of the action used to activate his charged shot, he may add his Wisdom bonus to the total damage dealt.

2) If the gunner spends 7 power points as part of the action used to activate his charged shot, he adds twice his Wisdom bonus to the total damage dealt and regains 1 use of his wind reader ability.

Penetrating Shot (Su): From 16th level on, whenever the adaptive gunner uses his charged shot ability, the attack pierces the target and can strike additional

creatures in line behind it. The gunner must be able to trace a line starting at his space and passing through all targets to make these additional attacks. Each additional attack is made at a stacking -5 penalty, in addition to any modifiers for added range. If any of the attacks fail to hit their target, the attack ends and no enemies behind the missed opponent are affected. The adaptive gunner rolls his damage for the charged shot once and applies the damage dealt to each affected target.

Master Technique: Upon reaching 20th level, the adaptive gunner gains the master technique Mobile Devastation.

Mobile Devastation (Su): The first opponent hit by the adaptive gunner's charged shot each round must succeed at a Fortitude save or die. The DC of this save is equal to $10 + \frac{1}{2}$ the adaptive gunner's class level + the gunner's Wisdom modifier. A creature who saves against this ability cannot be affected again for 24 hours (though they can still be damaged by charged shot as normal).

Style Feats: Chakra Targeting, Essence Focus, Shape Veil

This modifies the combat style and style skill class features.

Favored Weapon: The adaptive gunner does not choose a weapon group for his favored weapon class feature, but instead applies its benefits to his Hand Cannon veil. This alters the Favored Weapon class feature.

MONK

Mysterial (Archetype)

Hidden in ancient monasteries, orders of mysterials practice ancient techniques that teach them to master ki and essence, unlocking the body's chakra and becoming something more than mortal.

Bonus Feats: The mysterial adds Access Low Chakra Slot, Shape Veil and Treewalker to the list of feats he can take via his bonus feat class feature, and loses Improved Grapple and Throw Anything.

At 6th level, he adds Essence of Movement and Essence of Recovery to his options but does not gain Improved Bull Rush or Mobility as choices. At 10th level, the mysterial adds Access Middle Chakra, Enhanced Capacity, and Life Bond to his options for bonus feats but does not gain Improved Critical or Spring Attack.

Essence Pool: Starting at 1st level, the mysterial gains an essence pool equal to $\frac{1}{2}$ his class level (minimum 1). This replaces the damage increases normally gained by the Unarmed Strike class feature at levels 4 and above.

Veilweaver: At 5th level the mysterial gains knowledge of any one veil and can now shape it at the start of the day. If the mysterial has taken the Shape Veil feat as one of his bonus feats he is considered to have a maximum veils shaped of 2. At 10th, 15th, and 20th level he learns an additional veil of his choice and raises his maximum veils shaped by 1. The mysterial treats his veilweaver

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level as his class level and uses Wisdom as his primary veilweaving attribute. This replaces the slow fall and high jump class features.

Mystic Contemplation: At 7th level, the mysterial gains the ability to empower his veils and other essence receptacles with his ki energy, giving them temporary boosts of power. As a swift action, the mysterial may spend a ki point to treat one available essence receptacle as though it were invested with an additional point of essence for 3 rounds. This ability functions even if the mysterial has already invested the maximum essence capacity of the targeted receptacle, allowing him to temporarily exceed the normal essence capacity limit for his level. Multiple uses of this ability on a single receptacle overlap, but do not stack. This ability alters the ki pool class feature.

Mystic Resilience: At 13th level the mysterial can blend ki and essence to give his body and mind a burst of focus and clarity. By spending 2 ki points and investing 2 points of Essence in this ability as an immediate action, the mysterial may make an additional saving throw against all ongoing spell effects or conditions currently affecting him. This save is made against the original DC or DC 21, whichever is greater. If the effect did not originally allow a save, use 21 as the DC. Essence invested using this ability cannot be re-invested for 3 rounds, though the mysterial can invest essence into this ability a second time if he has capacity (for example, an 18th level mysterial has an essence capacity of 4 and could use this ability a 2nd time during the 3 round wait). This replaces the diamond soul and timeless body class features.

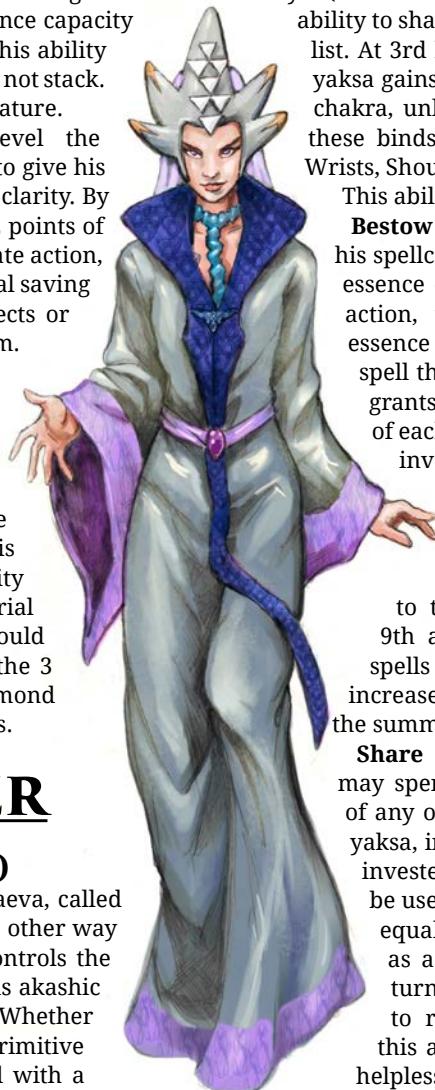
SUMMONER

Yaksa Caller (Archetype)

Yaksa callers learn to bind lesser daeva, called yaksa, to their will... Or perhaps the other way around. Regardless of who truly controls the relationship, the yaksa caller and his akashic champion are a force to be feared. Whether serving as high priest and god to primitive tribes or dominating the battlefield with a group of trusted companions, the caller and his yaksa leave an indelible mark upon the pages of history.

Yaksa: Unlike more traditional summoners who forge bonds with mysterious eidolons, the caller's bond is with a powerful daeva known as a yaksa. A called yaksa differs from an eidolon in the following ways:

Base Form: Called yaksa have the following base form:



Yaksa Daeva

Starting Statistics: Size Medium; **Speed** 30 ft.; **AC** +2 natural armor; Saves Fort (good), Ref (bad), Will (good) **Ability Scores** Str 14, Dex 12, Con 13, Int 7, Wis 10, Cha 16; **Free Evolutions** weapon training (simple), limbs (arms), limbs (legs).

Essence Pool: Starting at first level the yaksa gains an essence pool equal to the caller's class level. This replaces the standard eidolon's evolution pool.

Veilweaving: At 1st level and every 3 levels thereafter (4th, 7th, 10th, etc.), the yaksa increases his veils shaped by 1 (to a maximum of 7 at 19th level) and gains the ability to shape one veil chosen from the daevic veil list. At 3rd level and every 3 levels thereafter the yaksa gains the ability to bind veils directly to his chakra, unlocking potent new abilities. He gains these binds in the following order: Feet, Hands, Wrists, Shoulders, Belt, and Neck.

This ability modifies the standard eidolon.

Bestow Power: The caller's yaksa can enhance his spellcasting abilities by investing some of its essence directly into the caller. As a standard action, the yaksa can bind an amount of essence into the caller equal to the highest level spell the caller is capable of casting. Doing so grants the caller one additional spell per day of each level he is capable of casting. Essence invested in this way cannot be re-invested or used for other abilities until after a rest of at least 8 hours, at which point the essence returns to the yaksa and all bonus spells granted to the caller by this ability are lost. At 9th and 19th level the number of bonus spells per spell level granted by this ability increases by 1. This replaces all instances of the summon monster ability and the gate ability.

Share Veil: Starting at 4th level, the caller may spend a swift action to gain the benefits of any one veil currently shaped by his called yaksa, including any benefits from the yaksa's invested essence and binds. This ability can be used for a total number of rounds per day equal to his class level and can be ended as a free action. The caller must end his turn within the daeva's reach to continue to receive these benefits. The effects of this ability end immediately if the yaksa is helpless, paralyzed, stunned, or unconscious. This ability replaces shield ally.

Improved Share Veil: At 10th level the caller may now gain the benefits of any two veils currently shaped by his called yaksa when he uses his share veil ability. The caller no longer needs to end his turn within the yaksa's reach to benefit from share veil, but must end his turn within 30 feet. These benefits still end if the yaksa is helpless, paralyzed, stunned, or unconscious. This ability replaces aspect.

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Overwhelming Power: At 12th level the caller's yaksa gains the benefits of the *Large* evolution, growing in size and becoming Large. This ability replaces greater shield ally.

Greater Share Veil: At 18th level the caller may now gain the benefits of any three veils currently shaped by his called yaksa when he uses his share veil ability. The caller no longer needs to end his turn within 30 feet of his yaksa, and may use these abilities so long as he and his called yaksa occupy the same plane. These benefits still end if the yaksa is helpless or unconscious. This ability replaces greater aspect.

Twofold Deity: At 20th level the caller and his yaksa are truly one in purpose and power and the yaksa's strength flows freely through the caller's physical form. As a standard action, the caller can assume the shape of his yaksa, copying its veils, binds, form, and abilities. His Strength, Dexterity, and Constitution scores change to match the base scores of his yaksa, and he gains his own pool of essence equal to the yaksa's to invest in his copied veils. He may choose to have any gear he carries become absorbed by his new form, as with spells from the polymorph subschool. Items with continuous effects continue to function while absorbed in this way. The yaksa caller loses any natural attacks possessed by his original form and all racial traits (except bonus feats, skills, and languages) in favor of the abilities granted by his yaksa. The caller retains all of his class features. The yaksa caller can keep this form for a number of minutes per day equal to his class level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. The caller can end this effect as a free action. This effect does not stack with the yaksa caller's share veil ability. This modifies the twin eidolon ability.

WARLORD

Veiled Lord (Archetype)

Veiled lords are few and far between, for few rulers will stand idly by while these masters of the battlefield grow in strength and draw armies to their banner. Those veiled lords who do survive to grow into their full power are a truly terrifying sight to behold, laying waste to their foes with devastating combat techniques and girding their followers in powerful veils.

Essence Gambit: In addition to the standard effects of any gambit he performs, the veiled lord also gains 1 point of temporary essence each time he successfully performs a gambit. This essence lasts for a number of rounds equal to $1/2$ the veiled lord's class level + his Charisma modifier. The veiled lord cannot have more than $\frac{1}{2}$ his total character level in temporary essence gained via this ability at one time. If the veiled lord fails a gambit while benefiting from temporary essence, his rake penalty includes the loss of 1 point of temporary essence.

This alters the warlord's gambit feature normally

gained at 1st level.

Veiled Legion: At 1st level, the veiled lord gains the ability to shape any one veil of his choice. Starting at 3rd level, the veiled lord may, as a standard action, share the effects of this veil including any bonuses for invested Essence with all allies within 30 feet. The veiled lord and his allies use the veiled lord's Charisma modifier as their primary veilweaving modifier to determine any effects or DCs of veil abilities granted in this manner. These benefits last for $3 +$ the veiled lord's Charisma modifier in rounds. Allies who end their turn outside of the radius of this effect immediately lose its benefits. At 6th and 14th level, the veiled lord gains the ability to shape an additional veil of his choice and may choose to share the effects of either of these veils with his allies, though he may still only share one veil at a time in this way. At 8th, 13th, and 18th level the veiled lord increases the range of this ability by an additional 10 feet. The veiled lord may use this ability a number of times per day equal to $1 +$ his Charisma modifier.

This replaces the warleader ability and the bonus feats gained at 1st, 6th and 14th level.

Essence Eruption: Starting at 10th level, whenever the veiled lord or an ally currently benefiting from his veiled legion ability scores a critical hit with a martial maneuver, he gains 3 points of temporary essence. This temporary essence stacks with that granted by his essence gambit ability.

This replaces the bonus feat normally gained at 10th level.

Veilsworn Strike: Starting at 13th level, whenever the veiled lord scores a critical hit with any of his strikes or gambits, he may choose to activate his veiled legion ability as an immediate action. If his veiled legion ability is already active when he scores a critical hit with any of his strikes or gambits, he instead extends its duration for 3 additional rounds.

This replaces the improved warleader ability normally gained at 13th level.

Legion Mastery: At 17th level, whenever the veiled lord uses his veiled legion ability he may share the effects of all three veils gained via his veiled legion ability with all affected allies. If the veiled lord has the ability to bind any of the veils shared via this ability, allies affected by his veiled legion ability also gain the benefits of the bind.

This replaces the master warleader ability normally gained at 17th level.

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OTHER CLASSES

Talents

The following talents are available to Investigators, Rogues (including the Unchained Rogue), and Slayers. Other classes that gain access to talents may select these at the GM's discretion. Talents that grant scaling benefits based on class level count all classes that grant talents towards this total. Talents which grant a veil and require an hour of meditation to ready can all be readied with the same hour of meditation, and do not increase the time required to shape veils, regardless of the number to be shaped.

Akashic Training: A character that selects this talent gains one akashic feat they qualify for as a bonus feat. This talent may be taken up to two times, with the character selecting a different feat each time.

Chakra Bind, Lesser: A character with this talent gains the Access Low Chakra Slot feat as a bonus feat. This talent may be taken up to 3 times, with the character selecting a different chakra slot from those available each time.

Clever Fingers (Su): A character with this talent learns how to shape the Gloves of the Master Thief veil, and may do so with an hour's meditation. If the character does not have a veilweaving level from another class, they use their class level as their veilweaver level and use Intelligence as their primary veilweaving ability. The character increases the total number of veils they can have shaped by 1.

Cloaked Killer (Su): A character with this talent learns how to shape the Robe of the Forgotten Deity veil, and may do so with an hour's meditation. If the character does not have a veilweaving level from another class, they use their class level as their veilweaver level and use Intelligence as their primary veilweaving ability. The character increases the total number of veils they can have shaped by 1.

Detonation (Su): A character with this talent gains the ability to charge a single piece of ammunition with essence, causing it to become extremely unstable. Whenever a character with this talent would make a ranged attack with a projectile weapon, shuriken, or similar weapon that would deal sneak attack or studied strike damage, they may take 1 point of essence burn as a free action to cause the projectile to deal an additional 1d10 fire damage on a successful hit. At 5th level and every 5 levels thereafter, they may take an additional point of essence burn to increase the fire damage by an additional 1d10.

Font of Power: A character with this talent gains an essence pool equal to 1/3 their class level rounded down (minimum 1).

Poisoner (Su): A character with this talent learns how to shape the Snakehandler's Gauntlets veil, and may do so with an hour's meditation. If the character does not have a veilweaving level from another class, they

use their class level as their veilweaver level and use Intelligence as their primary veilweaving ability. The character increases the total number of veils they can have shaped by 1.

Shadow Strider (Su): A character with this talent learns how to shape the Stalker's Tabi veil, and may do so with an hour's meditation. If the character does not have a veilweaving level from another class, they use their class level as their veilweaver level and use Intelligence as their primary veilweaving ability. The character increases the total number of veils they can have shaped by 1.

Shape Veil: A character that selects this talent gains the Shape Veil feat as a bonus feat. They do not need to meet the feat's prerequisites when gaining it in this manner. If the character does not have a veilweaving level from another class, they use their class level as their veilweaver level and use Intelligence as their primary veilweaving ability.

Advanced Talents

The following advanced talents may be selected by investigators, rogues, and slayers of at least 10th level.

Chakra Bind, Improved: A character with this talent gains the Access Middle Chakra Slot feat as a bonus feat. This talent may be taken up to 3 times, with the character selecting a different chakra slot from those available each time. The character must have the Lesser Chakra Bind talent before selecting this talent.

Cloaked Killer, Greater (Su): A character with this talent gains the ability to bind the Robe of the Forgotten Deity veil granted by the cloaked killer talent to their body slot. A character must be at least 18th level and must have the cloaked killer talent to select this talent.

Detonation, Greater (Su): Whenever a character with this talent uses the ability granted by their detonation talent, all creatures adjacent to the target of the primary attack take half of the fire damage dealt by the detonation as splash damage. A character must have the detonation talent to select this talent.

Life Strike (Su): A character with this talent may take 1 point of essence burn as an immediate action whenever they would deal damage with their sneak attack or studied strike ability to deal an amount of Constitution damage to the target equal to the total number of damage dice in the triggering ability. The target may make a Fortitude save (DC 12 + number of damage die in the triggering ability) to halve the Constitution damage dealt (for example, an 11th level Rogue with 6d6 sneak attack could deal 6 points of Constitution damage with a DC 18 Fortitude save to halve the Con damage dealt). A character must have an essence pool to choose this talent.

AKASHIC MYSTERIES

CHAPTER 3: PRESTIGE CLASSES

While many practitioners of the akashic arts are true adherents to a particular path, philosophy, or other school of training, some choose to augment their powers with other forms of supernatural might. Whether they choose to find a harmonious balance between akasha and the mental powers granted by psionics, or to pervert akasha's life-based energies with necromantic arts, these individuals can rise to heights of power rivaling even the most dedicated of the more traditional akashic adventurers.

Amplifier: Manipulating their veils and mastery of akasha to empower and strengthen their other magical abilities, and vice versa, amplifiers are powerful figures indeed, with unusual talents and strengths beyond what practitioners of a single art can truly understand.

Black Templar: Black templars are masters of twisting and perverting the power of akasha into necromantic might, damaging their own souls to inflict a poisonous darkness on others

AMPLIFIER

Amplifiers have discovered a potent secret of akashic energy: it is capable of acting as a power multiplier for virtually all other known sources of magical energy. They use the power of their veils to increase the potency of their other abilities, whether those be psychic, psionic, arcane, or divine in nature. Many of those drawn to the path of the amplifier view themselves as conduits for the power that flows through them, and see their veils merely as improvements to allow that power to flow more freely.

Amplifiers are drawn from multi-class veilweavers who can already shape veils and either cast spells or manifest powers, and they rely on each to fuel the other.

Role: The amplifier's role is typically determined by his manifesting or spellcasting class. Amplifiers know that the only way to strengthen their life energy and grow in power is to travel the world, challenging themselves and testing their abilities to the limits. They eagerly seek out adventuring groups, trusting in strong allies to help them find and confront

the greatest challenges.

Alignment: Amplifiers can be of any alignment, and usually follow the norms for one or both of their base classes.

Hit Die: d6.

REQUIREMENTS

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

Spells: Able to cast 2nd-level spells or manifest 2nd-level powers.

Veilweaving: Able to shape at least 3 veils.

Essence Pool: Must have an Essence Pool of at least 5.

CLASS SKILLS

The amplifier's class skills are Heal, Knowledge (arcana) (Int), Knowledge (psionics), Knowledge (religion) (Int), and Spellcraft (Int).

Skill Ranks per Level:
2 + Int modifier.

CLASS FEATURES

The following are the class features of the amplifier.

Proficiencies: Amplifiers gain no proficiency with any weapon or armor.

Veilweaving: At 1st level and every level thereafter, the amplifier gains new veils shaped, binds, and essence as though he had gained a level in any one veilweaving class he belonged to before he added the prestige class. He does not, however, gain other benefits a character of that class would have gained. If a character had more than one veilweaving class before he became an amplifier, he must decide to which class he adds each level of amplifier for the purpose of determining his veils shaped and binds known.

Spells per Day/Manifesting: At 1st level and every level thereafter, the character gains new spells per day or additional power points per day and access to new powers as if he had also gained a level in any one spellcasting class or manifesting class he belonged to before he added the prestige class. He does not, however, gain other benefits a character of that class would have gained. This



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TABLE 3-1: AMPLIFIER

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Spells or Powers per day / Veilweaving
1st	+0	+0	+0	+1	Akashic Amplification I	+1 level of existing veilweaving class / +1 level of existing manifesting or spellcasting class
2nd	+1	+1	+1	+1	—	+1 level of existing veilweaving class / +1 level of existing manifesting or spellcasting class
3rd	+1	+1	+1	+2	Akashic Amplification II	+1 level of existing veilweaving class / +1 level of existing manifesting or spellcasting class
4th	+2	+1	+1	+2	—	+1 level of existing veilweaving class / +1 level of existing manifesting or spellcasting class
5th	+2	+2	+2	+3	Akashic Amplification III	+1 level of existing veilweaving class / +1 level of existing manifesting or spellcasting class
6th	+3	+2	+2	+3	—	+1 level of existing veilweaving class / +1 level of existing manifesting or spellcasting class
7th	+3	+2	+2	+4	Akashic Amplification IV	+1 level of existing veilweaving class / +1 level of existing manifesting or spellcasting class
8th	+4	+3	+3	+4	—	+1 level of existing veilweaving class / +1 level of existing manifesting or spellcasting class
9th	+4	+3	+3	+5	Akashic Amplification V	+1 level of existing veilweaving class / +1 level of existing manifesting or spellcasting class
10th	+5	+3	+3	+5	Akashic Unity	+1 level of existing veilweaving class / +1 level of existing manifesting or spellcasting class

essentially means that he adds the level of amplifier to the level of whatever other spellcasting or manifesting class the character has, then determines spells per day, spells known, and caster level or power points per day, powers accessed and manifester level accordingly. If a character had more than one spellcasting class or manifesting class before he became an amplifier, he must decide to which class he adds each level of amplifier for the purpose of determining spells per day or power points gained and powers known.

Akashic Amplification I: Whenever an amplifier casts a spell or manifests a power of 2nd level or lower whose descriptor or subtype matches the descriptor of any of his veils, he can utilize that veil to amplify the power of his spell in one of the following ways:

- **Amplify:** He may spend a move action to increase the caster level or manifester level of the power by 1. This can only be used on spells with a casting time of 1 standard action or less.
- **Energize:** He may use a swift action to disperse the energy of the spell or power directly into a veil with a matching descriptor, increasing its effective invested essence by 1. This effect lasts for a number of rounds equal to 2 + the level of the dispersed spell.
- **Vivify:** The amplifier may cast the spell as part of a special full-round action, using his control of akasha to convert the energy of the spell or power into restorative energy, healing himself for a number of hit points equal to 5 times the level of the converted

spell or power.

Each time the amplifier gains a new instance of akashic amplification, the level of spell or power he can manipulate with this ability increases by 1. When he gains Akashic Amplification III and V, the bonus to caster or manifester level from the amplify ability increases by 1. At Akashic Amplification II and IV, the duration of his energize ability and the amount healed per spell or power level by vivify improves by 1.

Akashic Unity: When the amplifier reaches 10th level, he learns how to unify all of his power into a single force. By expending one of his highest level spells or sacrificing a number of power points sufficient to manifest his highest level power known as a standard action, the amplifier causes his veils to surge with power, transforming them into a single semi-translucent shell around his body (this does not obstruct his vision or other senses, but may obscure his facial features, granting a +5 bonus to disguise checks). This shell lasts for a number of rounds equal to 1 + the level of the expended spell or power and grants the following abilities: DR 5/adamantine, Fast Healing 2, and tremorsense 60 feet. In addition, all spells cast or powers manifested while in this shell are automatically affected by the amplify ability granted by Akashic Augmentation. All veils continue to work as normal while unified. The spell or power sacrificed to activate this ability must be at least 5th level.

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TABLE 3-2: BLACK TEMPLAR

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Veilweaving
1st	+0	+1	+0	+1	Drain Essence	+1 level of existing veilweaving class
2nd	+1	+1	+1	+1	Black Defilement	+1 level of existing veilweaving class
3rd	+2	+2	+1	+2	Create Husk	+1 level of existing veilweaving class
4th	+3	+2	+1	+2	Poison Essence	+1 level of existing veilweaving class
5th	+3	+3	+2	+3	Blackened Soul	+1 level of existing veilweaving class

BLACK TEMPLAR

Black templars are blights upon the living. Training in dark techniques that allow them to steal the life-force of others and transform it into akashic energy, they can turn to their own purposes, black templars are reviled as vampires and necromancers by the unenlightened. The fear they inspire in those who know of their true nature is even more terrible, as those who practice the akashic arts are particularly vulnerable to a templar's powers; when a black templar's wrath is turned against such a target, he can deplete not only their life, but their essence, draining them until nothing is left but an unliving husk under the templar's control.

Black templars can come from any origin, but usually their ranks are filled with veilweavers and others whose knowledge of akashic energy leads them down a darkened path.

Role: Black templars must touch their victims in order to exercise their powers, and as a result are often found at the forefront of battle, relying on their akashic abilities to protect them while they decimate the opposition.

Alignment: Black templars are never of good alignment, as the first act in awakening their powers is to drain a sentient being to death, using that dark act to create a hungering hollowness in their own being that acts as a source of power.

Hit Die: d8.

REQUIREMENTS

To qualify to become a black templar, a character must fulfill all the following criteria.

Skills: Knowledge (Arcana) 5 ranks

Veilweaving: Must have an Essence Pool of at least 3 and the ability to have at least 2 veils shaped.

Special: The character must participate in the ritual sacrifice of a sentient creature, using the harvested energy and damage to their soul as a gateway to their abilities.

CLASS SKILLS

The black templar's class skills are Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), and Spellcraft (Int).

Skill Ranks Per Level: 2 + Int modifier.

CLASS FEATURES

The following are the class features of the black templar.

Proficiencies: Black templars gain proficiency with medium armor and bucklers.

Veilweaving: Starting at 1st level, the black templar gains new veils shaped and binds as though he had gained a level in any one veilweaving class he belonged to before he added the prestige class. He does not, however, gain other benefits a character of that class would have gained. If a character had more than one veilweaving class before he became a black templar, he must decide to which class he adds each level of black templar for the purpose of determining his veils shaped and binds known.

Drain Essence (Su): The black templar learns how to drain the life and essence out of his opponents, empowering himself with this stolen energy. As a melee touch attack that can be taken in place of any attack, the templar may inflict an amount of damage equal to 1d8 per class level plus his Constitution modifier to an opponent, gaining an equivalent number of temporary hit points and adding 1 point of temporary essence to his essence pool. The temporary essence gained increases by 1 for each class level the black templar gains after the first. If the targeted opponent is a veilweaver or other character with an essence pool of at least 1, the black templar doubles the temporary essence gained and this ability also inflicts 1 point of essence burn per class level. With this ability, the black templar cannot have more temporary essence in his essence pool at any given time from this ability than twice his class level. The temporary hit points and temporary essence last for a number of minutes equal to the templar's class level plus his Constitution modifier.

Black Defilement (Su): Starting at 2nd level, if the black templar has a temporary pool of hit points from his drain essence ability, he can expend those temporary hit points as a swift action to create a zone of defilement centered around himself; all living creatures other than the templar within this zone take a penalty to attack rolls and saving throws equal to the templar's class level. The zone extends in a radius around the templar whose distance is a number of feet equal to the temporary hit points expended to activate this ability. These temporary hit points must be expended in units of 5; if the black templar does not have at least 5 temporary hit points

AKASHIC MYSTERIES

available from his drain essence ability, he cannot activate black defilement. The zone moves with the templar and lasts for a number of rounds equal to his Constitution modifier.

Create Husk (Su): Starting at 3rd level, the black templar can transform his victims into shambling husks under his control. Whenever a black templar reduces an opponent to 0 or fewer hit points with his drain essence ability, he can take 1 point of essence burn to transform the defeated opponent into a zombie under his control. The zombie has a number of hit die equal to the base creature. The zombie may act immediately on the templar's turn and moves and attacks as the templar directs. The darkened energy empowering the zombie fades quickly however, and after a number of hours equal to the templar's class level plus his Constitution modifier the zombie becomes an inanimate corpse.

Poison Essence (Su): Starting at 4th level, whenever the black templar reduces an opponent's essence pool to 0 with his drain essence ability, he may take 5 points of essence burn as an immediate action to poison the target's essence. The target regains an amount of essence equal to the black templar's class level, but this essence has been twisted and corrupted by the templar's influence. The target takes a number of points of damage each round equal to twice the poisoned essence, an amount of Strength damage equal to the poisoned essence, and a penalty to their natural armor equal to the poisoned essence (this cannot lower their natural armor below 0). These penalties last for a number of rounds equal to the black templar's Constitution modifier, after which the target's body is able to re-assimilate the poisoned essence and purify it of the templar's influence.

Blackened Soul (Su): At 5th level, the black templar's corrupting influence reaches new levels of depravity. Once a day when he would activate his create husk ability, he can instead create a more powerful and permanent undead; instead of the normal effects of create husk, the templar may instead treat the target as though they were a corpse targeted by a *create undead* spell with a caster level equal to his character level +1. This undead follows the black templar's instructions to the best of its ability, but the templar can only maintain one such undead at a time; unless it's destroyed the undead remains active and under the templar's control until he uses blackened soul to create a new undead, at which point any undead previously animated by this ability immediately reverts to an inanimate corpse.



CHAPTER 4: AKASHIC RACES

Some beings are born with an unusual amount of akashic energy flowing through their body. Presented below are three examples of races for whom akasha is not just a source of power, but an intrinsic part of their being.

GAMLA

The gamla are a race of bipedal humanoids who appear to be a cross between a half-giant and a camel. These sturdy nomads travel in small communities throughout the deserts they call home, always seeking new sources of water and shelter.

Physical Description: Gamla tower over 8 feet tall, with long, gangly arms and legs and thick torsos. Their backs appear somewhat lumpy and misshapen due to the fatty stores of moisture and nutrients they carry in the humps on their backs.

Society: Gamla are nomadic herdsman and traders, always seeking the next horizon. They typically travel in groups consisting of 4 to 5 extended families, each with their own specialty they bring to the tribe. Oftentimes it is the responsibility of younger male gamla to leave the tribe and seek out a mate to bring a fresh influx of blood and skills into the community.

Relations: Gamla are a calm and good-natured people and get along well with most other races, though the frantic pace of many human settlements is sometimes unsettling to the gamla, who tend to move at the pace nature dictates.

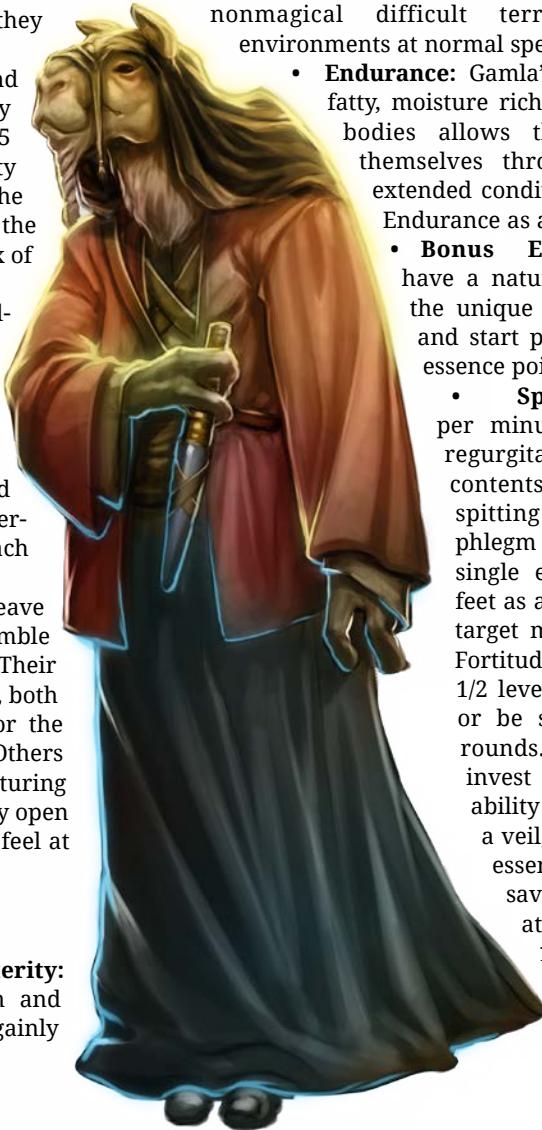
Alignment and Religion: Gamla tend towards neutral alignments, as their slower-paced upbringing often teaches them to approach everything with a calm and measured mindset.

Adventurers: Many young gamla who leave their tribes in search of a mate or skillset stumble upon the adventuring life almost by accident. Their large size makes them favored caravan guards, both for their ability to see above crowds and for the intimidation factor provided by their bulk. Others naturally gravitate towards established adventuring groups since the close-knit nature and generally open minds of such people tend to make the gamla feel at home.

Gamla Racial Traits

- +2 Constitution, +2 Wisdom, -2 Dexterity: Gamla are tough and hardy, with calm and focused natures, but their large and ungainly bodies are somewhat slow and clumsy.

- **Essence-Born:** Gamla are humanoids with the akashic subtype.
- **Large:** Gamla are Large and take a -1 size penalty to AC and attack rolls, a -4 size penalty on stealth checks, and gain a +1 size bonus to their CMB and CMD. In addition, a gamla's large size gives them a natural reach of 10 ft.
- **Speed:** Gamla have a base land speed of 30 feet.
- **Undersized Weapons:** The gamla have crude ungulate hands which make it difficult for them to wield properly sized weapons. As such, gamla's ability to wield manufactured weapons is determined as though the gamla were one size category smaller than they actually are.
- **Desert Strider:** A gamla moves through nonmagical difficult terrain in desert environments at normal speed.
- **Endurance:** Gamla's ability to store fatty, moisture rich deposits in their bodies allows them to sustain themselves through harsh and extended conditions. Gamla gain Endurance as a bonus feat.
- **Bonus Essence:** Gamla have a natural connection to the unique power of akasha and start play with 1 bonus essence point in their pool.
- **Spit (Ex):** Once per minute a gamla can regurgitate some of the contents of its stomach, spitting the disgusting phlegm that results at a single enemy within 10 feet as a swift action. The target must succeed at a Fortitude save (DC 10 + 1/2 level + Con modifier) or be sickened for 1d4 rounds. The gamla can invest essence into this ability as though it were a veil; for each point of essence invested, the save DC of the spit attack increases by 1 and the duration is extended by 1 round.



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- **Languages:** Gamla begin play speaking Common and Sylvan. Gamla with high Intelligence scores can choose from the following: Elven, Giant, Gnome, and Terran.

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Barbarian:** Increase fast movement bonus by 1 foot (only effective in increments of 5).
- **Bard:** Increase bonus to Knowledge skills from bardic knowledge by +1/4.
- **Cleric:** Gain +1/4 use of channel energy.
- **Daevic:** Gain +1/5 point of essence.
- **Druid:** Add +1/2 to wild empathy checks made to influence creatures from desert environments.
- **Fighter:** Gain +1/4 bonus to CMB rolls against targets affected by your spit ability.
- **Guru (Akasin):** Add +1/4 to CMB rolls made with weapons from the polearm fighter weapon training group.
- **Ranger:** Increase favored terrain bonuses by +1/4 (Desert or Plains only).
- **Rogue:** Increase trapfinding bonus by +1/2 in pyramids and desert environments.
- **Sorcerer:** Add one spell known from the sorcerer spell list. This spell must have the Fire descriptor and be at least one level below the highest spell level the sorcerer can cast.
- **Vizier:** Gain +1/5 point of essence.
- **Warder:** Add +1/4 bonus to attack rolls made with shields.
- **Wizard:** Increase caster level for [Fire] spells by +1/3.

ALTERNATE GAMLA

Alqarn (Rhinofolk)

Alqarn are fiercely strong and quick to anger, valuing family and friendship above all else. An alqarn who believes a loved one is threatened will fight to the death without a second thought.

- **Ability Modifiers:** +2 Str, +2 Con, -2 Wis
- **Slow and Steady:** Alqarn have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.
- **Ferocity:** Once per day, when an alqarn is brought below 0 hit points but not killed, they can fight on for 1 more round as if disabled. At the end of their next turn, unless brought to above 0 hit points, they immediately fall unconscious and begins dying. This replaces the endurance racial trait.
- **Gore:** Alqarn are known for the mighty horn that grows from their snout. This horn grants them a gore natural attack dealing 1d8 damage. The alqarn

can invest essence into this ability as though it were a veil; the alqarn's gore gains an enhancement bonus equal to the amount of essence invested. If at least three points of essence are invested in this ability, the alqarn sprouts a secondary horn just behind the first that enhances their destructive capacity, increasing the base damage of their gore to 2d6. This replaces the desert strider and spit racial traits.

Feealkha (Elephantfolk)

Feealkha are stern and slow-tempered being who value study and reason above all else. Their great size and hardy constitution is often perceived as being strangely at odds with their studious nature.

- **Ability Modifiers:** +2 Con, +2 Int, -2 Dex
- **Slow and Steady:** Feealkha have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.
- **Trunk:** Feealkha have long, flexible proboscises that can be used to carry items. While they cannot wield weapons with these trunks, they can use them to retrieve small, stowed objects carried on their persons as a swift action. The feealkha can invest essence into this ability as though it were a veil; when at least one point of essence is invested in their trunk, they gain a slam natural attack dealing 1d6 damage. This trunk is treated as a magical weapon for the purposes of overcoming damage reduction. For each additional point of essence invested, the feealkha's trunk gains a new special ability in the following order: reach, disarm, grab, constrict. Once all of these abilities have been unlocked, any further essence invested increases the damage dealt by the trunk by one size category per point of essence. This replaces the desert strider and spit racial traits.

UNUSUAL RACIAL ABILITY BONUSES?

You may notice that some of the alternate heritages have unusual arrays of ability modifiers, like the solhoafa's +4 Con, -2 Dex. While these stat arrays are a bit unusual, they're reserved for the alternate heritages and are meant to give you even more unique, unusual, and thematic options. If you or your group are concerned about their strength, the first thing I'd do is to simply try them out! Every one of these races has seen some time at my home table and had the rough edges smoothed out, and I'm the first and biggest fan of what's presented here. If you still don't like them or feel like they pose problems for your playstyle, I would suggest borrowing the more traditional stat array from the parent race.

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SOBEK

The sobek are a race of reptilian humanoids who prefer to live near areas of running water. They are proud and fierce creatures, as at home in the rivers of their native lands as they are fighting in the plains or dunes. The sobek are a young race, and nearly all of them are born with some facility for manipulating the mysterious force known as akasha.

Physical Description: Sobek are stocky, with ridged and mottled skin and short, almost stumpy, limbs. Sobek range in coloration from sandy tan to murky green or gray, with their particular coloration usually matching the habitat they were born in. The average sobek stands just over 5 feet tall, though their powerful tails are nearly as long again as their body.

Society: Much of a male sobek's life is spent engaging in struggles for dominance, both social and physical. The females are often just as fierce as the males, though typically they are more inclined to shame a rival through a clever social manipulation than a show of brute force.

Despite, or perhaps because of, their highly competitive natures, the sobek are a highly social bunch, often living in large closely-knit communities. Sobek are fiercely protective of their young until they reach the age of maturity, at which point they are regarded as rivals just as dangerous as any other member of the race.

Relations: The sobek are a young race that has only recently developed relationships with the outside world. They find that they have much in common with proud and war-like races such as orcs, though their strictly structured hierarchy is much more disciplined than those chaotic creatures. The sobek also appreciate trade with dwarven tribes, as the reliable and strong nature of that race appeals to them. Humans and elves they view as flighty and inconsistent; gnomes and halflings are viewed with similar disdain, often compounded by deep-seated instincts that tell the sobek that such small, soft creatures are surely prey.

Alignment and Religion: The sobek tend towards lawful alignments, always following the strict hierarchy established by their complex and instinctive dominance rituals. A sobek who would seek to overrule another must prove his superiority. The sobek have no concept of religion, except in a vague naturalistic philosophy they refer to as the river of existence. This philosophy believes that all energy flows through the various planes and levels of existence and the sobeks

are travelers riding its current. When a sobek passes on, they believe that their spirit merely flows on to a new or greater tributary.

Adventurers: The sobek are incredibly fierce warriors and rarely have trouble finding employment as mercenaries. Young sobek who disagree with the elders of their communities but lack the strength to supplant them will often leave to acquire experience and strength before returning to take their rightful place as leader. Others will seek to apprentice themselves to particularly skilled members of other races, hoping to learn the martial or social skills necessary to rise to a position of strength and leadership.

Sobek Racial Traits

- **+2 Strength, +2 Charisma, -2 Wisdom:** Sobek are strong with forceful personalities, but their predatory instincts often lead them to making rash decisions.
- **Essence-Born, Reptilian:** Sobek are humanoids with the akashic and reptilian subtypes.
- **Medium:** Sobek are medium creatures and have no bonuses or penalties due to their size.
- **Slow Land Speed:** Sobek are poorly built for moving long distances across the ground and have a base speed of 20 feet.
- **Water Adaptation:** Sobek are natural swimmers, with strong tails that help propel them through the water, granting them a swim speed of 30 feet. In addition, a sobek can hold their breath for a number of rounds equal to 4 times their Constitution score before they risk drowning.



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- **Natural Camouflage:** Whenever the sobek is in Swamp or Water terrains, he gains a +2 bonus to Stealth checks. A sobek can invest essence into this ability the same way they would invest it into a veil or feat making it even more effective; they gain an additional +2 to Stealth checks for each point of essence invested into this ability.
- **Bite:** The sobek gains a bite attack dealing 1d6 damage plus their Strength modifier. This bite can be enhanced by investing essence into it; the sobek gains an enhancement bonus to attack and damage with his bite attack equal to the amount of essence invested.
- **Sweeping Tail:** The sobek's powerful tail makes them difficult to sneak up on. Whenever a creature would move into a flanking position, the sobek may make a tail slap attack against them as an attack of opportunity. This attack deals 1d6 points of damage plus 1/2 his Strength modifier, and if successful, the sobek may attempt a free trip maneuver against the opponent.
- **Bonus Essence:** Sobek have a natural connection to akashic energy and start play with 1 bonus essence point in their pool.
- **Languages:** Sobek begin play speaking Common. Sobek with high Intelligence scores can choose from the following: Aquan, Draconic, Dwarven, Goblin, Gnoll and Orc.

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Barbarian:** Increase the essence capacity of bite or natural camouflage by +1/4.
- **Bard:** Increase the competence bonus granted by your inspire courage performance by +1/5.
- **Cleric:** Increase caster level for [Water] spells by +1/3.
- **Daevic:** Treat one of your Passion veils as being invested with +1/5 additional essence.
- **Druid:** Add +1/2 to wild empathy checks made to influence creatures from watery environments.
- **Fighter:** Gain +1/4 bonus to CMB on trip attempts.
- **Guru (Sneaker):** Add +1/2 to unarmed strike damage rolls.
- **Paladin:** Gain +1/6 of a new Mercy.
- **Ranger:** Increase favored terrain bonuses by +1/4 (Swamp or Water only).
- **Rogue:** Add +1/2 to sneak attack damage rolls made with bite attack.
- **Sorcerer:** Add one spell known from the sorcerer spell list. This spell must have the Water descriptor and be at least one level below the highest spell level the sorcerer can cast.
- **Vizier:** Gain +1/5 point of essence.
- **Wizard:** Increase caster level for Water spells by +1/3.

ALTERNATE SOBEK

Nameer (Tigerfolk)

Nameer are solitary and deadly predators, relying on speed and stealth to take down their foes and prey.

- **Ability Modifiers:** +2 Dex, +2 Cha, -2 Int
- **Warm-blooded:** Nameer lose the reptilian subtype.
- **Rapid Movement:** Nameer are incredibly fast sprinters, and have a base movement speed of 40 feet. This replaces the slow and water adaptation racial traits.
- **Natural Camouflage:** Nameer gain the stealth bonuses for this ability in Jungle and Plains terrains instead of Swamp and Water.
- **Claws:** The nameer gains two claw natural attacks dealing 1d4 damage plus their Strength modifier. These claws can be enhanced by investing essence into them; the nameer gains an enhancement bonus to attack and damage with their claw attacks equal to the amount of essence invested. This replaces the bite racial trait.

Solhoaat (Turtlefolk)

Solhoaat are often mistakenly viewed as docile and peaceful due to their slow movements and quiet nature. In truth, they are the apex predators of their natural habitats, and their slow movements are an evolutionary adaptation to help them avoid detection by their prey.

- **Ability Modifiers:** +4 Con, -2 Dex
- **Shell:** The solhoaat have an impenetrable shell that covers most of their torso, granting them a +2 natural armor bonus. This shell can be enhanced by investing essence into it; for each point of essence invested into their shell, the solhoaat's natural armor bonus increases by +1. This replaces the sweeping tail racial trait.
- **Slow Swim Speed:** The swim speed granted to the solhoaat by the water adaptation racial trait is only 20 ft., instead of the 30 ft. swim speed normally granted.
- **Weakened Bite:** Despite sharing evolutionary roots with the snapping turtle, the solhoaat's bite attack cannot be invested with essence. This alters the bite racial trait.

SUQU'R

The suqur have humanoid bodies with the heads, wings, and talons of a falcon. They are a solitary and nomadic folk, difficult to befriend and fierce when offended.

Physical Description: Suqur have slight frames, typically standing no more than five and a half feet tall, though their wings typically measure ten to twelve feet across when fully extended. Not all suqur have the strength to sustain true flight with these wings, though they can use them to glide from place to place. They have

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the piercing eyes and curving beaks of a bird of prey, and their feet are powerful grasping talons. Their feathers span a range of colors including sandy brown, snow white, and speckled gray. Suqur rarely wear jewelry, but will often dye the tips of their wing feathers bright and exotic colors.

Society: Suqur rarely settle down for any length of time and are almost always on the move, following a deep-seated need to travel and explore. When a suqur meets a potential mate they will typically stay together long enough to reproduce and for their hatchlings to reach adolescence, usually around their eighth birthday. At this point, the family will usually separate with the offspring following whichever parent their temperaments and natural gifts are most suited for, usually spending the next two to three years learning the skills they will need to survive on their own before going their own way.

Relations: Suqur carry few preconceptions about other races, instead choosing to evaluate each creature or society they come across based on the merits or faults they personally observe. The exception to this are the gnome and halfling peoples, who the suqur adore. Whenever a suqur settles down for any length of time, it is usually near a community of such folks, with whom the suqur trade their skills as scouts and protectors for food and pleasant company.

Alignment and Religion: Suqur are independent and nomadic folk, and as such have a difficult time understanding the need of other beings to codify and regulate activities and social interactions.

Suqur are almost always chaotic

Adventurers: The nomadic lifestyle of the suqur lends itself readily to adventuring, as do their natural skills as scouts. The suqur's lack of racial preconceptions allows them to work with a wide variety of groups, though a party seeking a suqur's services will need to be an active group as a bored suqur is likely to leave them for something more stimulating.

Suqur Racial Traits

- +2 Dexterity, +2 Intelligence, -2 Constitution: Suqur are exceptionally agile and have keen minds, but their hollow-boned bodies are particularly fragile.
- Essence-Born: Suqur are humanoids with the akashic subtype.
- Medium: Suqur are medium creatures and have no bonuses or penalties due to their size.
- Speed: Suqur have a base land speed of 20 feet.

- **Low-light Vision:** Suqur can see twice as far as humans in conditions of dim light.
- **Glide:** The suqur's wings allow them to glide. A suqur can make a DC 15 Fly check to fall safely from any height without taking falling damage, as if using *feather fall*. When falling safely, it may make an additional DC 15 Fly check to glide, moving 5 feet laterally for every 10 feet it falls. In addition, the suqur may invest essence into his wings to improve their capabilities. A suqur who invests at least one point of essence into his wings gains a fly speed of 15 feet, with clumsy maneuverability. For each additional point of essence invested in this ability the suqur's fly speed increases by 5 feet and his maneuverability increases by one step.
- **Talons:** The suqur has a pair of talons that can be used as natural weapons dealing 1d4 damage plus the suqur's Strength modifier. The suqur can only use these talons to attack if he is grappling or if he is flying at least 5 feet above the ground.
- **Falcon Blood:** A suqur gains a +2 racial bonus to Fly and Perception checks.



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- **Bonus Essence:** Suqur have a natural connection to akashic energy and start play with 1 bonus essence point in their pool.
- **Languages:** Suqur begin play speaking Common. Suqur with high Intelligence scores can choose from the following: Auran, Elven, Gnome, Halfling and Sylvan.

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Barbarian:** Gain a +1 bonus to Fly checks.
- **Bard:** Gain +1 bonus to Perception checks to detect scrying sensors.
- **Cleric:** Increase caster level for Air spells by +1/3.
- **Daevic:** Gain +1/5 point of essence.
- **Druid:** Increase fly speed when wild shaped into flying creatures by 1 foot (only effective in increments of 5).
- **Fighter:** Gain a +1 bonus to Fly checks.
- **Guru (Vayist):** Increase the duration of aether ties by +1/2 round.
- **Ranger:** increase favored enemy bonus by +1/5 (outsider (earth) or outsider (air) only).
- **Rogue:** Gain a +1 bonus to Fly checks.
- **Sorcerer:** Add one spell known from the sorcerer spell list. This spell must have the Air descriptor and be at least one level below the highest spell level the sorcerer can cast.
- **Vizier:** Gain +1/5 point of essence.
- **Wizard:** Increase caster level for Air spells by +1/3.

ALTERNATE SUQUR

Hibkha (Ibisfolk)

Hibkha are believed to have descended from an ancient deity of magic and science. Those who believe their delicate and awkward-seeming frames indicate weakness find themselves quickly disabused of that notion as these cruel folk do not tolerate being slighted or underestimated.

- **Ability Modifiers:** +4 Int, -2 Str, -2 Con
- **Base Speed:** The hibkha's base speed is 30 feet. This replaces the slow racial trait.
- **Long Legged:** Hibkha's exceptionally long and narrow legs and toes allow them to traverse terrain that others would find nearly impassable with great ease. Their movement is never impeded due to non-magical difficult terrain or standing water of 4 feet or less. This replaces the talons racial trait.

Nisr (Vulturefolk)

Though often reviled for their hideous appearance, the nisr are actually a relatively good-natured folk

whose ability to thrive on even the most questionable of sustenance allows them to scout deep into territory where others might not survive the journey.

- **Ability Modifiers:** +2 Dex, +2 Con, -2 Cha
- **Carrion Eater:** The nisr can survive on nearly anything for sustenance, regardless of how spoiled it might be. They gain a +2 racial bonus on saving throws against poison and disease. The nisr can invest essence into this ability; for each point of essence invested the nisr's bonus on saving throws against poison and diseases increases by +2. This replaces the falcon blood racial trait.

VITAL STATISTICS

Age: You can choose or randomly generate your character's age. If you choose it, it must be at least the minimum age for the character's race and class. Alternatively, roll the dice indicated for your class on the starting ages table below and add the result to the minimum age of adulthood for your race to determine how old your character is.

Race	Adulthood	Barbarian, Daevic, Rogue, Sorcerer	Bard, Fighter, Guru, Paladin, Ranger	Cleric, Druid, Monk, Vizier, Wizard
Gamla	30 years	+2d6	+3d8	+4d8
Sobek	15 years	+2d4	+3d6	+4d6
Suqor	20 years	+1d4	+1d6	+2d6

With age, a character's physical ability scores decrease and their mental ability scores increase. The effects of each aging step are cumulative. However, none of a character's ability scores can be reduced below 1 in this way.

When a character reaches venerable age, secretly roll their maximum age and record the result, which the player does not know. A character who reaches their maximum age dies of old age sometime during the following year.

The maximum ages are for player characters. Most people in the world at large die from pestilence, accidents, infections, or violence before getting to venerable age.

Race	Middle Age	Old	Venerable	Maximum Age
Gamla	80 years	120 years	160 years	+4d20 years
Sobek	150 years	225 years	300 years	+2d% years
Suqor	30 years	45 years	60 years	+2d10 years

Height and Weight: To determine a character's height, roll the modifier dice indicated on the Height and Weight table below and add the result, in inches, to the base height for your character's race and gender. To determine a character's weight, multiply the result of the

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modifier dice by the weight multiplier and add the result to the base weight for your character's race and gender.

Race	Base Height	Base Weight	Modifier	Weight Multiplier
Gamla, female	7 ft. 10 in.	190 lbs.	2d8	× 5 lbs.
Gamla, male	7 ft. 8 in.	180 lbs.	2d8	× 5 lbs.
Sobek, female	4 ft. 10 in.	140 lbs.	2d4	× 3 lbs.
Sobek, male	4 ft. 8 in.	110 lbs.	2d4	× 3 lbs.
Suqr, female	5 ft. 2 in.	50 lbs.	2d6	× 1 lb.
Suqr, male	5 ft. 2 in.	60 lbs.	2d6	× 1 lb.

RACIAL FAVORED CLASS OPTIONS

DWARVES

Dwarven memories are long and deep, and their connection to the heartbeat of the earth itself first led some dwarves to discover the secrets of akashic power in long centuries past. While dwarven gurus and viziers have persisted in dwarven communities for countless years, they rarely hold much influence in more populous dwarven cities where the powers of industry and the guidance of the dwarven gods hold sway.

Daevic: Increase the bonuses granted by your stability racial trait by +1/4.

Guru: Increase the capacity of your Gentle Touch class feature by +1/6.

Vizier: Increase the bonus granted by your greed racial trait by +1/2.

ELVES

Perhaps no race is more aware of the flow of their own life energy than the elves. While the arcane arts were gifted to the elves by their gods in eons past, elven viziers have persisted and in some communities even flourished. Unusually hearty, and vibrant even by elvish standards, elves who master the flow of their essence and the creative powers it bestows are valued members of their communities. The following options are open to all elves and half-elves who have the listed favored class.

Daevic: Increase the bonuses granted by your elven immunities racial trait by +1/4.

Guru: Add one weapon from your weapon familiarity racial trait to your list of philosophy weapons.

Vizier: Increase your effective veilweaver level by +1/4 (to a maximum effective veilweaving level equal to your hit die).

GNOMES

Ever curious, the gnomes pursue the akashic arts with the same gusto and enthusiasm they apply to all of their obsessions. With hearty constitutions and personable leanings, gnomes are a surprisingly common, if seemingly unlikely, draw for daeva who feed on mortal emotions. Gnomes who form a daevic bond are stunningly fierce combatants, often annihilating

opponents who underestimate their power and ferocity due to their small size.

Daevic: Add +1/4 to damage rolls with natural attacks.

Guru: Increase the bonuses granted by your illusion resistance and keen senses racial traits by +1/4.

Vizier: Increase the bonus granted by your obsessive racial trait by +1/2.

HALFLINGS

Much like the gnomes, the bright and personable halflings often draw the attention of curious daeva. Some halfling families familiar with the akashic powers even have legends claiming that their race was the first to form a bond with the enigmatic daeva, and that the daevic bond was developed so that the immortals could elect champions to protect the smallfolk without drawing the attention and ire of more powerful foes.

Daevic: Increase the DC to Intimidate you by +1.

Guru: Add one weapon from your weapon familiarity racial trait to your list of philosophy weapons.

Vizier: Add a +1/4 bonus to Bluff checks.

HUMANS

Ever ambitious, humans are not a race inclined to leave a potential power source untapped. The oldest colleges that teach the veilweaving arts lie in human cities, and the most famous and notorious daevic knights are often human warleaders and kings. Ever seeking answers and never satisfied with what they find, human gurus are also remarkably prolific, teaching philosophies of self-reliance and personal responsibility that resonate with a species frequently discontent to trust their futures to any other being, even a god.

Daevic: Gain +1/5 point of essence.

Guru: Gain +1/5 point of essence.

Vizier: Gain +1/5 point of essence.

ORCS

The fierce and brutish orcs often live lives that burn bright and are extinguished early. Few orcish gurus walk the lands, and even fewer orcs have the patience or inclination for the years of study required to become a full fledged vizier, but orcish daevics arise on a regular basis. Indeed, given how short the average orcish lifespan is, it is not uncommon for a single daeva drawn to an orcish tribe to form a daevic bond with a new orc from each successive generation, passing from a slain father to his rage-filled son or daughter, and from them to their own offspring. In such tribes, the successor chosen by the daeva often inherits more than just their ancestor's spiritual companion, but also their political power and prestige within the tribe. The following options are open to all half-orcs and orcs who have the listed favored class.

Daevic: Increase the total of number of negative hit points you can reach before dying by 2.

Guru: Add one weapon from your weapon familiarity racial trait to your list of philosophy weapons.

Vizier: Increase the hardness of your shaped veils by 1.

CHAPTER 5: FEATS

This section contains new feats for veilweavers and classes interested in utilizing the essence system. A new type of feat, marked with the Akashic descriptor, is presented below. Akashic feats can typically be invested with essence for greater effect (as described in their individual entries), grant additional essence, and can be taken by anyone, though they will usually provide greater benefit to veilweavers or characters with access to the essence subsystem. Some akashic feats may not be appropriate as essence receptacles, but provide other benefits dependent on a character's essence pool or other akashic options.

Aberrant Form

The daeva within you is a bit different from its kin.

Prerequisites: Cha 15, Passion class feature.

Benefit: Select one veil granted by your Passion, and one veil from the daevic veilweaving list. You permanently remove the selected Passion veil from your list of Passion veils and replace it with the selected veil from the daevic veilweaving list.

Access Higher Chakra Slot

You gain the ability to bind veils to a Higher Chakra, increasing their power and versatility.

Prerequisites: Con 17, character level 17th.

Benefit: When this feat is selected, choose one of the following equipment slots: Neck or Belt. You can now bind a veil to that slot. This does not allow you to bind more than one veil to that slot, even if you've gained the ability to bind there from another source.

In addition, you gain a minor benefit from this new bind, depending on the slot chosen:

Neck: +1 insight bonus on Bluff and Diplomacy checks.

Belt: +1 insight bonus on Fortitude saves.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new slot.

Access Low Chakra Slot

You gain the ability to bind veils to a Low Chakra, increasing their power and versatility.

Prerequisites: Con 13, character level 7th.

Benefit: When this feat is selected, choose one of the following slots: Hands, Head, or Feet. You can now bind a veil to that slot. This does not allow you to bind more than one veil to that slot, even if you've gained the ability to bind there from another source.

In addition, you gain a minor benefit from this new bind, depending on the slot chosen:

Head: +1 insight bonus on Will saves.

Feet: +1 insight bonus on Acrobatics and Stealth checks.

Hands: +1 insight bonus on Climb and Swim checks.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new slot.

Access Middle Chakra Slot

You open up one of your body's centers of power, allowing you to bind a veil or a magic item to that chakra.

Prerequisites: Con 15, character level 13th.

Benefit: When this feat is selected, choose one of the following equipment slots: Headband, Shoulders, or Wrists. You can now bind a veil to that slot. This does not allow you to bind more than one veil to that slot, even if you've gained the ability to bind there from another source.

In addition, you gain a minor benefit from this new bind, depending on the slot chosen:

Wrists: +2 insight bonus to CMB checks made to disarm or as part of a grapple.

Headband: +1 insight bonus on Perception and Sense Motive checks

Shoulders: +1 insight bonus on Reflex saves.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new middle chakra.

Akasha-Imbued Body (Akashic)

The akasha within you coats your bones and infuses your muscles, making you more resilient.

Benefit: When you take this feat, you gain 2 hit points for each akashic feat you have. Whenever you take a new akashic feat, you gain 2 more hit points.

If you are using the death by massive damage rules, you gain a +4 bonus on Fortitude saves made to avoid death from massive damage.

You gain 1 point of essence.

Akasha-Infused Spells (Akashic)

You gain the ability to invest akasha directly into the spells you cast.

Prerequisites: Con 13 or veilweaver level 1, ability to cast 1st-level spells.

Benefit: When you take this feat, choose one school of magic. You can invest essence into this feat to increase the caster level of one spell you have known or prepared by 1. Prepared casters apply this benefit to all instances of the chosen spell (so if a wizard has prepared fireball twice, both instances gain the benefits). For each additional point of essence invested in this ability you may choose an additional spell from the selected school to gain this benefit.

You gain 1 point of essence.

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Akashic Augmentation (Akashic, Psionic)

You can augment a psionic power with your chakra energy rather than mental energy.

Prerequisites: Con 13 or veilweaver level 1, ability to manifest 2nd-level psionic powers.

Benefit: You can invest essence into this feat and choose a particular psionic power that you know. The total power point cost when augmenting that power is reduced by a value equal to the invested essence. This can't reduce the augmentation cost to less than 1. You can't invest more essence in this feat than the chosen power's level, even if the maximum essence capacity of this feat would normally be higher than that value.

You gain 1 point of essence.

Akashic Charge (Akashic, Combat)

You can channel akasha to amplify your blows when charging. When you make a charge attack while this feat is active, your weapon is briefly encased in a thin sheath of akashic energy.

Prerequisite: Con 13 or veilweaver level 1.

Benefit: You can bind essence into this feat. You gain an insight bonus on attack rolls and damage rolls equal to the invested essence on all charge attacks.

You gain 1 point of essence.

Body-Bound Mind (Akashic, Psionic)

The energy of akasha courses through your mind, increasing your mental capacity.

Prerequisites: Con 13 or veilweaver level 1, a power point reserve.

Benefit: You can bind essence into this feat. You gain bonus power points equal to twice the bound essence. If you have the ability to bind a veil to your Head slot (even if you don't have one currently bound), you gain an additional 2 bonus power points as long as at least 1 point of essence is bound in this feat.

You gain 1 point of essence.

Chakra Strike (Akashic, Combat)

You can channel akasha into your precision-based attacks, damaging your foe's inner energy and body simultaneously.

Prerequisites: Con 13 or veilweaver level 1, sneak attack or studied strike class feature.

Benefit: You can invest essence into this feat. You gain an insight bonus on damage rolls made when delivering attacks with the sneak attack or studied strike class features equal to twice the invested essence.

You gain 1 point of essence.

Chakra-Enhanced Fortitude (Akashic)

You can use akasha to strengthen your blood and harden your internal organs. You boost your ability to resist effects that would adversely affect your health.

Prerequisite: Con 13 or veilweaver level 1.

Benefit: You can invest essence into this feat. You gain an insight bonus on Fortitude saves equal to the invested essence.

You gain 1 point of essence.

Chakra Power (Akashic, Combat)

You can take your body's toughness and natural resilience and use it to fuel attacks whose power exceeds mere physical strength.

Prerequisites: Con 13, Str 13, Power Attack.

Benefit: You can invest essence into this feat. You gain an insight bonus to CMB to succeed on a Bull Rush, Overrun, or Sunder attack equal to the invested essence. You also gain an insight bonus equal to the invested essence on damage rolls made when using Power Attack.

You gain 1 point of essence.

Chakra Targeting (Akashic, Combat)

You can focus akashic energy into your ranged attacks, dealing more damage with successful critical hits.

Prerequisites: Con 13 or veilweaver level 1, Deadly Aim.

Benefit: You can invest essence into this feat. While using the Deadly Aim feat, you gain an insight bonus equal to the invested essence on ranged attack rolls against targets within 30 feet, and an insight bonus equal to the invested essence on ranged damage rolls.

You gain 1 point of essence.

Daevic Rage (Akashic)

You can channel akasha to enhance your rage. When you do so, eldritch energy bleeds from your body with every wound you take, shrouding you in power that harms your foes and shields you from harmful magics.

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

Benefit: You can invest



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Feats	Prerequisites	Benefit
Aberrant Form	Cha 15, Passion class feature	Gain a new Passion veil
Access Higher Chakra Slot	Con 17, character level 17th	Unlock Neck or Belt bind
Access Low Chakra Slot	Con 13, character level 7th	Unlock Hands, Head, or Feet bind
Access Middle Chakra Slot	Con 15, character level 13th	Unlock Headband, Shoulders or Wrists bind
Akasha-Imbued Body	—	Gain 2 hit points per akashic feat
Akasha-Infused Spells	Con 13 or veilweaver level 1st, ability to cast 1st level spells	Invest essence to increase caster level
Akashic Augmentation	Con 13 or veilweaver level 1st, ability to manifest 2nd level powers	Invest essence to reduce cost to augment psionic powers
Akashic Charge	Con 13 or veilweaver level 1st	Bind essence for bonuses to charge attacks
Body-Bound Mind	Con 13 or veilweaver level 1st, power point reserve	Bind essence for bonus power points
Chakra Strike	Con 13 or veilweaver level 1st, sneak attack or studied strike class feature	Invest essence for bonus to damage with sneak attack and studied strike
Chakra-Enhanced Fortitude	Con 13 or veilweaver level 1st	Invest essence for bonus to Fortitude saves
Chakra Power	Con 13, Str 13, Power Attack	Invest essence for bonuses on Power Attack related combat maneuvers
Chakra Targeting	Con 13 or veilweaver level 1st, Deadly Aim	Gain bonus to attack rolls when using Deadly Aim
Daevic Rage	Con 13 or veilweaver level 1st, bloodrage or rage class feature	Invest essence to deal additional damage while raging
Death Roll	Base attack bonus +1, sobek	Perform death roll against grappled opponent
Divine Essence	Con 13 or veilweaver level 1st, channel energy class feature	Spend channel energy to gain temporary essence
Diving Fury	Base attack bonus +1, suqur	Attack with talons as part of flying charge
Enhanced Capacity	Con 15 or veilweaver level 7th	Increase capacity of one essence receptacle
Essence Expertise	Con 13 or veilweaver level 1st, Combat Expertise	Invest essence for bonuses to Combat Expertise related combat maneuvers
Essence Focus	Con 13 or veilweaver level 1st, power point reserve	Invest essence to regain psionic focus
Essence of Movement	Con 13 or veilweaver level 1st, Dex 13, Dodge	Invest essence for bonus to AC against attacks of opportunity
Essence of Recovery	Con 13 or veilweaver level 1st, lay on hands or wholeness of body class feature	Bind essence to increase healing from lay on hands or wholeness of body
Essence Rejection	No essence pool	Gain bonus to saves vs. veil effects
Essence of the Immortal	Con 15 or veilweaver level 5th, essence pool	Gain bonus hit points equal to essence pool
Extra Essence	Con 13 or veilweaver level 1st	Gain additional essence
Focused Critical	Con 13 or veilweaver level 1st	Invest essence for bonus to attack rolls to confirm critical hits
Life Bond	Con 15 or veilweaver level 5th	Transfer hit points to touched creature
Pistolero's Bind	Con 13 or veilweaver level 1st, proficient with at least one firearm, ability to bind veils to your Hands slot	Swift action repair broken firearm with akashic energy
Powerful Throw	Str 15, base attack bonus +1, Power Attack	Use Str in place of Dex for ranged attack rolls with thrown weapons
Sand Slide	Base attack bonus +1, gamla	Combine spit racial ability with trip attack
Shape Veil	Con 13 or veilweaver level 1st, Wis 13	Gain the ability to shape one veil of your choice

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Feats	Prerequisites	Benefit
Shared Veil	Veilweaving and animal companion or familiar	Share shaped veil with companion creature
Tainted Essence	Veilweaving	Increase the power of your evil veils
Treewalker	Con 15 or veilweaver level 3rd, Feet bind	Walk or run up vertical living surfaces
Twinevil	Veilweaver level 9th	Shape two veils in same slot
Philosophy of Battle	Proficiency with selected weapon, Weapon Focus, Philosophy class feature	Treat selected weapon as philosophy weapon
Veilbound Metamagic	Con 13 or veilweaver level 1st, ability to cast 1st level spells, any metamagic feat	Invest essence to lower cost of metamagic feat
Veilbound Resilience	Con 13 or veilweaver level 1st, Heal 1 rank	Invest essence to gain ability to heal your wounds
Veil-Touched Nemesis	Con 13 or veilweaver level 1st, favored enemy class feature	Invest essence to cause attacks against favored enemy to lower its AC against allied attacks
Veil-Woven Channel	Con 13 or veilweaver level 1st, channel energy class feature	Invest essence to grant bonus to allies healed by channel energy
Veiled in Purity	Veilweaving	Increase the power of your good veils
View Energy	Con 13 or veilweaver level 1st, Wis 13, Perception 5 ranks	Invest essence to gain special sensory mode
Weaver's Reflexes	Con 13 or veilweaver level 1st	Invest essence for bonus to Reflex saves
Wildclaw Chakra	Con 13 or veilweaver level 1st, wild shape class feature	Gain bonus to natural attack rolls while wildshaped
Will of the Daeva	Con 13 or veilweaver level 1st	Invest essence for bonus to Will saves
Willful Throw	Cha 15, essence pool 5	Use Cha for ranged attacks with thrown weapons

essence into this feat. While raging, you deal an additional 2 points of untyped energy damage per point of essence invested on all melee attacks and a +1 insight bonus per point of essence invested on all saves vs. spells and spell-like abilities for one round after taking hit point damage. This ability can only be triggered once per round.

You gain 1 point of essence.

Death Roll (Akashic, Combat)

You learn to harness your reptilian ferocity and master a devastating combat technique.

Prerequisites: Base attack bonus +1, sobek.

Benefit: When you make a successful CMB check to initiate or maintain a grapple, you may perform a death roll. As you cling to your foe, you tuck in your legs and roll rapidly, twisting and wrenching your victim. You inflict your bite damage and knock the creature prone. For each point of essence invested in your racial bite ability, you gain a +1 racial bonus to your CMB on grapple checks.

You gain 1 point of essence.

Divine Essence

You can channel positive or negative energy to imbue yourself with akasha.

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

Benefit: You can spend a use of Channel Energy as a move action to add 1 point of essence to your essence pool for 1 round. For the duration of this effect, your essence capacity in all veils, akashic feats, and other

essence powered abilities is increased by 1. At 5th level and every 5 levels thereafter you may spend an additional use of channel energy when activating this ability to increase the bonus to capacity by an additional 1 (for example, a 15th level cleric could spend 4 uses of channel energy to increase his total essence capacity by 4 for 1 round).

You can use this ability once per round.

Diving Fury (Akashic, Combat)

Swooping down on your foe, you unleash a furious avian barrage.

Prerequisites: Base attack bonus +1, suqur.

Benefit: When using the charge action to attack with a manufactured or veil weapon while flying, you may also make a single free attack with each of your talons as part of the charge (these are treated as secondary natural attacks). In addition, your falcon blood racial trait may now be invested with essence, increasing the bonus to Fly and Perception checks by +1 per point of essence invested.

You gain 1 point of essence.

Enhanced Capacity

Your capacity for channeling Akasha allows you to maintain more essence in a single Veil.

Prerequisites: Con 15 or veilweaver level 7th.

Benefit: When you shape your veils for the day, choose one essence receptacle such as a veil, magic item designed to contain essence, or class feature. Your essence capacity for that receptacle is increased by

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1. Each time you shape your veils, you can change the receptacle that benefits from this feat.

Special: You can take this feat multiple times. For each time you take this feat, you can apply its effects to one additional receptacle while shaping. You can't apply this feat's affects more than once to the same receptacle.

Essence Expertise (Akashic, Combat)

By achieving a special meditative state, you can focus your essence to grant yourself akasha-enhanced defenses.

Prerequisites: Con 13 or veilweaver level 1, Combat Expertise.

Benefit: You can invest essence into this feat. You gain an insight bonus to CMB to make a disarm attack, a feint in combat, or a trip attempt equal to the invested essence. You also gain an insight bonus equal to the invested essence to AC when using Combat Expertise.

You gain 1 point of essence.

Essence Focus (Akashic, Psionic)

The blending of akasha and psionics you have mastered gives you unusual focus and recovery.

Prerequisites: Con 13 or veilweaver level 1, a power point reserve.

Benefit: You can invest a point of essence into this feat as a move action to regain your psionic focus. Essence invested in this way cannot be reassigned for 3 rounds. In addition, while essence is invested in this feat you gain the ability to activate two abilities which require you to expend your psionic focus as part of the same action (for example, a psion using this ability could gain the benefits of both Quicken Power and Talented as part of the same expenditure).

You gain 1 point of essence.

Essence of Movement (Akashic, Combat)

You flow through the battlefield, nimbly evading the blows of your enemies.

Prerequisites: Con 13 or veilweaver level 1, Dex 13, Dodge

Benefit: You get a +1 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area, plus an additional +1 per point of essence invested in this feat. In addition, you gain a +1 insight bonus per point of essence invested on all acrobatics checks. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose the dodge and acrobatics bonuses. This feat counts as the Mobility feat for determining prerequisites.

You gain 1 point of essence.

Essence of Recovery (Akashic)

You can channel akasha to enhance your ability to heal. When you use your akasha-infused healing class feature, your body and hands hum with eldritch energy.

Prerequisites: Con 13 or veilweaver level 1, lay on hands or wholeness of body class feature.

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

amount of healing available to you from your lay on hands or wholeness of body class features. If you have both class features, the benefit applies to both.

You gain 1 point of essence.

Essence Rejection

A strange defect or racial quirk has left you utterly devoid of even the vaguest hints of akashic energy, and your chakra energy is unusually resistant to akashic effects.

Prerequisite: No essence pool.

Benefit: You gain a +1 bonus on saving throws against effects generated by veils and other akashic abilities. This bonus increases by 1 at 4th level and every 4 levels thereafter (to a maximum bonus of +6 at 20th level).

Special: You lose the benefit of this feat if you gain any essence.

Essence of the Immortal (Akashic)

You fortify your body with akasha, making you even more durable.

Prerequisite: Con 15 or veilweaver level 5, must have an essence pool.

Benefit: You gain hit points equal to your total essence pool. If the size of your essence pool changes, such as when taking essence burn, the number of hit points granted by this feat changes to match the new total. Hit points granted by this feat are not lost first like temporary hit points.

You gain 1 point of essence.

Special: This feat counts as the Toughness feat for determining prerequisites.

Extra Essence

You are better able to harness your personal store of akasha.

Prerequisites: Con 13 or veilweaver level 1.

Benefit: You gain 1 point of essence. If you are capable of shaping at least one veil, you instead gain 2 points of essence.

Focused Critical (Akashic, Combat)

You can focus your spirit into your weapon attacks, dealing more damage with successful critical strikes.

Prerequisite: Con 13 or veilweaver level 1.

Benefit: You can invest essence into this feat. You gain an insight bonus equal to the invested essence on attack rolls made to confirm a critical threat. You also gain an insight bonus equal to the invested essence on damage rolls made as part of a critical hit. (This extra damage is also multiplied for the critical hit.)

You gain 1 point of essence.

Life Bond (Akashic)

You can transfer your own vital essence into another.

Prerequisites: Con 17, veilweaver level 5.

Benefit: You gain the ability to transfer your life force to other living creatures. As long as you are in physical contact with another creature, you can spend a full round action to transfer any number of your own hit points to that creature. You must transfer at least 1 hit

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point when using this ability, and you cannot lower your current hit points below zero. For each point of essence invested in this ability, increase the amount of healing your target receives by 5 hit points.

You gain 1 point of essence.

Pistolero's Bind (Akashic)

With a flick of the wrist you repair your damaged weapon with a thin layer of akasha.

Prerequisites: Con 13 or veilweaver level 1, proficient with at least one firearm, ability to bind veils to your Hands slot.

Benefit: You can use a swift action to remove the broken condition from a single firearm you are currently welding, as long as that condition was gained by a firearm misfire. This is not a permanent fix, as you have merely reinforced the weapon with a weak akashic veil. An additional misfire will shatter the akashic bonds, returning the weapon to the broken condition.

Powerful Throw (Combat)

You can leverage your great strength to control the flight of your thrown weapons.

Prerequisites: Strength 15, base attack bonus +1, Power Attack.

Benefit: You may use your Strength modifier in place of your Dexterity modifier for your attack rolls when making a ranged attack with thrown weapons. You may also use the Power Attack feat instead of the Deadly Aim feat when attacking with thrown weapons.

Normal: Power Attack cannot be used with thrown weapons, and Dexterity, not Strength, is used for ranged attack rolls.

Sand Slide (Akashic, Combat)

The gamla's size and awkward hands belie their uncanny adroitness when battling in their natural environs.

Prerequisite: Base attack bonus +1, gamla.

Benefit: When you successfully trip an opponent, you may use your spit racial ability against the target of your trip as a free action. In addition to the spit's normal effects, when this ability is used in a sandy environment the spit mixes with sand on the tripped opponent's face to form a clay-like substance that blinds the target until they spend a standard action to clear it away. In addition, your desert strider racial ability may now be invested with essence, granting you a +1 racial bonus to CMD to resist a trip and to Acrobatics checks in sandy environments per point of essence invested.

You gain 1 point of essence.

Shape Veil

You gain the ability to shape a single veil.

Prerequisite: Con 13 or veilweaver level 1, Wis 13.

Benefit: When this feat is selected, choose a veil from any class's veil list. The veil must match one of the following slots: Belt, Body, Chest, Feet, Hands, Head, Headband, Neck, Shoulders, or Wrists. A veil that can be shaped in multiple slots is not eligible to be taken unless

both slots are included in this list.

You can shape that veil using the normal veilweaving rules. 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.

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

Shared Veil

You can share a veil with an ally with which you have a special bond.

Prerequisite: Ability to shape veils and an animal companion, eidolon, familiar, mount, or creature whose services are granted as part of a known veil.

Benefit: When shaping your veils, any one veil shaped by you can also affect your familiar, animal companion, mount, or any creature currently created or controlled by one of your shaped veils. You may change which veil is shared in this way, or which companion it is shared with, as a standard action. The creature in question must remain within 15 feet of you to receive the benefit and must have the appropriate limb or body part (a horse cannot benefit from a veil that occupies the Hands slot, for example). If the creature leaves this radius of effect, it loses the benefits of the veil until such time as it returns within 15 feet. If the veil has an activated ability (like Gorget of the Wyrm's breath weapon attack) the companion instinctively knows how to use it and can be commanded to do so with a Handle Animal check as though it were a trained trick. Familiars do not require a check, and can be commanded to utilize their veil as a free action (though they must still spend the appropriate action to activate it). Your companion also shares the benefits of any essence you have invested in the veil.

Tainted Essence

Your essence is tainted with the energy of some dark entity or shadowed bloodline, giving your veils and akashic abilities a sinister cast.

Prerequisites: Ability to shape veils.

Benefits: You gain a +1 profane bonus to the save DCs of veils with the evil descriptor and increase any profane bonuses normally offered by such veils by +1. If your alignment is not evil, you appear as one alignment step closer to evil for each veil with the evil descriptor you have equipped when subjected to abilities like an antipaladin's detect good ability or detect alignment spells. If you have at least three veils with the evil descriptor bound, you are treated as being evil aligned for spells and abilities whose effects are determined by alignment, such as an antipaladin's smite good or an unholy blight spell.

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Treewalker (Akashic)

You can run up trees and other living vertical surfaces as though they were solid ground.

Prerequisites: Con 15 or veilweaver level 3, ability to bind veils to your Feet slot.

Benefit: You gain the ability to bind your essence to trees, plants, and other non-sentient living things, allowing you to move up and down the surfaces of these as though you had a climb speed equal to your base land speed.

You gain 1 point of essence.

Twin Veil

One of your chakra slots becomes more receptive and capable of sustaining more akasha than would normally be possible.

Prerequisite: Veilweaver level 9th.

Benefit: When this feat is selected, choose a chakra to which you can bind veils. Two of your shaped veils can occupy (and be bound to) that chakra simultaneously. This still counts as two veils towards your total number of active veils.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new chakra.

Normal: Without this feat, each chakra slot can only be occupied or bound by a single veil.

Philosophy of Battle (Combat)

Whatever your beliefs, there's one thing you know for sure—nothing beats having the right tool for the job.

Prerequisites: Proficiency with selected weapon,



Weapon Focus with selected weapon, Philosophy class feature.

Benefit: Choose one weapon for which you have already selected the Weapon Focus feat. This weapon now counts as a Philosophy weapon for you and may be used in conjunction with your Gentle Touch ability and other Philosophy abilities.

Veilbound Metamagic (Akashic)

You can use essence to enhance your spells.

Prerequisites: Con 13 or veilweaver level 1, ability to cast 1st-level spells, any metamagic feat.

Benefit: When you take this feat, choose one metamagic feat you know. Once per day, you can invest essence into this feat and choose one or more spells that you know (and have prepared, if you prepare spells) to apply the effects of the selected feat to. Using this ability adds one hour to the normal time required for spell preparation (for spontaneous casters this requires an hour of meditation). You must invest a number of points of essence equal to the normal spell level adjustment required by the metamagic feat (minimum 1 point of essence) for each spell to be affected. The next time you cast that spell, the spell gains the effect of that feat without any change to its level (or casting time, if you cast spells spontaneously). You can apply the effect of this feat to as many spells as you can afford to invest with essence. For example, you could invest 4 points of essence to quicken one spell (as Quicken Spell), or 12 points of essence to quicken 3 spells, as long as you had at least 12 points of essence to invest, an essence capacity of at least 4, and knew the Quicken Spell feat. Once essence is invested in a spell, it remains invested until the spell is cast, at which point the essence returns to your essence pool.

You gain 1 point of essence.

Veilbound Resilience (Akashic)

You can use akasha to seal your wounds, causing the wounds to throb with eldritch energy while they mend.

Prerequisites: Con 13 or veilweaver level 1, Heal 1 rank.

Benefit: Once per day, you can invest essence in this feat. As a swift action, you can heal your own wounds. Each use of this ability heals 3 hp per point of essence invested in the feat, and you can use the feat a number of times per day equal to the invested essence. This is a supernatural ability. Once the amount of essence invested is chosen, it cannot be altered and remains invested for 24 hours.

If you have the ability to bind a veil to your body slot, each use of this ability instead heals 5 hp per point of essence invested in the feat.

You gain 1 point of essence.

Veil-Touched Nemesis (Akashic)

Akashic energy imbues your attacks, enabling your allies to more easily exploit your enemy's weaknesses.

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

Benefit: Whenever you successfully deal weapon damage to a favored enemy, that enemy suffers a penalty to armor class against all attacks made by your allies equal to the amount of essence invested in this feat for 1 round. This penalty does not apply to attacks made by you.

You gain 1 point of essence

Veil-Woven Channel (Akashic)

You can enhance the power of your Channel Energy ability with akasha-focused power.

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

Benefit: You can invest essence into this feat. When you use your Channel Energy class feature choose one of the following: armor class, fortitude saves, reflex saves, will saves, or attack rolls. When you use Channel Energy to heal, all creatures healed by the effect gain a bonus equal to the amount of invested essence to the selected ability for 1 round. When you use your Channel Energy class feature to deal damage, all creatures who fail their save take a penalty to the selected ability equal to the amount of essence invested for 1 round.

You gain 1 point of essence.

Veiled In Purity (Akashic)

You can wrap your chakra in positive energy, concealing your true nature.

Prerequisites: Ability to shape veils.

Benefit: You gain a +1 sacred bonus to the save DCs of veils with the good descriptor and increase any sacred bonuses normally offered by such veils by +1.

If your alignment is not good, you appear as one alignment step closer to good for each veil with the good descriptor you have equipped when subjected to abilities like a paladin's detect evil ability or detect alignment spells. If you have at least three veils with the Good descriptor bound, you are treated as being good aligned for spells and abilities whose effects are determined by alignment, such as a paladin's smite evil or a holy smite spell.

View Energy (Akashic)

You can imbue your eyes with chakra, allowing you to see the life energy that flows through living things.

Prerequisites: Con 13 or veilweaver level 1, Wis 13, Perception 5 ranks.

Benefit: Once per day, you can invest essence into this feat. While essence is invested in this feat you can spend a move action to activate a special mode of sensory perception, chakra-sight, which allows you to accurately detect and pinpoint living creatures, regardless of invisibility or lighting conditions. This chakra-sight has a range equal to 5 feet per point of invested essence. The chakra-sight lasts until the start of your next turn.

If you have the ability to bind a veil to your Headband slot, the chakra-sight granted by this feat is capable of

detecting both living and nonliving creatures.

You gain 1 point of essence.

Weaver's Reflexes (Akashic)

You can use akasha to boost your ability to avoid harm by giving yourself enhanced reaction speed.

Prerequisite: Con 13 or veilweaver level 1.

Benefit: You can invest essence into this feat. You gain an insight bonus on Reflex saves equal to the invested essence.

You gain 1 point of essence.

Wildclaw Chakra (Akashic)

You can channel akasha to enhance your combat prowess while wild shaped.

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

Benefit: You can invest essence into this feat. While wild shaped, you gain an insight bonus on attack rolls made with natural weapons equal to the invested essence.

You gain 1 point of essence.

Will of the Daeva (Akashic)

You can use akasha to boost your willpower, giving you newfound strength of purpose.

Prerequisite: Con 13 or veilweaver level 1.

Benefit: You can invest essence into this feat. You gain an insight bonus on Will saves equal to the invested essence.

You gain 1 point of essence.

Willful Throw (Akashic, Combat)

It is the strength of your desire, not the finesse of your hand, that determines your weapon's destination.

Prerequisites: Cha 15, essence pool 5.

Benefit: You may invest essence in this feat. When you have at least 1 point of essence invested in this feat, you may use your Charisma modifier in place of your Dexterity modifier for your attack rolls when attacking with thrown weapons, and gain a bonus to damage rolls with these attacks equal to the total essence invested in this feat. In addition, for each point of essence invested your thrown weapon attacks ignore 1 point of AC your target has due to cover, and reduce the penalty for attacking a prone target by 1.

You gain 1 point of essence.

CHAPTER 6: 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

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

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a point of essence is invested in a veil they flare into tangibility and are easily noticeable.

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.

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.

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.

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.

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.

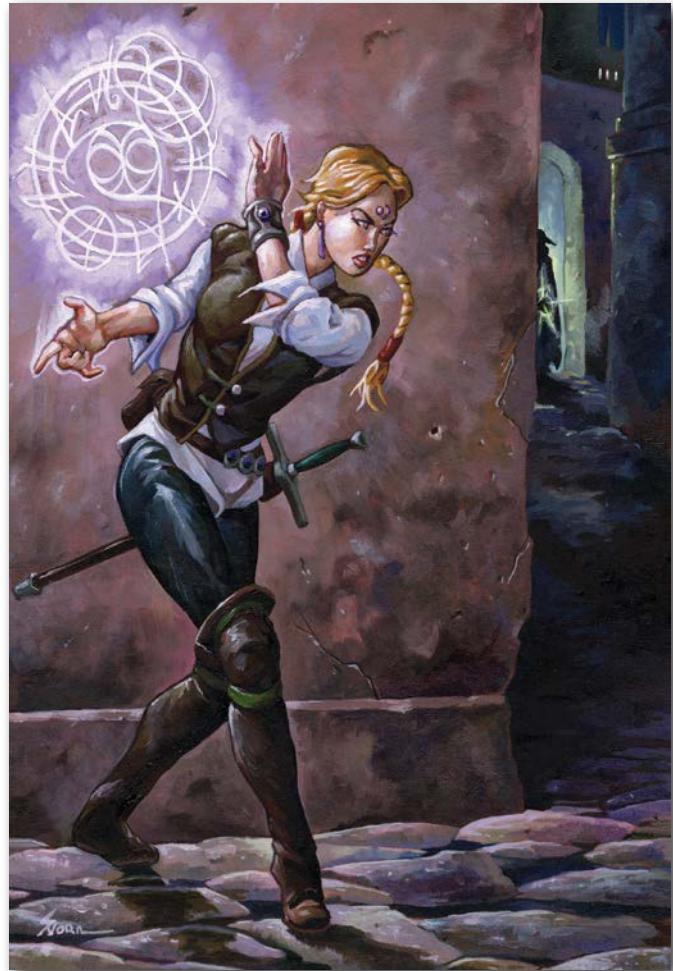
Temporary essence: Some abilities may grant you temporary essence. Temporary essence points are always burned first, and cannot be recovered through normal rest, though they generally act and can be used in all other ways just like normal essence.

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 unconsciousness are not just suppressed, but destroyed completely and

cannot be used again until the veilweaver reshapes his veils.

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



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VEIL DESCRIPTIONS

The veils are listed here in alphabetical order.

AERIAL NIMBUS

Descriptors: none

Class: Guru

Slot: Body

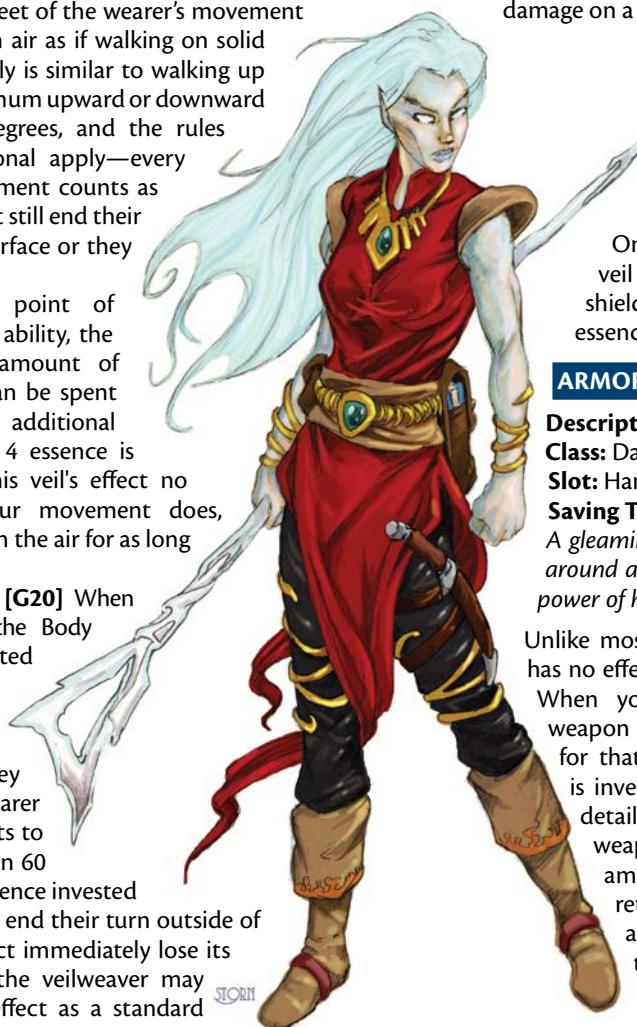
Saving Throw: none

This veilweaver's form seems somewhat hazy and out of focus, as though he were surrounded by a small cloud.

A veilweaver who wears this unusual veil is supernaturally light and attuned to the very air around them. While this veil is shaped, up to 10 feet of the wearer's movement can be used to tread on air as if walking on solid ground. Moving vertically is similar to walking up or down a hill (the maximum upward or downward angle possible is 45 degrees, and the rules for moving on a diagonal apply—every second square of movement counts as 10 feet). The wearer must still end their movement on a solid surface or they immediately fall.

Essence: For each point of essence invested in this ability, the wearer increases the amount of their movement that can be spent walking on air by an additional 10 feet. When at least 4 essence is invested in this veil, this veil's effect no longer ends when your movement does, allowing you to remain in the air for as long as you wish.

Chakra Bind (Body): [G20] When this veil is bound to the Body chakra, the wearer is treated as though under a constant *air walk* effect, but is never affected by strong winds unless they choose to be. The wearer can extend these benefits to one additional ally within 60 feet for each point of essence invested in this ability. Allies who end their turn outside of this ability's area of effect immediately lose its benefits. Alternatively, the veilweaver may suspend the *air walk* effect as a standard action to summon an elder air elemental as though they had cast summon monster VIII with a n unlimited duration. If the elemental is slain or dismissed all effects of this veil are suppressed for 1d4 rounds and the veilweaver cannot use the summon option of any instance of this veil for 24 hours. The veilweaver may dismiss the elemental as a standard action, returning it to the veil without suffering any negative consequences, though if the elemental is summoned again before at least 8 hours have passed, any effects or damage it took previously persist.



ARMBANDS OF THE IRKED ELEPHANT

Descriptors: none

Class: Daevic

Slot: Wrists

Saving Throw: none

A veil of glistening ivory akasha wraps around your forearms, ending in a wicked point just behind the elbow.

The wearer of this veil does not provoke attacks of opportunity for performing a bull rush. Whenever they succeed at a bull rush attempt, they may make a melee attack roll against the target as a free action, dealing 1d6 + primary veilweaving modifier bludgeoning and piercing damage on a successful hit.

Essence: For each point of essence invested in this ability the wearer gains a +1 insight bonus to attack and damage on the attack granted by this veil.

Chakra Bind (Wrists): [D7]

Once bound to the Wrists chakra, this veil becomes hard as steel, granting a shield bonus to AC equal to the total essence invested.

ARMORY OF THE CONQUEROR

Descriptors: none

Class: Daevic

Slot: Hands, Wrists

Saving Throw: none

A gleaming band of hardened akasha wraps around a shining blade, thrumming with the power of his essence.

Unlike most veils, Armory of the Conqueror has no effects until it is imbued with essence.

When you shape this veil, choose one weapon you are wielding. The damage die for that weapon increases when essence is invested according to the progression detailed in the essence section. Ranged weapons confer this property on their ammunition, and thrown weapons retain this effective size increase until after the attack made using the thrown weapon is resolved.

Essence: A weapon affected by this veil is treated as though it is

one size category larger than it actually is when 1 point of essence is invested. For every 2 points of essence invested beyond the first, this size bonus increases by an additional category.

Chakra Bind (Hands): [D4] Binding this veil to your Hands chakra makes the weapon extremely difficult to pull from your grasp, granting you a +1 bonus to CMD vs. Disarm attempts per point of essence invested.

Chakra Bind (Wrists): [D7] The veil wrapping your weapon protects it from harm. In addition to granting the

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Hands Slot Veils

Crusader's Shield	Daevic	Create a barrier of akashic energy to shield your allies
El's Utterdark Shield	Daevic	Transform a shield into a negative energy portal
Forcestrike Knuckles	Daevic, Guru	Deal force damage with unarmed strikes
Gloves of the Master Thief	Guru	Gain bonuses to Sleight of Hand and Disable Device checks
Hands of the Bard	Guru, Vizier	Gain bonuses to Concentration checks and certain spell DCs
Immaculate Touch	Daevic, Guru	Grants the ability to heal allies with a touch
Lashing Spinnerets	Guru, Vizier	Gain arachnid themed abilities
Loyal Paladin's Spear of Light	Daevic, Guru, Vizier	Create a spear made of purified akashic energy
Plaguebringer Gauntlets	Daevic, Guru	Deal negative energy damage with your touch
Riven Darts	Vizier	Deal force damage with ranged touch attacks
Snakehandler's Gauntlets	Guru, Vizier	Gain DR and bonus to saves vs. poison
Storm Gauntlets	Vizier	Gain touch attack that deals elemental damage
Wrathful Claws	Daevic	Gain a pair of claw attacks

Feet Slot Veils

Coward's Boots	Guru, Vizier	Gain bonuses to movement speed
Horselord's Greaves	Daevic, Guru	Gain bonuses to Handle Animal and Ride checks
Immutable Boots	Daevic, Guru	Gain bonus to CMD vs. bull rush and trip attempts
Lavawalker's Boots	Guru, Vizier	Walk on liquids and gain resistances
Lover's Tread	Daevic	Gain bonuses to trip, Bluff opponent to prevent attack of opportunity
Pestilence Cloak	Vizier	Gain illusory concealment
Polar Snowshoes	Vizier	Gain a frigid aura
Sea Drake's Talons	Daevic	Gain talon rake attacks and bonus to Acrobatics and Swim checks
Stalker's Tabi	Guru, Vizier	Gain bonuses to Acrobatics and Stealth checks
Tauric Brace	Vizier	Increase effective size for performing maneuvers

Head Slot Veils

Diadem of Pure Reflection	Guru	Gain bonus on saves vs. blind, daze, and stunning effects
Horns of the Minotaur	Daevic, Vizier	Gain a gore attack
Mask of Elemental Adaptation	Guru	Convert elemental damage to a different type
Sentinel's Helm	Daevic, Vizier	Gain bonuses to Sense Motive and Perception
Stare of the Ghaleb	Vizier	Gain a gaze attack that causes foes to become shaken

Wrist Slot Veils

Armbands of the Irked Elephant	Daevic	Gain special bull rush attack
Armory of the Conqueror	Daevic	Amplify the damage of a wielded weapon with akashic energy
Bangles of the Jealous Seductress	Daevic, Vizier	Gain an aura that fascinates foes
Ditchdigger's Armlets	Vizier	Create earthen explosions
El's Utterdark Shield	Daevic	Transform a shield into a negative energy portal

AKASHIC MYSTERIES

Wrist Slot Veils

Embrace of the Old Ones	Daevic, Guru	Gain bonuses to disarm foes
Hand Cannons	Daevic, Vizier	Grants a powerful ranged attack
Lashing Spinnerets	Guru, Vizier	Gain arachnid themed abilities
Tentacles of Abolethic Sovereignty	Vizier	Gain tentacle attack that penalizes foe's Charisma
Thurston's Bladewards	Daevic, Vizier	Gain DR/bludgeoning

Ring Slot Veils

Dark Lord's Ring of Essence-Binding	Vizier	Gain a zombie servant
Deathchannel Ring	Vizier	Deal negative energy damage to nearby creatures
Light Whip	Vizier	A whip of light trips nearby enemies
Ring of the Abjurer	Vizier	Gain an armor bonus to AC
Stormcaller's Band	Vizier	Bull rush enemies with a powerful gust of wind

Shoulders Slot Veils

Bralani's Brooch	Vizier	Gain resistance to electricity
Courtesan's Coak	Daevic, Guru	Gain a bonus to Stealth checks and saving throws
Embrace of the Old Ones	Daevic, Guru	Gain bonuses to disarm foes
Gorget of the Wyrm	Daevic, Vizier	Gain a draconic breath weapon
Mantle of Murderous Intent	Vizier	Blast foes with a cone of mental energy
Spiked Pauldrons	Daevic, Vizier	Gain bonus to CMD vs. grapple checks and deal damage to grappling creatures
Vorpal Guards	Vizier	Gain bonus to AC vs. critical hit confirmation rolls

Headband Slot Veils

Circlet of Brass	Guru, Vizier	Increase the power of spells and abilities which deal fire damage
Crown of Inevitable Command	Vizier	Lower foes' mental resistance
Dreamcatcher	Daevic, Guru, Vizier	Gain bonus to selected Knowledge skills
Eye of the Oracle	Vizier	Gain ability to boost attacks, checks, and saves
Eyes of the Hawkguard	Guru, Vizier	Increase range of vision and ranged weapons
Frostbite Halo	Vizier	Halo amplifies cold damage

Neck Slot Veils

Bralani's Brooch	Vizier	Gain resistance to electricity
Collar of Skilled Instruction	Daevic, Guru, Vizier	Use Aid Another on allies at range
Courtesan's Cloak	Daevic, Guru	Gain a bonus to AC against ranged attacks and saving throws
Gorget of the Wyrm	Daevic, Vizier	Gain a draconic breath weapon
Metabolist's Scarf	Guru	Gain a bonus to saving throws and AC vs. ranged attacks

AKASHIC MYSTERIES

Belt Slot Veils

Cerebral Catastrophe Cinch	Vizier	React to targeted spells with bursts of disruptive mental energy
Cincture of the Dragon	Daevic	Gain an enhancement bonus to natural armor
Guardian Sash	Guru	Gain bonus to AC vs. critical threats
Horselord's Greaves	Daevic, Guru	Gain bonuses to Handle Animal and Ride checks
Stalker's Tabi	Guru, Vizier	Gain bonuses to Acrobatics and Stealth checks
Stone Giant's Girdle	Daevic, Guru, Vizier	Gain a pool of temporary HP
Tauric Brace	Daevic, Vizier	Increase effective size for performing maneuvers
Waistband of the Wealthy	Daevic, Vizier	Gain a bonus to Bluff and Sense Motive checks
Whirlpool Lash	Daevic	Gain a tail slap and swim speed

Chest Slot Veils

Breastplate of Bloody Conflict	Daevic	Deal additional damage when suffering Bleed effects
Cincture of the Dragon	Daevic	Gain an enhancement bonus to natural armor
Cuirass of Confidence	Daevic, Vizier	Gain an aura that makes people friendlier
Heart of the Wight	Vizier	Gain undead related resistances
Vestments of the Maharaja	Vizier	Gain a bonus to Diplomacy and Intimidate checks

Body Slot Veils

Aerial Nimbus	Guru	Wearer can walk on air like solid ground
Behemoth Hide	Daevic	Gain DR/Piercing
Bloody Shroud	Daevic, Guru, Vizier	Gain an aura that causes wounds to bleed uncontrollably
Eyes of the Hawkguard	Guru, Vizier	Increase range of vision and ranged weapons
Mantle of Murderous Intent	Vizier	Blast foes with a cone of mental energy
Martyr's Toga	Guru	Take an ally's wound upon yourself
Robes of the Forgotten Deity	Vizier	Gain concealment vs. attacks
Stone Giant's Girdle	Daevic, Guru, Vizier	Gain a pool of temporary hit points

Blood Slot Veils

Crimson Totem	Daevic	Create a totem that can be used to buff allies or wielded as a weapon
Daevic Aspect	Daevic	Gain abilities based on chosen aspect
Essence of the Succubus	Daevic	Gain a bonus to Charisma checks
Heartsblood Caress	Daevic	Affect target with <i>unnatural lust</i>
Infernal Blood	Daevic	Your blood damages enemies who harm you

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same benefits as the Hands bind, your weapon's hardness increases by 5 times the number of points of essence invested in this ability, and the weapon gains a bonus on all saves vs. any effects which target it (such as a *rusting grasp* spell) equal to the amount of essence invested.

BANGLES OF THE JEALOUS SEDUCTRESS

Descriptors: mind-affecting

Class: Daevic, Vizier

Slot: Hands, Wrists

Saving Throw: Will negates

Shimmering circlets of Akasha chime and jingle with each movement of your arms like the bracelets of an eldritch courtesan.

This mysterious veil draws the gaze of all creatures within an aura with a range of 5 feet, entrancing them with subtle sounds and glimmers of intriguing light. Any creature within this radius that fails its Will saving throw becomes fascinated for as long as it remains within the area of effect. A creature that successfully saves against this ability cannot be affected again for 24 hours. The wearer can activate or deactivate this ability as a standard action.

Essence: For each point of essence invested in this ability, increase the radius of effect by 5 feet.

Chakra Bind (Wrists): [D7, V8] Binding this veil to your Wrist chakra fills them with jealous power, causing it to lash out with a miniature chakram of pure akasha against any who escape its hold. Whenever a creature who failed their initial saving throw vs. this ability is freed from the fascinated effect the wearer may make a ranged touch attack against them as a free action, dealing 1d8 points of slashing damage +1 per point of essence invested. If the creature is freed from the effects of the veil unwillingly, such as if the wearer moves out of range or deactivates the aura or if the affected creature is forcibly moved out of the area of effect, this effect does not trigger.

BEHEMOTH HIDE

Descriptors: none

Class: Daevic

Slot: Body

Saving Throw: none

Rugged akasha with the appearance of thick mottled gray hide encases the wearer making them tougher and sturdier.

When this veil is formed the wearer gains DR 2/piercing.

Essence: Investing essence into this veil increases the granted DR by 1.

Chakra Bind (Body): [D12/20] When the wearer binds this veil to their Body chakra, they gain the weight and presence of some of the world's mightiest beasts. The wearer is treated as two size categories larger when determining how he is affected by spells and effects (for example, a medium sized creature would be treated as Huge when determining how gust of wind affects him), and for determining whether a creature can target him with a combat maneuver (a medium creature with this bind would generally be unaffected by a Bull Rush attempt from a similarly sized creature).

BLOODY SHROUD

Descriptors: evil

Class: Daevic, Vizier

Slot: Body

Saving Throw: Fortitude negates

This veil wreathes the wearer's entire body and manifests as a tattered and blackened aura of Akashic energy streaked through with rippling flashes of crimson.

The wearer of this shroud gains an aura with a range of 5 feet. Whenever a creature within the range of this aura takes piercing or slashing damage, the first 1 point of that damage is treated as bleed damage unless they succeed at a Fortitude save. This aura can be activated or deactivated as a standard action.

Essence: For each point of essence invested in this ability increase the range of your Aura by 5 feet and increase the amount of damage treated as bleed damage by 1.

Chakra Bind (Body): [D12/20, V20] Binding this veil to your Body chakra fills you with darksome energy. This power is triggered as part of any melee attack with a weapon the wearer is currently wielding. If the wearer successfully scores a critical hit against a target, the attack inflicts 1d4 negative levels (Fortitude ½). For each negative level inflicted this way the wearer gains 1 temporary point of essence and 5 temporary hit points. The temporary essence lasts for 1 round and the temporary hit points expire after 1 hour.

BRALANI'S BROOCH

Descriptors: electricity

Class: Vizier

Slot: Neck, Shoulders

Saving Throw: none

This silvery leaf-shaped cloak pin is little more than a radiant glimmer, but it confers the Bralani's affinity for lightning upon the wearer.

This veil lends the wearer a small shard of a bralani's immunity to electricity. The wearer gains Resist Electricity 10.

Essence: For each point of essence invested in this veil, increase the granted resistance by 5.

Chakra Bind (Shoulders): [V10] Binding this veil to your Shoulders chakra causes your chakra to whirl around you like a tornado, causing all ranged attacks to suffer a 10% miss chance against you, +5% per point of Essence invested.

Chakra Bind (Neck): [V14] Binding this veil to your Neck chakra adds the Bralani's resistance versus harmful spells to your borrowed lightning resistance. While this veil is bound you gain Spell Resistance 18 +2 per point of essence invested in this veil.

BREASTPLATE OF BLOODY CONFLICT

Descriptors: none

Class: Daevic

Slot: Chest

Saving Throw: see text

This horrific veil appears as a massive bloody ribcage encircling the wearer's torso.

AKASHIC MYSTERIES

While clad in this veil you thrive on bloody conflict and are empowered by the same. Whenever you are taking ongoing Bleed damage you deal additional damage equal to that amount with all attacks made with manufactured or natural weapons (for example, if you are taking 5 Bleed damage each round, all of your weapon attacks would deal an additional 5 points of damage).

Essence: You gain DR 1/ Slashing or Piercing for each point of essence invested in this veil, allowing you to shrug off attacks that don't free the blood which empowers it.

Chakra Bind (Chest): [D19] Binding this deadly veil to your Chest chakra fills you with destructive power. All melee weapons you wield are treated as having the *vicious* weapon property; moreover, the damage dealt to you as a result of the *vicious* property is dealt as Bleed damage.

CEREBRAL CATASTROPHE CINCH

Descriptors: mind-affecting

Class: Vizier

Slot: Belt

Saving Throw: Will negates

This argent veil guards the body by devouring the mind of its wearer's foes.

This protective veil is capable of converting akashic energy into disruptive psionic bursts that trace magical effects back to their source. Whenever the wearer of this veil is directly targeted by a magical spell or effect, they may spend an attack of opportunity to activate its power. The caster of the spell must succeed on a Will save or suffer a penalty to their Intelligence score equal to 1d4. This veil has no effect on spells that affect the veilweaver without specifically targeting them (such as a *fireball* or *burning hands* spell), and the target's Intelligence score cannot drop below 1.

Essence: For each point of essence invested in this ability the penalty to Intelligence inflicted increases by 1.

Chakra Bind (Belt): [V16] Binding this veil to your Belt chakra allows you to damage the attacker's mind, and throw it into total disarray. Whenever a target fails their Will save and takes an Intelligence penalty due to this veil's ability, they also become confused for a number of rounds equal to your primary veilweaving modifier plus the amount of essence invested in this veil. A confused target must roll on the following table at the start of each turn to determine their actions:

d%	Behavior
01–25	Act normally
26–50	Drop all held items
51–75	Attempt to grapple nearest ally, believing they are a childhood pet or companion wandering into danger.
76–100	Attack nearest creature with held item or unarmed strike (not including subject's own familiar).

CINCTURE OF THE DRAGON

Descriptors: none

Class: Daevic

Slot: Belt, Chest

Saving Throw: none

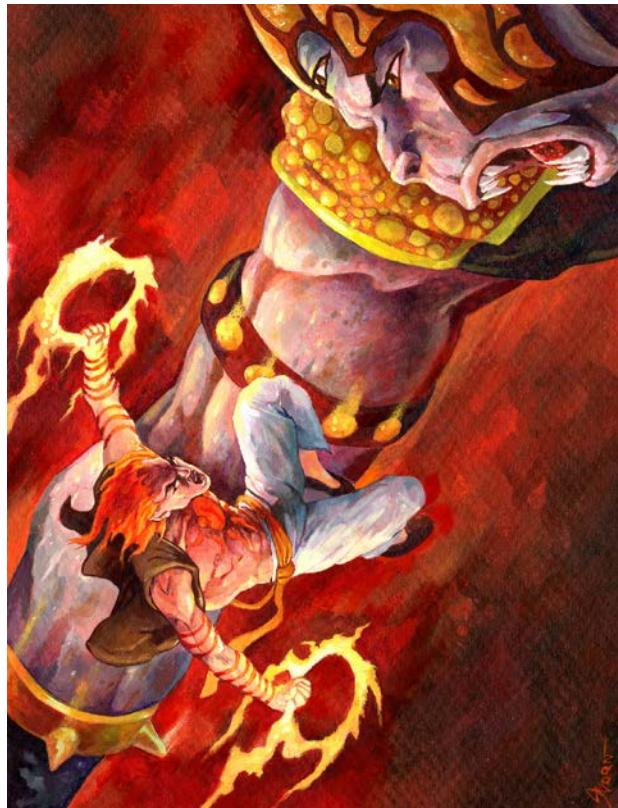
This veil appears as a thick band of steel gray scales around the wearer's torso.

The wearer of this belt is warded from stray blows, gaining a +1 enhancement bonus to natural armor.

Essence: The enhancement bonus to natural armor increases by +1 per point of essence invested in this veil.

Chakra Bind (Belt): [D16] Binding this potent defensive veil to your Belt chakra causes the scales to grow in size and whirl around you, intercepting even some magical attacks. As a standard action you can activate a *stunning barrier* effect as an at-will spell-like ability. This effect lasts for a number of rounds equal to your primary veilweaving modifier plus the number of points of essence invested in this ability.

Chakra Bind (Chest): [D19] Binding this veil to your Chest chakra fills it with the raw, potent power of your raging heart. As a full round action this veil can be transformed to encase your entire body in a draconic body of pure akasha. This functions as *form of the dragon I* and can be used for a total number of rounds per day equal to $\frac{1}{2}$ your character level + your primary veilweaving modifier. Ending this transformation is a free action that does not provoke attacks of opportunity.



AKASHIC MYSTERIES

CIRCLET OF BRASS

Descriptors: fire

Class: Guru, Vizier

Slot: Headband

Saving Throw: none

This veil, first shaped by an ancient efreeti lord, molds Akasha into a brazen circlet that seems to flicker and move like molten flame.

The wearer of this veil is especially potent at controlling the powers of flame. The wearer increases the save DC of any of his spells or abilities which deal fire damage by 1, and gains a +2 insight bonus to damage rolls with those abilities.

Essence: For each point of essence invested in this ability, increase the bonus to save DCs by 1 and the bonus to damage rolls by +2.

Chakra Bind (Headband): [V12] Binding this veil to your headband chakra invests your eyes with fiery energy. As a standard action, you may launch a ray of fiery energy from your eyes with a range of 60 feet. On a successful ranged touch attack, this ray deals 1d6 points of fire damage +1d6 per point of essence invested in this ability.

COLLAR OF SKILLED INSTRUCTION

Descriptors: none

Class: Daevic, Guru, Vizier

Slot: Neck

Saving Throw: none

This Veil lends its magic to your voice, commanding the attention of those around you.

The wearer of this veil can use the aid another action to assist an ally within 10 feet on a skill or ability check. The ally must be able to hear and understand your instructions, and you take all rolls and actions as normal for the chosen aid another action.

Essence: For each point of essence invested in this ability you can assist one additional ally and the range increases by 5 feet. If all allies are not engaged in the same task, using this ability is a full-round action rather than a standard action.

Chakra Bind (Neck): [D12, G14, V14] Binding this veil to your Neck chakra fills you with an even greater ability to coordinate your allies and share your will. When you bind this veil choose one Teamwork feat you meet the prerequisites for. As a standard action, you can grant this feat to yourself and all allies within 30 feet who can see and hear you. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every two levels you possess. Allies do not need to meet the prerequisites of this bonus feat.

COURTESAN'S CLOAK

Descriptors: none

Class: Daevic, Guru

Slot: Shoulders, Neck

Saving Throw: none

It's said this veil was first developed by the famed courtesan Tamakichi to Suzuko who wore it to guard herself from the prying eyes and jealous retributions of her lover's wives.

The wearer of this veil gains a +1 insight bonus to their armor class against ranged attacks and a +1 insight bonus to saving throws.

Essence: For each point of essence invested in this veil the bonus to armor class increases by +1. For every two points of essence invested the bonus to saving throws increases by +1.

Chakra Bind (Shoulders): [D10] Binding this cloak to your Shoulders chakra gives you a preternatural edge in avoiding unseen attacks. You gain Evasion, as the Rogue class feature.

Chakra Bind (Neck): [D12, G14] Binding this veil to your Neck chakra unlocks its maximum potential; you gain Improved Evasion, as the Rogue Advanced Talent.

COWARD'S BOOTS

Descriptors: none

Class: Guru, Vizier

Slot: Feet

Saving Throw: none

A fluctuating aura of crystalline energy surrounds your feet and shins, causing each step to propel you forward with increased force.

The Coward's Boots, despite the name, can propel an intrepid adventurer into the fray just as easily as they can carry him out. A character manifesting this veil increases their base speed by 5 feet.

Essence: For each point of essence invested in this ability your base speed is increased by an additional 5 feet.

Chakra Bind (Feet): [G5, V4] Binding this veil to your Feet chakra makes you particularly skilled at evading your enemies' blades. As long as this veil is bound you gain the use of the Essence of Movement feat, even if you wouldn't otherwise qualify for it, and essence invested in this veil also counts as essence invested in that ability.

CRIMSON TOTEM

Descriptors: none

Class: Daevic

Slot: Blood

Saving Throw: none

This totem glows a violent red as akashic energy is reinforced with pure life's blood.

When shaping this veil, the veilweaver inflicts a small, harmless cut, allowing their blood to out and fill the akashic mold they've shaped. While this veil is shaped, the veilweaver gains an akashic totem, which can be wielded as a greatclub sized appropriately for the veilweaver, using their Constitution modifier in place of their Strength modifier when determining their bonus to attack and damage.

Alternatively, the veilweaver may anchor the totem to any horizontal surface within reach; while anchored in this way, the totem cannot be wielded as a weapon, but it creates an aura with a 30-foot radius centered on itself. All allies within this area gain a +1 morale bonus on damage rolls. Anchoring or retrieving the totem is a move action, and the veilweaver does not need to be adjacent to the totem to retrieve it.

AKASHIC MYSTERIES

Essence: For each point of essence invested in this ability, the totem gains an enhancement bonus equal to the total essence invested. An enhancement bonus that would exceed +5 must be spent to apply equivalent weapon abilities (for example, a totem with 6 essence invested could be treated as a +5 flaming or bane greatclub). When the totem is used to create the damage enhancing aura, the morale bonus to damage rolls increases by 1 per point of essence invested.

Chakra Bind (Blood): When the wearer binds this veil to their blood, they unlock two potent abilities. When wielding the totem as a greatclub, any successful attack with it against an opponent whose hit die are no fewer than half the wielder's veilweaver level heals the wielder for 2 points of damage per point of essence invested (to a maximum of the damage dealt by that attack). This ability does not work if the attack is used to deal nonlethal damage. When using the totem to project an aura, all allies affected by the aura gain DR/ Bludgeoning equal to the essence invested. This stacks with other sources of DR/ Bludgeoning.

CROWN OF INEVITABLE COMMAND

Descriptors: none

Class: Vizier

Slot: Headband

Saving Throw: none

Pulsing with authoritative energy, this akashic crown can penetrate the mental defenses of even the most resistant foes.

The wearer of this veil gains the ability to exert control over opponents normally resistant to such tactics. When you shape this veil, choose one type of creature who normally gains a bonus to saves against mind-affecting effects (such as the bonus to saves against enchantment effects from an elf's elven immunities or a halfling's bonus to saves from their fearless racial trait). All creatures of this type within 30 feet take a -1 penalty on all saves with which they would normally receive that benefit.

Essence: For each point of essence invested in this ability, increase the penalty to saves by 1.

Chakra Bind (Headband): [V12] Binding this veil to your headband chakra allows you to command even foes normally immune to mind-affecting effects. When you shape this veil, choose one creature type normally immune to mind-affecting effects (such as plants, constructs, undead, or oozes). While within 30 feet of you, these creatures lose their immunity to mind-affecting effects, instead gaining only a +6 racial bonus to saves against mind-affecting effects. You cannot select the same creature type for the primary and bind abilities of this veil.

CRUSADER'S SHIELD

Descriptors: none

Class: Daevic

Slot: Hands

Saving Throw: none

Bands of hardened akasha stretch out from your shield, creating an impenetrable wall of akashic energy.

Unlike most veils, crusader's shield has no effect unless the veilweaver is wielding a shield or buckler. When you shape this veil, it forms around your shield, amplifying its protective abilities. As a move action, you can cause this veil to expand outward, creating a translucent, flat, vertical plane of akashic energy whose area is one 10-foot square wall that stops attacks, movement, breath weapons, and any targeted spells or effects which would pass through. Teleportation spells or effects that do not require physical contact, such as hypnotic pattern, are not impeded. Effects that deal hit point damage that are intercepted by this akashic wall instead deal damage directly to the veil. The veilweaver cannot move while this wall is shaped, but may dismiss it as a free action.

Essence: For each point of essence invested in this veil, its hardness increases by 2 and the wall extends an additional 5 square feet.

Chakra Bind (Hands): [D4] Binding this veil to your Hands chakra makes it vastly more responsive; you may now activate the barrier as an immediate action a number of times per day equal to your veilweaving modifier

CUIRASS OF CONFIDENCE

Descriptors: mind-affecting

Class: Daevic, Vizier

Slot: Chest

Saving Throw: Will negates

This golden veil is a pure construct of your unwavering belief that the world is rightfully yours.

While wearing this veil you project an unshakeable aura of authority that makes other beings naturally inclined to trust you. The attitude of any creature that fails a Will save against this veil is automatically improved by one step; they must make this save as soon as they come within 60 feet of the wearer. This ability lasts for 1 hour per character level at which point the affected target's attitude drops one step. Any improvements to the affected creature's attitude resulting from successful Diplomacy checks or other similar actions taken after the creature was affected by the ability remain. This veil has no impact on creatures without sight. Once a creature has passed or failed their save against this ability they cannot be affected again for 24 hours.

Essence: For each point of essence invested in this ability you gain a +1 insight bonus to Diplomacy checks against any creature that has been affected by this veil's primary ability within the past 24 hours.

Chakra Bind (Chest): [D19, V18] Binding this veil to your Chest chakra imbues it with even more potent abilities; when an opponent targets you with a melee or ranged attack, you can spend an immediate action to make a Diplomacy check. You can use the result as your AC or touch AC against that attack. If this attack comes from an opponent against whom you would gain a bonus to Diplomacy checks, that bonus applies to this check as well.

AKASHIC MYSTERIES

DAEVIC ASPECT

Descriptors: none

Class: Daevic

Slot: Blood

Saving Throw: none

By shaping this potent veil the wearer creates a nebulous cloud of akashic energy that acts as a direct channel for a daeva, a powerful entity composed of pure akasha, to inhabit the mortal realm.

When you shape this veil, choose one of the following Passions: Desire, Dominion, or Wrath. If you have levels in the daevic class you must choose the same Passion as that granted by your class. You gain the following bonuses based on your choice:

Desire: You gain a +1 insight bonus on ranged attack rolls and increase the DC for all of your enchantment spells, spell-like abilities, and effects by 1.

Dominion: You gain a +1 insight bonus to Will saves vs. enchantment spells and a +1 insight bonus to AC.

Wrath: You gain a +1 insight bonus to Fortitude saves made to resist poisons or diseases, and gain a +2 insight bonus on all melee damage rolls.

Essence: The granted bonuses increase by +1 for each point of essence invested in this veil.

Chakra Bind (Blood): [D12] You gain an ability based on your chosen Passion:

Desire: A pair of delicate, silvery, feathered wings shaped from pure akasha appear to sprout from your shoulders,

granting you a fly speed of 20 feet + 10 feet per point of essence invested (good maneuverability).

Dominion: Binding this veil while it's associated with the Passion of Dominion has no visible external effects, but your mind and body are fortified with akashic energy. You gain immunity to daze, paralysis, and stun effects and a pool of temporary hit points equal to 5 times the number of points of essence invested in this ability. These hit points recharge after an hour's rest if they are lost due to damage or reduced due to the amount of invested essence being decreased.

Wrath: The akasha surrounding you erupts into a violent halo. At the start of your turn this veil deals 1d10 points of fire damage per point of essence invested to all adjacent creatures. You may choose to activate or deactivate this aura as a swift action.

DARK LORD'S RING OF ESSENCE-BINDING

Descriptors: evil

Class: Vizier

Slot: Ring

Saving Throw: none

The tainted essence flowing through this darksome Veil attaches itself to the fading life energy residing in a corpse bringing it back to a crude semblance of life.

The wearer of this veil gains the ability to transform a recently deceased medium humanoid body into a zombie under their control. Use the statistics for a human zombie found in the *Pathfinder Roleplaying Game Bestiary*. You can only have one creature created by this ability at any time.



AKASHIC MYSTERIES

Using this ability while a prior instance is still active causes the first creature to collapse into dust.

Essence: For each point of essence invested in this ability, the zombie gains an additional 5 hit points and a +1 profane bonus to attacks, armor class, damage, save, turn resistance, and the DCs of any special abilities the zombie may have. When at least 2 essence is invested, the zombie gains the disease and death burst abilities of the plague zombie. The zombie rot inflicted by this creature dissipates after 24 hours, or when you reshape this veil. Any plague zombies created as a result of being infected also die as the force animating them dissipates. If the wearer invests 4 points of essence in this ability, the zombie's size increases by 1 category (as the *enlarge person* spell, but affecting undead).

Chakra Bind (Ring): [V9] Binding this veil to your Ring chakra causes the zombie to undergo a hideous transformation, becoming a Cairn Wight under the wearer's control. Because the dark energies animating this creature are magical simulations, this wight cannot create spawn.

DEATHCHANNEL RING

Descriptors: evil

Class: Vizier

Slot: Ring

Saving Throw: Will half

This obsidian ring glimmers with a fell light as it drains the very life from nearby creatures.

When this veil is formed the wearer gains the ability to create a pulse of negative energy as a standard action that deals 1d6 damage to all creatures in a 5 foot radius. Creatures affected by this ability can make a Will save for half damage. The veilweaver can choose whether or not to have this ability affect themselves. This ability can be used a number of times per day equal to 1 + primary veilweaving modifier.

Essence: Each point of essence invested into this veil increases the damage by an additional 1d6 and the radius by an additional 5 feet.

Chakra Bind (Ring): [V9] When the wearer binds this veil to their Ring chakra, the vile energies within it become even more potent. The damage die for this effect increase to d8's and the wearer gains a profane bonus to damage rolls with this ability equal to the amount of essence invested.

DIADEM OF PURE REFLECTION

Descriptors: good

Class: Guru

Slot: Head, Headband

Saving Throw: none

This gleaming circlet of purified akasha fortifies your thoughts and grants clarity of vision.

The wearer of this holy veil gains a +1 sacred bonus on all saves vs. effects that would cause the blinded, dazed, deafened, silenced, stunned, or paralysis conditions.



AKASHIC MYSTERIES

Essence: The bonus granted by this veil increases by +1 per point of essence invested.

Chakra Bind (Head): [G8] Whenever a veilweaver with this veil bound to their Head chakra succeeds on a saving throw vs. a spell or effect that would cause them to suffer the dazed, deafened, or silenced condition, it rebounds on the originator forcing them to make a save at the original DC or suffer the full effects of the original attack themselves as though they were the original target of the ability.

Chakra Bind (Headband): [G11] In addition to the benefits provided by the Head bind, whenever a veilweaver with this veil bound to their Headband chakra succeeds on a saving throw vs. a spell or effect that would cause them to suffer the blinded, stunned, or paralyzed conditions, that effect can be redirected to a new target, forcing them to make a save at the original DC or suffer the full effects of the original attack themselves as though they were the original target of the ability.

DITCHDIGGER'S ARMLETS

Descriptors: earth

Class: Vizier

Slot: Wrists

Saving Throw: Reflex half

These akashic armbands pulse with natural energy just before their wearer causes the earth to erupt in a violent cascade.

As a full-round action the wearer of this potent veil can cause the earth to erupt in a violent explosion. The wearer selects a 10 foot by 10 foot square within 50 feet and causes it to erupt, dealing 1d6 bludgeoning damage to all creatures in the area (Reflex save for half). All terrain in the affected area becomes difficult terrain. Once this ability has been activated the wearer must wait 1d4 rounds for the veil to recharge before it can be used again. This ability has no effect if there is not a solid surface to explode within the affected area.

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

Chakra Bind (Wrists): [V8] When this veil is bound to the wearer's Wrists chakra, his ability to create earthen explosions drastically increases. The targeted area is now affected as though by a *spiked pit* spell with a caster level equal to his total veilweaver level. Creatures that succeed on their saving throw vs. the initial effect automatically succeed on their saves vs. *spiked pit*.

DREAMCATCHER

Descriptors: none

Class: Daevic, Guru, Vizier

Slot: Headband

Saving Throw: see text

This nearly invisible veil forms a crystalline web of eldritch energy that surrounds the users head like an intricate halo.

This veil is an elaborate magical construct designed to sift relevant bits of knowledge from the aether and provide them to the user. When the veilweaver first shapes the

Dreamcatcher veil he gains a +2 bonus to a Knowledge skill of his choice, and can make checks with this skill untrained.

Essence: For each point of essence invested in this veil, the bonus to Knowledge checks is increased by +2 and the user can select an additional Knowledge skill to gain these benefits. Unlike most veils, you must designate the amount of essence you will invest at the time you shape your veils for the day, and you cannot change or reassign this essence for 24 hours.

Chakra Bind (Headband): [D12, V12] When a veilweaver binds this veil to their Headband chakra, no stray thought is hidden from them. The wearer benefits as though under the effects of a constant *detect thoughts* spell; creatures who succeed their Will save must save again after 3 rounds as though the veilweaver had cast a new instance of the spell. The DC for the *detect thoughts* increases by 1 for every two points of essence invested in this veil.

EL'S UTTERDARK SHIELD

Descriptors: darkness, teleportation

Class: Daevic

Slot: Hands, Wrists

Saving Throw: Will negates

Utter darkness enfolds your shield, as it becomes a gateway to oblivion.

Unlike most veils, El's Utterdark Shield has no effect unless the veilweaver is wielding a shield. When you shape this veil, it forms around your shield, transforming it into a tool of darkness. Once per round when an opponent within reach misses you or an adjacent ally with a melee attack, you may spend an attack of opportunity to perform a shield bash against them. If successful, the enemy must make a Will saving throw or be swallowed by your shield, cast into a dimension of utter darkness for 1 round. While trapped in this dimension, the enemy takes 1d8 negative energy damage each round and cannot take any action or be targeted by any other effect. Enemies trapped in this way may make a Will saving throw at the start of their turn each round to end the effect. On a successful save or when the effect ends, the enemy appears in the space they last occupied (or the nearest adjacent space if that space is now occupied).

Essence: For each point of essence invested in this veil, your shield bash attacks deal 1d8 additional negative energy damage and the damage dealt to enemies trapped within your utterdark effect increases by 1d8. For every 2 points of essence invested, the duration of the dimensional trap effect increases by 1 round.

Chakra Bind (Hands): [D4] Binding this veil to your Hands chakra makes it even more deadly; you gain a +1 profane bonus per point of essence invested to your shield bash attack rolls and all negative energy damage rolls.

Chakra Bind (Wrists): [D7] You may activate this veil's ability one additional time per round for every two points of essence invested, though you cannot activate this ability if you do not have any attacks of opportunity remaining.

AKASHIC MYSTERIES

EMBRACE OF THE OLD ONES

Descriptors: none

Class: Daevic

Slot: Wrists, Shoulders

Saving Throw: none

Sickly green tendrils of akashic energy writhe and lash around your forearms clutching at anything that draws too near.

Calling upon the twisted powers of this fell veil makes it difficult for enemies to land a blow without risking having their weapon snatched away in retaliation. You gain a +2 bonus to CMB to perform Disarm maneuvers and do not provoke an attack of opportunity when doing so.

Essence: You increase the bonus to perform Disarm maneuvers by +1 per point of essence invested.

Chakra Bind (Wrists): [D7] The lashing tendrils of this veil are now strong enough to cast aside a successfully disarmed weapon, casting beyond your opponent's reach. You gain the benefits of the Greater Disarm feat, even if you would not normally meet its prerequisites.

Chakra Bind (Shoulders): [D10] You gain a prehensile pair of arm-length tentacles that sprout from your shoulders. These tentacles are fully under your control and cannot be concealed except with magic or bulky clothing. They can be used to make tentacle attacks (1d4 damage for a Medium character, 1d3 damage for a Small one) with the grab ability. The tentacles can manipulate or hold items as well as your original arms can, but lack the strength to effectively wield weapons (for example, you could use two hands to wield a weapon, and a tentacle to hold a potion or shield, but could not wield a sword or other weapon with the tentacles, nor could you perform a shield bash with a shield held in the tentacles).

ESSENCE OF THE SUCCUBUS

Descriptors: none

Class: Daevic

Slot: Blood

Saving Throw: none

An unnaturally beautiful being sits upon her throne, a twisted smile on her lips as the power of akasha causes all to kneel in worship before her.

When this veil is formed the wearer's body is slowly reshaped into an image of utter perfection by the akasha coursing through their veins. The veilweaver gains a +1 circumstance bonus to all Charisma-based skill or ability checks against creatures that would be attracted to them.

Essence: The bonus granted by this ability increases by +1 for each point of essence invested.

Chakra Bind (Blood): When the wearer binds this veil to their blood, their body is molded into a near perfect version of itself. The veilweaver ignores any penalties due to negative modifiers in any of their physical ability scores (this includes Dexterity penalties to AC, negative modifiers applied to skill checks like Climb or Swim, etc.). If an ability score is reduced to zero due to ability damage or drain, you are still rendered unconscious or dead, as appropriate. In addition, the wearer

gains an enhancement bonus to their Charisma score equal to the number of points of essence invested.

EYE OF THE ORACLE

Descriptors: none

Class: Vizier

Slot: Headband

Saving Throw: none

This Veil manifests as a glowing third eye in the center of the user's forehead.

While manifesting this veil, the veilweaver is infused with prophetic power; once per round as a free action that can be activated any time you could activate an immediate action you may apply a +1 insight bonus to an attack roll, saving throw, or skill check; alternatively you can apply this bonus to your AC or CMD vs. a single attack. In either case you may declare your use of this ability after the relevant roll has been made but before the result has been declared. Using this ability counts as one of your attacks of opportunity for the round.

Essence: For each point of essence invested in this veil, the insight bonus is increased by +1.

Chakra Bind (Headband): [V12] Tying this veil to your Headband chakra creates a nexus of divination magic within your mind. A veilweaver who binds this veil acts as though under the constant effect of an *analyze dweomer* spell.

EYES OF THE HAWKGUARD

Descriptors: none

Class: Guru, Vizier

Slot: Headband or Body

Saving Throw: none

The archer lords of the far northern steppes were the first to manifest this potent Veil, using its power to spy enemies long before they could become a threat.

When a character chooses to shape this veil he extends the range of all of his modes of vision (normal, low-light, darkvision, etc.), and the range increment of any ranged weapon he wields by 10 feet.

Essence: For each point of essence invested in this ability, the character's increase to their field of vision and weapon range expands by an additional 10 feet.

Chakra Bind (Headband): [V12] You gain the ability to see invisible creatures and objects normally, as if under the effects of a *see invisibility* spell.

Chakra Bind (Body): [V20] You see all things as they truly are, as if you were under the effects of a constant *true seeing* spell.

FORESTRIKE NUCKLES

Descriptors: force

Class: Daevic, Guru

Slot: Hands

Saving Throw: none

Nearly invisible bands of akasha wrap your hands, lending power to your strikes.

AKASHIC MYSTERIES

At the start of their turn, the wearer of this veil chooses unarmed strikes or a single natural weapon they possess. They deal an additional 2 points of force damage when they hit with that weapon until the start of their next turn (when they may choose a new weapon, if they wish).

Essence: For each point of essence invested in this ability increase the force damage dealt by +2.

Chakra Bind (Hands): [D4, G2] Binding this veil to your Hands chakra allows you to create disc-shaped vambraces of pure force energy that grant you a shield bonus to AC equal to the number of points of essence invested in this ability. This bonus is not ignored by attacks from incorporeal creatures.

FROSTBITE HALO

Descriptor: cold

Class: Vizier

Slot: Headband

Save: Will

Snowflakes dance distractingly around the area, amplifying already frigid temperatures and sapping the will to fight.

The user of this veil increases any cold damage he deals by +1, and can ignore up to 5 points of cold resistance.

Essence: For each point of essence invested in this veil, the bonus to cold damage increases by +1 and the amount of cold resistance that can be ignored increases by 5.

Chakra Bind (Headband): [V12] Veilweavers who bind this veil to their Headband chakra can conjure cold so intense it numbs the mind as well as the body. Any creature dealt cold damage by you has the benefits of any insight and morale bonuses currently affecting them suppressed for one round. This is a mind-affecting ability.

GLOVES OF THE MASTER THIEF

Descriptors: none

Class: Guru

Slot: Hands

Saving Throw: none

Supple rings of akasha twirl about your fingers and palms giving you an incredibly light and skillful touch.

When you shape this veil you gain a +2 insight bonus to Disable Device and Sleight of Hand checks, and may make such checks untrained.

Essence: For each point of essence invested in this ability, increase the bonus to Disable Device and Sleight of Hand checks by +2.

Chakra Bind (Hands): [G2] Binding this veil to your Hands chakra allows the wearer to use Disable Device to disarm magic traps.

GORGET OF THE WYRM

Descriptors: see text

Class: Daevic, Vizier

Slot: Neck, Shoulders

Saving Throw: Reflex half

A shimmering array of translucent scales gird your neck and trails down your back and shoulders when this Veil is activated.

This veil allows the wearer to wield the destructive breath weapon of one of the chromatic dragons. When you first prepare this veil, choose an energy type (cold, fire, acid, electricity). The veil's descriptor matches the chosen type, and you gain a 15-foot cone or 30 foot line (chosen when the veil is shaped) breath weapon that deals 1d4 damage of the selected type (Reflex save for half). This breath weapon can be used as a standard action.

Essence: For each point of essence invested in this veil, increase the breath weapon's damage by one step on the following scale: 1d4 > 1d6 > 3d6 > 5d6 > 7d6 > 9d6 > 11d6 > 13d6 > 15d6 > 17d6 > 19d6.

Chakra Bind (Neck): [D12, V14] Binding this veil to your Neck chakra allows you to take full advantage of your borrowed draconic might. While this veil is bound to your Neck chakra the individual damage die for your breath weapon increase by one step (d4s become d6s, d6s become d8s). In addition, the veilweaver and all allies within 30 feet gain resistance to the energy type chosen for the breath weapon equal to 5 per point of essence invested.

Chakra Bind (Shoulders): [D10, V10] You gain a pair of pearlescent wings which grant you a Fly speed of 20 feet (clumsy maneuverability). For each point of essence invested in this veil, your fly speed increases by 10 feet and the maneuverability improves by one step (Clumsy > Poor > Average > Good > Perfect).

GUARDIAN SASH

Descriptors: none

Class: Guru

Slot: Belt

Saving Throw: none

A flash of energy bursts from this akashic sash just as the wearer would take a fatal wound.

The wearer of this protective veil is girded from fatal blows. Whenever an enemy would score a critical hit against the wearer, the veil undulates and interposes itself, granting the wearer a +2 insight bonus to AC against all critical hit confirmation rolls.

Essence: For each point of essence invested in this ability, the bonus to AC vs. critical threat confirmations increases by +2.

Chakra Bind (Belt): [G17] Once per round, whenever an enemy's weapon attack would drop you below 0 hit points, this veil lashes out, attempting to knock the attack away. Make an attack roll with this veil, adding your veilweaving modifier and the total amount of essence invested to your base attack bonus. If this roll meets or exceeds the threatening attack roll, the entire attack is negated.

HAND CANNONS

Descriptors: none

Class: Daevic, Vizier

Slot: Wrists

AKASHIC MYSTERIES

Saving Throw: none

It's said that this veil was developed after an adventuring akasha user witnessed the destructive power of a rampaging cannon golem.

Massive cylinders of whirling energy surround the arms of anyone wielding this potent veil. While the Hand Cannons are manifested you gain the ability to make a special ranged weapon attack with a range increment of 20 feet that deals 2d6 points of bludgeoning and piercing damage (1d8 for Small creatures, 3d6 for Large). You can attack with this ability as many times in a round as your base attack bonus allows, and this ability can be modified by feats and effects which normally affect ranged weapon attacks, like Deadly Aim, Point Blank Shot, and Rapid Shot. You must have at least one free hand to attack with this veil, and you cannot attack with this veil in the same round you attack with any other weapon. The wearer may choose to use their veilweaver level in place of their base attack bonus to determine their to-hit and other abilities of this veil.

Essence: For every 1 point of essence invested in this veil, the range increment increases by 5 feet. For every 2 points of essence invested, the Hand Cannons add a +1 enhancement bonus (maximum +5).

Chakra Bind (Wrists): [D7, V8] Binding these potent weapons to your Wrists chakra allows you to unleash their full destructive power. When at least 2 points of essence are invested in this ability, the veilweaver may apply the effects of one of the following weapon enhancements to attacks with the Hand Cannons: *corrosive, flaming, frost, shock, or thundering*. If he has at least 4 points of essence invested he adds the following options: *corrosive burst, flaming burst, icy burst, shocking burst*. For every 2 points of essence beyond 4, the veilweaver may select an additional ability to add from either of the above lists.

HANDS OF THE BARD

Descriptors: pattern, mind-affecting

Class: Guru, Vizier

Slot: Hands

Saving Throw: none

Every twitch of your fingers or movement of your hand is trailed by wisps and after-images of rarified akasha, making your movements entrancing yet difficult to follow.

When you shape this veil you gain a +2 bonus to concentration checks made to cast defensively and to the DCs of all spells or abilities with the pattern descriptor.

Essence: For each point of essence invested in this ability, increase the bonus to Concentration checks and pattern DCs by +1.

Chakra Bind (Hands): [G2, V2] Binding this veil to your Hands chakra allows the wearer to create a shifting pattern of trailing light and color with his hand gestures as a standard action, creating a pattern that entrances those who see it. Creatures within 30 feet must succeed on a Will save or be fascinated for as long as the veilweaver maintains the effect (which he can do as a move action each round after he initiates the effect). The veilweaver can only affect

a total number of HD worth of creatures equal to twice his veilweaver level plus his primary veilweaving ability modifier. Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Sightless creatures are not affected.

HEART OF THE WIGHT

Descriptors: evil

Class: Vizier

Slot: Chest

Saving Throw: see text

While manifesting this Veil, the wearer's flesh is covered in a deathly shroud and his eyes seem to reflect an eerie red light.

While using this veil the necrotic chill of the undead suffuses your chakra with malevolent energy. The wearer gains a +2 profane bonus to saves vs. death effects, disease, paralysis, poison, sleep, and stun effects.

Essence: For each point of essence invested into this veil, the bonus to saves increases by +1.

Chakra Bind (Chest): [V18] Tying this vile veil to your Chest chakra mixes the energy of undeath directly into the core of energy that flows through the wearer. You become immune to damage or penalties to your physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. While this veil is bound to you cannot benefit from helpful effects that purposely cause damage to these scores. Negative and positive energy effects affect you as though you were an undead creature; negative energy heals you while you take damage from positive energy. You also gain channel resistance equal to the amount of essence invested in this veil.

HEARTSBLOOD CARESS

Descriptors: compulsion, emotion, mind-affecting

Class: Daevic

Slot: Blood

Saving Throw: Will negates

With akashic energy surging through your veins and enhancing your natural charisma, you can bring any creature to their knees just by blowing a kiss.

With this veil bonded to your blood, you gain the ability to drive creatures mad with desire. As a full round action you may blow a kiss, wink, or perform some other sensual action against a target within 25 feet, investing the action with potent energy and simulating an *unnatural lust* spell.

Essence: For each point of essence invested in this ability its range increases by 5 feet. For every 2 points of essence invested in this ability, its duration increases by 1 round.

Chakra Bind (Blood): [D12] By binding this veil to your Blood chakra, you are able to bring your power to bear more quickly and efficiently. You may activate this veil's granted ability as a move action instead of a full round action.

HORNS OF THE MINOTAUR

Descriptors: none

AKASHIC MYSTERIES

Class: Daevic, Vizier

Slot: Head

Saving Throw: none

Curving horns of pure Akasha swirl forth from your brow constantly reflecting their own fell light.

The curving akashic horns of this veil give you a gore attack that deals 1d4 damage. Unlike most gore attacks, this is always treated as a secondary attack; however the wearer may use their veilweaver level in place of their base attack bonus for this attack.

Essence: For each point of essence invested in this veil the damage it deals is increased by +2.

Chakra Bind (Head): [D12, V6] Binding this veil to your Head chakra allows it to be treated as a primary natural attack, even when used in conjunction with manufactured weapons. In addition, the veilweaver gains a +1 insight bonus per point of essence invested on all attack rolls made with this veil.

HORSELORD'S GREAVES

Descriptors: none

Class: Daevic, Vizier

Slot: Feet, Belt

Saving Throw: none

Veridian akasha sheathes your body from the waist down as you form a Veil of nature-infused energy designed for the specific purpose of making its wearer a master cavalryman.

The wearer of this veil gains a +2 insight bonus to Handle Animal and Ride checks

Essence: For each point of essence invested in this ability increase the bonus to Handle Animal and Ride checks by +2.

Chakra Bind (Feet): [D2, V4] Binding this veil to your Feet chakra allows you to cast the mount spell as an at-will spell-like ability with a caster level equal to your level. You can only have one instance of this ability active at any one time, and casting mount using this ability while a previous casting is still active instantly dismisses the first summoned mount. Any creature you are mounted on gains a +1 insight bonus to AC and saving throws, and 5 temporary hit points per point of essence invested in this veil.

Chakra Bind (Belt): [D16, V16] Binding this veil to your Belt chakra allows you to cast the phantom steed spell as an at-will spell-like ability with a caster level equal to your 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 steed. Any creature you are mounted on gains a +1 insight bonus to AC and saving throws, and 5 temporary hit points per point of essence invested in this veil.

IMMACULATE TOUCH

Descriptors: good

Class: Daevic, Guru

Slot: Hands

Saving Throw: see text

A shimmering golden glow encompasses your hands as your kind nature manifests itself as pure positive energy.

You gain the ability to cure minor wounds as a standard action, restoring 1 hit point with a touch. Alternatively, this positive energy can be used to damage undead creatures by making a melee touch attack (Will save for half) with damage equal to the normal amount healed. This ability can only be used on any specific creature a number of times per day equal to 1+ your primary veilweaving modifier.

Essence: Every point of essence invested in this ability increases the damage healed or dealt by 1d6.

Chakra Bind (Hands): [D4] The reinforced connection between you and your veil allows you to invest it with even more of your nurturing spirit. At the time this veil is prepared, choose one Mercy that a paladin of your level would have access to; you may apply the effects of that Mercy whenever you use Immaculate Touch to restore an ally's hit points.

IMMOVABLE BOOTS

Descriptors: earth

Class: Daevic, Guru

Slot: Boots

Saving Throw: none

Your feet and shins are girded in a granite-like aura that grants you the stability of the earth itself.

While wearing these boots you receive a +2 insight bonus to your Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Essence: The bonus to your CMD increases by +2 per point of essence invested in this veil.

Chakra Bind (Feet): [D1, G5] The reinforced connection between the veilweaver and their veil creates an elemental connection to the ground beneath their feet. The wearer can burrow through soft earth and sand at a speed of 10 feet + 5 feet per point of essence invested in this veil.

INFERNAL BLOOD

Descriptors: none

Class: Daevic

Slot: Blood

Saving Throw: none

No sooner does a blade pierce the flesh of this veilweaver, than boiling gouts of searing blood spurt out in retaliation.

When this veil is formed the wearer's blood becomes boiling hot, though the veilweaver himself is protected from any negative repercussions of this condition. Whenever an attacker deals piercing or slashing damage to the wearer with a melee attack, they take 1d4 points of acid damage and 1d4 points of fire damage.

Essence: The acid and fire damage dealt to attackers each increase by 1d4 for each point of essence invested.

Chakra Bind (Blood): [D12] When the wearer binds this veil to their blood, its power becomes even more potent. Whenever the veilweaver takes bleed damage, each creature in a 10 foot radius is subject to this veil's damaging effect. In addition, the wearer can never be reduced below 1 hit point by bleed damage; when he hits 1 hit point or lower any ongoing bleed effects automatically end and the wearer

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becomes immune to bleed damage until his hit point total is raised above 1.

LASHING SPINNERETS

Descriptors: none

Class: Guru, Vizier

Slot: Hands, Wrists

Saving Throw: none

Spiny threads of akashic energy weave intricate patterns around the veilweaver's forearms, granting him the abilities of an arachnid.

When you shape this veil you gain the ability to create up to 20 feet of silk rope as a swift action. As part of the action made to generate the rope, you can launch it out at any point within its reach, anchoring it to a solid surface such as a wall or ceiling. Once the rope is anchored, you may, as a move action, attempt to move to any other legal square within the rope's reach without provoking an attack of opportunity, regardless of your normal move speed, by making an Acrobatics check and comparing the result to the CMD of each creature adjacent to the start and destination points; success on this check allows you to complete the movement, and failure causes you to fall prone in a square adjacent to the creature whose CMD you failed to beat. This movement can include squares on elevated or recessed surfaces, or even walls if you have a climb speed. You must have a clear path towards the destination (this ability does not allow you to pass through solid obstacles or opponents, though it may allow you to circumvent an enemy if you have a clear path around them within the rope's reach). You must have a free hand to use this ability, and the rope dissipates after a number of rounds equal to your primary veilweaving modifier, or the round after you release it (a free action), whichever comes first.

Essence: For each point of essence invested in this ability, you may generate up to an additional 10 feet of silk rope. If you have at least 3 points of essence invested in this veil, you benefit from a constant spider climb effect.

Chakra Bind (Hands): [G2, V2] Binding this veil to your Hands chakra allows you to create a protective shelter out of webbing. You may now cast *web shelter* as a spell-like ability a number of times per day equal to your primary veilweaving modifier, using your veilweaver level as your caster level. For each point of essence invested in this veil, increase the hardness of the created shelter by 5 and reduce the casting time by 6 seconds to a minimum casting time of 6 seconds (or one round).

Chakra Bind (Wrists): [V8] Your ability to manipulate the power of this veil is now completely unlocked; in addition to the benefits provided by the Hands bind, you may now cast *web* as a spell-like ability a number of times per day equal to your primary veilweaving modifier, using your veilweaver level as your caster level. For each point of essence invested in this veil, increase the radius spread of the web by 10 feet.

LAVAWALKER'S BOOTS

Descriptors: none

Class: Guru, Vizier

Slot: Feet

Saving Throw: none

A shimmering aura of azure energy surrounds your feet and calves, allowing you to stride across liquid surfaces.

When you shape this veil you gain the ability to walk across liquid surfaces as though they were solid ground, traversing water, or even lava or acid with relative ease.

Essence: You gain acid and fire resistance equal to 2 times the number of points of essence invested in this ability.

Chakra Bind (Feet): [V4] The magic of these boots now lifts you free of the ground. You may travel 4 inches above any liquid or solid surface as easily as you would walk on solid ground and leaving no tracks of any kind. In addition, you can even charge across chasms or over large gaps.

Any time you use the charge, withdraw, or run action in a round, you may move across open space without falling. If you end your movement while still over empty space, you immediately begin to fall as normal.

LIGHT WHIP

Descriptors: none

Class: Vizier

Slot: Ring

Saving Throw: none

A gleaming length of brilliant energy extends from your hand, lashing your enemies and pulling their feet out from under them.

The wearer of this veil can summon up a whip composed of akashic energy that lashes at anyone who approaches with ill intent. The veilweaver threatens in a 15 foot radius with this veil, and can use an attack of opportunity to make a trip attempt against a single enemy. His CMB for this trip attempt is equal to his total character level plus his primary veilweaving modifier. This trip attempt does not provoke an attack of opportunity, and the wearer is not knocked prone if the attempt fails by 10 or more.

Essence: For each point of essence invested in this veil, the wearer gains a +2 bonus to CMB when performing a trip with the granted ability.

Chakra Bind (Ring): [V9] Binding this veil to their Ring chakra drastically increases its power, causing multiple tendrils of light to emerge from the veil. Each time the ability granted by this veil is triggered, the wearer may make such a trip attempt against every enemy within range.

LOVER'S TREAD

Descriptors: none

Class: Daevic

Slot: Feet

Saving Throw: Will negates

The first being to shape this unusual veil truly believed that one could fall head over heels in love.

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The wearer of this veil gains a +2 insight bonus to CMB to perform a trip combat maneuver with an unarmed strike. As part of this attempt, the wearer may make a Bluff check (DC = target's CMD). If this Bluff check is successful, this trip attempt does not provoke an attack of opportunity from the target.

Essence: For each point of essence invested in this ability, increase the bonus to CMB when performing the trip combat maneuver by +1 and gain a +1 insight bonus to Bluff attempts against the target of your trip.

Chakra Bind (Feet): [D1] By binding this veil to your Feet chakra, you are able to release an intoxicating burst of akashic energy into your opponent. This energy serves to simulate a *charm person* spell targeting the tripped opponent. If you succeeded at the Bluff attempt granted by this veil, the opponent's Will save has a -2 penalty to resist this effect. If you have at least 3 points of essence invested in this veil, the effect instead simulates *charm monster*.

LOYAL PALADIN'S SPEAR OF LIGHT

Descriptors: good
Class: Daevic, Guru, Vizier
Slot: Hands
Saving Throw: Reflex half

Holy light forms into a gleaming spear, ready to plunge into your foe's evil heart.

When this veil is shaped, the user gains a weapon forged from akashic energy and infused with the power of the upper planes. Treat this weapon as a shortspear sized appropriately for the wielder, except that it is a light weapon and the damage dealt results directly from sanctified akashic energy and is therefore not subject to being reduced by damage reduction or energy resistance. Treat the base weapon size as one category smaller if the target of an attack is good, or one size category larger if they are evil; these size modifiers stack with all other size changes or virtual size changes. If the spear leaves your possession, it dissipates at the end of your turn and can be reformed in your hand again as a swift action, or whenever the veilweaver spends a swift action to invest essence. The wearer may choose to use their veilweaver level in place of their base attack bonus to determine their to-hit and other abilities of this veil.

Essence: For each point of essence invested in this ability, the spear deals an additional 1d6 damage; this bonus damage is not affected by size increases or multiplied on a critical hit. For every 2 points of essence invested in this veil, the spear's reach increases by 5 feet.

Chakra Bind (Hands): [G3, V2] Binding this veil to your Hands chakra gives you the ability to throw the spear as a standard action, causing it to transform into a bolt of holy light that strikes all enemies along a 10 foot long line, plus 10 feet per point of essence and dealing damage as normal for the weapon. Feats such as Deadly Aim or Point Blank Shot have no benefit when using the spear in this manner. Creatures caught in the line receive a reflex save for half damage.

MANTLE OF MURDEROUS INTENT

Descriptors: mind-affecting

Class: Vizier

Slot: Shoulders, Body

Saving Throw: Will half

Those who stare too long at the malevolent mental energies made manifest in this veil are lucky to walk away with a mere headache.

The wearer of this veil gains the ability to disrupt the thoughts of those around him with blasts of mental energy. As a standard action, the veilweaver may blast all creatures in a 15 foot cone with a wave of disruptive mental energy that deals $1d4 + \text{veilweaving modifier}$ points of damage (Will save for half). This ability has no effect on creatures without an intelligence score.

Essence: For each point of essence invested in this ability, the damage dealt increases by 1d4. For every two points of essence invested, the veilweaver may increase the cone size by an additional 5 feet (to a 20, 25, 30, etc. foot cone).

Chakra Bind (Shoulders): [V10] When this veil is bound to your Shoulders chakra, subjects who fail their save against the veil's damaging effect are panicked for 1 round + 1 additional round per point of essence invested. This is a mind-affecting fear effect, and adds the fear descriptor to this veil. Affected creatures may immediately make a new saving throw against the original DC if they move more than 60 feet away from the veilweaver or are subjected to an attack by the veilweaver or his allies. In addition, the veilweaver may exclude a number of allies equal to their primary veilweaving modifier within the veil's area from its effects.

Chakra Bind (Body): [V20] Binding this veil to your Body chakra unlocks its most potent abilities; creatures who fail their Will save against the veil's damaging effect are also stunned for 1 round + 1 additional round per point of essence invested. If a target stunned by this ability is subjected to it again while the stunned condition is still in effect, they take 1d4 points of Wisdom damage instead. In addition, the veilweaver may exclude a number of allies equal to their primary veilweaving modifier within the veil's area from its effects.

VEILWEAVER LEVEL IN PLACE OF BAB?

Some veils, such as Loyal Paladin's Spear of Light, allow the veilweaver to use their veilweaving level in place of their base attack bonus when determining their to-hit, the number of attacks they can make, the effects of feats like Power Attack, etc. This isn't to say that viziers suddenly become weapon masters just because they shaped a veil; but rather where the daevic is wielding a Spear of Light like any other spear, the vizier is making it dance, change shape slightly, add a few inches on this thrust or retract a few inches for an easier parry. The daevic is wielding the veil like a spear, where the vizier is wielding the spear like a veil.

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MARTYR'S TOGA

Descriptors: good

Class: Guru

Slot: Body

Saving Throw: none

Vibrant glimmers of essence sparkle within the folds of this alabaster body-wrap.

The wearer of this benevolent veil can draw wounds from an ally and take them upon himself. As a standard action, the veilweaver may heal up to 5 points of damage an ally has taken by touching them and taking that much damage himself.

Essence: For each point of essence invested in this ability, the amount of damage that can be shifted is increased by 5.

Chakra Bind (Body): [G20] You gain Fast Healing equal to the number of points of essence invested in this veil.

MASK OF ELEMENTAL ADAPTATION

Descriptors: see text

Class: Guru

Slot: Head

Saving Throw: Will (see text)

A mask forged of the veilweaver's chosen element shrouds his features from view and marks his mastery of that power.

When shaping this veil, choose one energy type from the following list: acid, cold, fire, electric, sonic. The veil gains that descriptor. Whenever the wearer would take damage from an effect which deals damage of one of the types other than his chosen element, the first 5 points of damage is converted to his chosen energy type (for example, if the wearer selected "cold" when shaping this veil and was then subjected to a fireball spell, the first five points of damage assessed after rolling his saving throw would be treated as cold damage instead of fire).

Essence: The amount of damage converted by this veil increases by 5 points per point of essence invested.

Chakra Bind (Head): [G8] Any creature with the Elemental subtype must succeed on a Will saving throw to make a melee attack against the wearer of this mask. If the creature's subtype also matches the element chosen at the time this veil was shaped (acid for creatures of the earth subtype and electric for creatures of the air subtype), the attacker takes a penalty to their saving throw equal to the amount of essence currently invested. If the attacker fails the save, they cannot complete their attack and the action is wasted. Once an attacker has successfully saved against this veil's effects, they no longer need to make any further saving throws against it for the next 24 hours.

METABOLIST'S SCARF

Descriptors: none

Class: Guru

Slot: Neck

Saving Throw: none

Designed by a weaver who blended both akashic energy and psionics, this veil was made to shroud the body with the power of the mind.

Whenever the wearer of this veil spends power points to activate a psionic power or ability, a gout of hazy ectoplasmic energy surges forth from this nondescript veil covering them in a protective shroud. Any bleed damage taken by the wearer is reduced by 2 points. In addition, if the wearer is a psionic character with the Metabolic Healing ability, the Fast Healing granted by the ability is increased by 1.

Essence: For each point of essence invested in this ability the wearer reduces any bleed damage taken by an additional two points. For every 3 points of essence invested the bonus to Metabolic Healing increases by 1.



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Chakra Bind (Neck): [G14] Binding this veil to their Neck chakra allows the wearer to benefit from a constant *adapt body* effect. For every 2 points of essence invested in this ability, the wearer may share this benefit with 1 ally within 60 feet.

PESTILENCE CLOAK

Descriptors: mind-affecting, phantasm

Class: Vizier

Slot: Feet, Shoulders

Saving Throw: Will negates or Fortitude negates; see text
A hissing swarm of flies and cockroaches forged of pure Akasha shrouds the wearer of this hideous Veil.

A swarm of illusory insects grants the wearer of this veil partial concealment (20% concealment) against ranged attacks. A creature targeting the wearer is entitled to a Will save to disbelieve this effect and ignore the concealment.

Essence: For each point of essence invested in this ability the wearer gains a +1 insight bonus to the DC of any fear effects they utilize (including spells, class abilities, etc.). In addition, as essence is invested the insects become more and more solid. When 3 points of essence are invested in this veil, the partial concealment applies to both melee and ranged attacks. When 5 points of essence are invested in this ability, it grants concealment (50%) rather than partial concealment. When 7 points of essence are invested in this veil, it ceases to be an illusion; creatures are no longer entitled to a Will save and the ability loses the phantasm and mind-affecting descriptors.

Chakra Bind (Feet): [V4] When a veilweaver binds this veil to their Feet chakra, they gain a fly speed of 5 feet (clumsy) as the flies and other insects comprising the veil swarm around their feet and lift them into the air. This fly speed increases by 5 feet per point of essence invested.

Chakra Bind (Shoulders): [V10] Any creature attempting to target the wearer of this veil with a grapple, melee touch, or natural attack must succeed on a Fortitude saving throw or be sickened for as long as they are within 10 feet of the wearer. The sickened effect continues for one round after the affected creature has left this area for each point of essence invested in this ability. Once a creature has successfully saved against this ability, it cannot be affected again for 1 hour.

PLAUEBRINGER GAUNTLETS

Descriptors: evil

Class: Daevic, Guru

Slot: Hands

Saving Throw: see text

A sickly green glow encompasses your hands as your cruel nature manifests itself as corrupt negative energy.

You gain the ability to inflict minor wounds as a melee touch attack, dealing 1 point of negative energy damage with a touch. Alternatively, this negative energy can be used to heal undead creatures, restoring a number of hit points equal to the normal amount of damage dealt. This ability

can only be used on any specific creature a number of times per day equal to 1+ your primary veilweaving modifier.

Essence: Every point of essence invested in this ability increases the damage dealt or healed by 1d6.

Chakra Bind (Hands): [D4] The reinforced connection between you and your veil allows you to invest it with even more of your cruel spirit. At the time this veil is prepared, choose one Cruelty to which an antipladin of your level would have access. You may apply the effects of that Cruelty whenever you use your Plaguebringer Gauntlets to damage an opponent, using your veilweaver level as your antipaladin level when determining the Cruelty's effects.

POLAR SNOWSHOES

Descriptors: cold

Class: Vizier

Slot: Feet

Saving Throw: Fortitude half

Icy white akasha gathers in a frigid mist about your feet, chilling the area surrounding you.

The wearer of this veil gains the ability to activate a 10-foot aura of icy cold around him as a standard action. All creatures other than the wearer who end their turn within this aura take 1d4 points of cold damage (Fortitude save for half). Ending this effect is a free action.



AKASHIC MYSTERIES

Essence: For each point of essence invested in this ability increase the cold damage dealt by an additional d4.

Chakra Bind (Feet): [V4] When this veil is bound to the wearer's Feet chakra, the aura of cold reaches absolutely frigid temperatures. All water and similar liquids (though not alcohol, acid, lava, or other liquids unlikely to freeze) within 30 feet of the veilweaver instantly freeze. This allows the wearer and others within the affected area to walk across lakes, rivers, and even oceans as he creates his own personal icebergs and platforms. These icy constructs can comfortably bear the weight of as many creatures as can occupy the area of effect. Liquids outside of the affected area return to their previous state after 1d4 rounds.

RING OF THE ABJURER

Descriptors: force

Class: Vizier

Slot: Ring

Saving Throw: none

An iridescent sapphire band encircles the wearer's ring finger, granting him potent defensive powers.

The wearer of this veil is warded from blows, gaining a +4 armor bonus to AC. This is a force effect.

Essence: The bonus to AC increases by +1 per point of essence invested.

Chakra Bind (Ring): [V9] Binding this veil to your Ring chakra gives the wearer the ability to cast *lesser globe of invulnerability* as a spell-like ability with a caster level equal to their character level, but with a duration of two rounds plus the number of points of essence invested in this veil. This ability can be used a number of times per day equal to the wearer's primary veilweaving modifier.

RIVEN DARTS

Descriptors: force

Class: Vizier

Slot: Hands

Saving Throw: None

Sparks of pure force energy sparkle at your fingertips, awaiting their deadly release.

As a standard action, the wearer of this veil can launch a dart that deals 1d4 points of force damage with a ranged touch attack with a maximum range of 60 feet.

Essence: For each point of essence invested in this ability increase the force damage dealt by 1d4.

Chakra Bind (Hands): [V2] Binding this veil to your Hands chakra allows you to fire an additional dart for each point of essence invested in this veil. Each dart requires its own attack roll; the darts can be aimed individually, but no more than two darts may target any one creature.

ROBE OF THE FORGOTTEN DEITY

Descriptors: darkness

Class: Vizier

Slot: Body

Saving Throw: none

In ancient times the world was shrouded in darkness and gods both dark and terrible laughed as the land trembled at

their footsteps. While younger, lighter gods have since sealed or cast out those ancient powers, remnants of their umbral essence still suffuses the darkest corners of the world.

When a character forges his chakra into this shroud of primal darkness, his features become faded and indistinct, even in the light of day. Any creature that makes a successful attack against the wearer of this veil has a 10% chance that their attack will miss due to the shadowy obscuration provided. This obscuration is increased by 10% in dim light or darker lighting conditions. *True seeing* negates this miss chance, and darkvision or low-light vision negate the dim light bonus, but it is not affected by *see invisibility*.

Essence: For each point of essence invested in this veil the miss chance increases by 5%.

Chakra Bind (Body): [V20] Binding this veil to your Body chakra makes you one with the very essence of shadow; as a swift action you can meld with shadows granting you the Incorporeal condition for a number of rounds equal to your primary veilweaving modifier + 1 round for each 2 points of essence invested.

SEA DRAKE'S TALONS

Descriptors: none

Class: Daevic

Slot: Feet

Saving Throw: none

Curving ivory claws forged of pure akasha encase the wearer's feet.

When this veil is formed the wearer gains the rake special attack and a pair of talon attacks that can only be used as part of a rake. These talons deal 1d4 damage for a medium creature.



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Essence: Investing essence into this veil grants you a +2 insight bonus on Acrobatics and Swim checks per point of essence invested.

Chakra Bind (Feet): [D1] When the wearer gains the ability to bind this veil to their Feet chakra, the talon attacks become much more natural. They can now use these attacks as part of any full attack, even when they are not grappling.

SENTINEL'S HELM

Descriptors: none
Class: Daevic, Vizier
Slot: Head

Saving Throw: none

After failing to spot the blade that took his best friend's life, the Vizier Thurston Neville developed this Veil to ensure that he would never allow danger to sneak so close to another under his care.

An image of a tattered bronze helm partially obscures the features of any veilweaver wearing this veil, though it's impossible to miss the dangerous glint of their eyes peering from the helm's depths. While wearing this veil, you gain a +2 insight bonus to all Perception and Sense Motive checks.

Essence: For each point of essence invested in this veil, increase the bonus to Perception and Sense Motive checks by +2.

Chakra Bind (Head): [D12, V6] By binding this veil to your Head chakra, your senses are sharpened to a preternatural edge and you are nearly impossible to surprise. While this veil is bound you gain the Uncanny Dodge ability, as the rogue class feature. If you already have Uncanny Dodge from another source, you instead gain Improved Uncanny Dodge.

SNAKEHANDLER'S GAUNTLETS

Descriptors: poison
Class: Guru, Vizier
Slot: Hands
Saving Throw: see text

A whirling aura of olive energy surrounds your hands, protecting you from snapping fangs and fortifying you against poisons.

The snakehandler's gauntlets are a veil developed long ago by mystics who would prove their power by snatching up poisonous serpents with their bare hands. While manifesting this veil, a character gains DR 1/alignment and a +2 resistance bonus to saves vs. poison. For the purposes of this ability, any weapon that is treated as good, evil, lawful or chaotic overcomes the damage reduction.

Essence: For each point of essence invested in this ability the DR increases by 1 and the bonus to saves vs. poison increases by +2.

Chakra Bind (Hands): You gain the ability to deal poisoned blows like the creatures you are proofed against. While this veil is bound to your Hands chakra, you gain the Poison Use ability. In addition, you may spend a move action to coat your weapon in a single dose of poisonous magical film (**Poison (Ex)** injury; save Fort; frequency 1/

round for 6 rounds; effect 1d2 Dex; cure 1 save.) This poison dissipates immediately if this veil is unbound or suppressed for any reason.

SPIKED PAULDRONS

Descriptors: none
Class: Daevic, Vizier
Slot: Shoulders

Saving Throw: see text

The intimidation factor alone of this spiky and razor-edged manifestation makes them a favorite of Veilweavers with a particularly brutal bent.

These translucent and oversized shoulder guards discourage enemies from laying hands on their wearer. While manifesting this veil you gain a +2 to CMD against attempts to start or maintain a grapple, and any creature in a grapple with you takes 1d4 piercing damage each round until the grapple is broken.

Essence: For each point of essence invested in this ability, increase the bonus to CMD by +2 and the damage dealt to grappling opponents by 1d4.

Chakra Bind (Shoulders): [D10, V10] Binding this wicked veil to your Shoulders chakra makes you slightly less cuddly than a rabid dire porcupine. While this veil is bound, increase the damage dice dealt to grappling creatures to d6's instead of d4's. In addition you can spend a standard action to send a flurry of deadly spikes lashing out around you. These spikes deal piercing damage equal to the veil's normal damage bonus to grappling creatures to all creatures in a 10 foot radius around the wearer.

STALKER'S TABI

Descriptors: none
Class: Guru, Vizier
Slot: Feet, Belt

Saving Throw: none

Shadowy akasha wreathes your feet, muffling the sound of your footsteps and granting supernatural agility to your stride.

The wearer of this veil gains a +2 insight bonus to Acrobatics and Stealth checks.

Essence: For each point of essence invested in this ability increase the bonus to Acrobatics and Stealth checks by +2.

Chakra Bind (Feet): [G5, V4] Binding this veil to your Feet chakra allows you to teleport short distances by moving through shadows. As a move action, you can teleport 10 feet +5 feet per point of essence invested in this veil. The teleportation must start and end in an area of dim light or darker illumination.

Chakra Bind (Belt): [G17, V16] In addition to the effects granted by the Feet bind, binding this veil to their Belt chakra causes the wearer to be wreathed in shadowy akasha that allows them to use the Stealth skill even while being observed. As long as they are within an area of dim light or darker, the wearer can hide themselves from view in the open without anything to actually hide behind.

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STARE OF THE GHAELE

Descriptors: fear, mind-affecting

Class: Vizier

Slot: Head

Saving Throw: Will negates

In ancient times a master of Akasha made his way to the very gates of Elysium itself without surrendering his mortal coil; while he wisely heeded the words of the Ghæle sentinels who guarded the gates and turned away, the memory of their stern gaze stayed with him always.

Drawing upon the stern and wild eyes of Elysium's fiercest guardians, this veil manifests as a shimmering emerald helm that makes the wearer's gaze unnaturally fierce. While wearing this veil you gain a gaze attack; enemies within 30 feet who fail their Will save vs. this ability are shaken for 1d6+1 rounds. Once a creature has failed its save vs. this ability, it cannot be affected by this ability again for 24 hours. This ability can be activated or deactivated as a standard action.

Essence: For every 2 points of essence invested in this ability, the DC to resist its effects increases by an additional +1.

Chakra Bind (Head): [V6] Binding this veil to your Head chakra allows you to bring even more of the ghæle's potent gaze to bear; instead of inflicting the shaken condition, enemies who fail their save vs. the veil's ability are staggered.

STONE GIANT'S GIRDLE

Descriptors: none

Class: Daevic, Guru, Vizier

Slot: Belt

Saving Throw: none

This veil takes the form of granite colored bands of energy which wrap about the user's waist, lending him the fortitude and might of a stone giant.

This veil reinforces imbues the wearer with the unrivaled hardness of a stone giant. The user gains 5 temporary hp. The temporary hit points granted by this ability slowly replenish at a rate of 1 hp per minute.

Essence: For each point of essence invested in this ability, the maximum amount of temporary hit points granted increases by 5. These hit points must still be accrued at a rate of 1 per minute up to the new maximum.

Chakra Bind (Belt): [D16, G17, V16] Binding this veil to your Belt chakra allows you draw on the might of the stone giant in addition to its hardness. The wearer gains access to the Rock Catching and Rock Throwing abilities of a giant. For the purposes of what size rocks he can catch and throw via these abilities, treat the wearer's size as one category larger per point of essence invested and his base slam damage as 1d6 (1d4 for small creatures, 1d8 for large).

Chakra Bind (Body): [D12/20, G20, V20] Your body swells and ripples with muscle as your very essence is completely infused with the indomitable strength of the stone giant; you gain a size bonus to Strength equal to 1 per 2 points of essence invested. If you have at least 4 points of essence invested in this ability, your melee reach increases by 5 feet.

STORMCALLER'S BAND

Descriptors: none

Class: Vizier

Slot: Ring

Saving Throw: none

This tiny circlet of Akasha contains the roaring essence of a tropical hurricane.

The wearer of this veil gains the ability to unleash a torrent of wind that blasts his enemies, allowing him to make a bull rush against any one creature or object within 60 feet. His CMB for this bull rush is equal to his total character level plus his veilweaving modifier. This bull rush 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 bull rush with the granted ability and increases the range of the ability by 10 feet.

Chakra Bind (Ring): [V9] Binding this veil to their Ring chakra allows the wearer to cast wind wall as a spell-like ability useable a number of times per day equal to the wearer's primary veilweaving modifier.

STORM GAUNTLETS

Descriptors: cold, electricity, sonic

Class: Vizier

Slot: Hands

Saving Throw: none

Translucent akashic gauntlets contain the swirling force of a winter storm, allowing you to control the primal destructive force of nature itself.

The wearer of this veil gains a touch attack that deals 1 electric, 1 sonic, and 1 cold damage. This touch attack can be used any time you could make a weapon attack.

Essence: For each point of essence invested in this ability, increase the electric, sonic, and cold damage by one step each on the following scale: 1 > 1d3 > 1d4 > 1d6 > 1d8 > 1d10 > 1d12 > 2d6 > 2d8 > 2d10 > 2d12

Chakra Bind (Hands): [V2] Binding this veil to your Hands chakra allows you to fire focused blasts of storm; in addition to the melee touch attack granted by this veil, you can also use a standard action to deliver this attack via a ranged touch attack with a range of 30 feet + 5 feet per point of Essence invested in this veil.

Chakra Bind (Wrists): [V8] Binding this veil to your Wrists chakra allows you to apply the bonus damage to attacks made with any weapon you wield (including natural attacks). This bonus damage does not stack with similar weapon effects like shocking and frost.

TAURIC BRACE

Descriptors: none

Class: Daevic, Vizier

Slot: Belt, Feet

Saving Throw: see text

While manifesting this veil the user's lower body is occasionally obscured by the fleeting image of a four-limbed beast.

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The wearer is treated as one size category larger when determining the maximum size creature he can affect with any of his combat maneuvers.

Essence: For each point of essence invested in this veil, your effective size for determining who you can target with your combat maneuvers increases by one additional category.

Chakra Bind (Belt): [D16, V16] When this veil is bound to your Belt chakra the tauric aura about your lower extremities becomes even more constant and noticeable. The enhanced power of this bound veil gives you the ability to crush your foes underfoot, gaining the trample ability. As a full-round action, you can overrun any creature that is the same effective size or smaller than yourself. This works like the overrun combat maneuver, but you do not need to make a check, you merely have to move over opponents in your path. The creatures take 1d6 points of damage (1d8 if Large, 2d6 if Huge, etc.), plus 1-1/2 times your Strength modifier. Targets of the trample can make attacks of opportunity at a -4 penalty. If a target forgoes the attack of opportunity, it can make a Reflex save for half damage.

Chakra Bind (Feet): [D1, V4] When this veil is bound to your Feet chakra you gain some of the steady might of the tauric races. You gain a +2 insight bonus to your combat maneuver bonus to perform a bull rush or overrun per point of essence invested.

TENTACLES OF ABOLETHIC SOVEREIGNTY

Descriptors: mind-affecting

Class: Vizier

Slot: Wrists

Saving Throw: Will half, Fort partial (see text)

Your arms are shrouded by akashic energy that simulates a pair of slimy blue-black tentacles.

The wearer of this veil may call on the psionic power of primeval aboleths to assault their foes. As a standard action the veilweaver may use this veil to make a melee touch attack against a creature within 15 feet; if successful the target takes a penalty to their Charisma equal to 1d4 (Will save for half, minimum 1) for a number of rounds equal to your primary veilweaving modifier. The target's Charisma score cannot drop below 1.

Essence: For each point of essence invested in this ability the penalty to Charisma inflicted with each attack increases by 1.

Chakra Bind (Wrists): [V8] Binding this veil to your Wrists chakra allows you to harness more of the

aboleth's twisted power. Creatures successfully hit by the melee touch attack must succeed on a Fortitude saving throw or suffer a penalty to their natural armor equal to the amount of essence invested in this veil. This penalty lasts for a number of rounds equal to your primary veilweaving modifier, but cannot reduce the target's natural armor bonus below 0. Creatures whose natural armor bonus is 0 must make a Fortitude save or have their skin transform to a pale, translucent membrane and take 1d12 points of damage at the start of their turn each round unless their body is kept moist, requiring at least half a gallon of water over their skin. A creature subjected to a polymorph effect is immediately cured of the transformation and penalties to natural armor, but retains any penalties to their Charisma score.

THURSTON'S BLADEWARDS

Descriptors: none

Class: Daevic, Vizier

Slot: Wrists

Saving Throw: none

The vizier Thurston Neville developed this veil after an orcish witch-doctor lopped off the arm Thurston's cleric companion was using to present her holy symbol to the villain's undead minions. Thurston rarely had to learn a lesson twice.

Foggy gray bracers surround your forearms when you manifest this veil, granting you DR 2/bludgeoning.

Essence: For each point of essence invested in this veil, increase the granted DR by 1.

Chakra Bind (Wrists): [D7, V8] Binding this veil to your Wrists chakra further increases their defensive potency, granting you a shield bonus to AC equal to 2 + the number of essence points invested.

VESTMENTS OF THE MAHARAJA

Descriptors: compulsion, mind-affecting

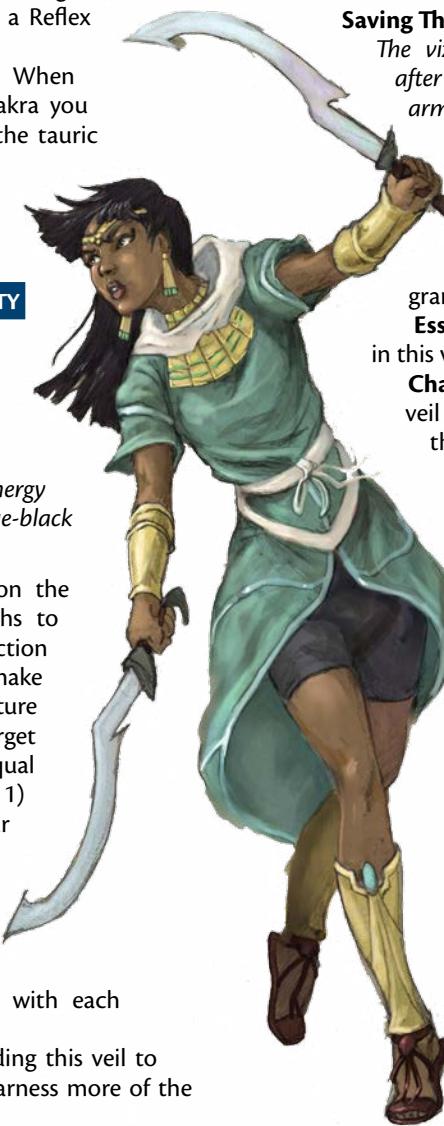
Class: Vizier

Slot: Chest

Saving Throw: see text

Your inner ambition and pride are given tangible form as your torso is draped in eldritch energy that gleams with the flickering light of precious metals and gemstones.

While using this magnificent veil your inherent majesty is undeniable to any who gaze upon you. You gain a +2 insight bonus to Diplomacy and Intimidate checks.



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Essence: For each point of essence you invest in this veil, the bonus to Diplomacy and Intimidate checks increases by +2.

Chakra Bind (Chest): [V18] Binding this veil to your Chest chakra creates a direct conduit for you to exert your inner majesty upon those around you. A number of times per day equal to their primary veilweaving modifier, a creature who has bound this veil to his Chest chakra can exert powerful influence over others; the wielder can command the obedience and fealty of creatures within 120 feet when she activates this ability (a standard action). Creatures totaling 100 Hit Dice can be ruled, but creatures with Intelligence scores of 12 or higher are each entitled to a Will save to negate the effect. Ruled creatures obey the wearer as if she were their absolute sovereign. Still, if the wearer gives a command that is contrary to the nature of the creatures commanded, the magic is broken and cannot affect that creature again for 24 hours. This ability stays in effect for 1 hour per character level. Creatures with hit die greater than the veilweaver's are not affected by this ability.

VORPAL GUARDS

Descriptors: none

Class: Vizier

Slot: Shoulders

Saving Throw: none

Sweeping plates of energy cover your upper arms and shoulders and rise in ridged guards that reach past the top of your head.

These massive pauldrons protect your neck and face from deadly blows. Whenever a critical hit is threatened against you, your AC vs. the confirmation roll is increased by +4.

Essence: For each point of essence invested in this veil, increase the bonus to AC vs. critical confirmation rolls by +1. In addition, you gain a 5% chance per point of essence invested to negate critical hits or precision damage, as the fortification armor enhancement.

Chakra Bind (Shoulders): [V10] Binding this veil to your Shoulders chakra makes you immune to the *vorpel* weapon property. In addition, increase the fortification granted by this ability by an additional 10%.

WAISTBAND OF THE WEALTHY

Descriptors: none

Class: Daevic, Vizier

Slot: Belt

Saving Throw: none

This veil appears a gleaming golden band about the wearer's waist that seems to reflect and refract light as though studded with a thousand precious gems.

The wearer of this ostentatious veil can sell ice to a linnorm or part a dwarf from his beard, but is rarely taken in by other fast talkers; you gain a +2 insight bonus to Appraise and Bluff checks.

Essence: For each point of essence invested in this veil, increase the bonus to Appraise and Bluff by +2.

Chakra Bind (Belt): [D16, V16] Binding this veil to your Belt chakra provides you with all of the storage space required to store your vast wealth and acquisitions. This veil now doubles as a Bag of Holding (Type 1). For each point of essence invested in this veil increase its storage capacity by one step (Type 2, Type 3, max Type 4). If this veil is dismissed or unbound for any reason, or if you choose to reshape this veil, all items currently stored within it are instantly ejected into adjacent squares.

WHIRLPOOL LASH

Descriptors: none

Class: Daevic

Slot: Belt

Saving Throw: none

A reptilian tail formed of sapphire scales surrounds your lower torso and legs, giving you the appearance of a draconic merfolk.

When this veil is formed the wearer's lower body is sheathed in a thick magical tail, granting them a tail slap attack that deals 1d6 damage for a medium creature (1d4 for small). This is a secondary natural attack.

Essence: Investing essence into this veil grants you a swim speed equal to 5 x the number of points of essence invested.

Chakra Bind (Belt): When the wearer binds this veil to their Belt chakra, they gain a special attack that increases their aquatic superiority. As a full round action the wearer can make a single tail slap attack against all creatures in a 5 ft. radius. The wearer can make a free trip attempt against any creature he successfully hits with this attack. If this attack is made while underwater, make the trip attempt as normal; creatures struck by this attack are sent spinning wildly out of control and are treated as though prone until they spend a standard action to right themselves. The radius of this effect increases by 5 feet for each point of essence invested.

WRATHFUL CLAWS

Descriptors: none

Class: Daevic

Slot: Hands

Saving Throw: none

Sharpened akasha encases your palms and fingers giving you the appearance of having monstrously over-sized claws; this appearance is anything but deceiving.

When you shape this veil your hands gain a pair of claws that can be used as natural weapons dealing 1d6 damage each (1d4 for Small characters, 1d8 for Large).

Essence: You gain a +1 insight bonus to attack and damage with the granted claw attacks for each point of essence invested in this veil.

Chakra Bind (Hands): [D4] Binding this vicious veil to your Hands chakra fills it with pure destructive power; treat the damage dice for the granted claw attacks as though you were one size larger. In addition, increase the critical threat range of the claws to 19–20/x2.

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CHAPTER 7: AKASHIC ITEMS

Akasha is the magic of life and creation, so it comes as no surprise that there are a variety of unique akashic items and crafting techniques in existence.

WEAPON SPECIAL ABILITIES

Essence Forged		PRICE 5,000 GP
SLOT none	CL 10th	WEIGHT —
AURA moderate transmutation		

Essence forged weapons are designed as training tools for users of akasha. The unusual nature of *essence forged* weapons prevents them from being enchanted normally and a weapon must be created as an *essence forged* weapon as part of the crafting process, transforming them into essence receptacles that use their wielder's power to determine their abilities. *Essence forged* weapons are always of masterwork quality, and gain an enhancement bonus to attack and damage equal to the amount of essence invested in them (maximum +5). *Essence forged* weapons are also prebuilt with a set of weapon special abilities that can be activated by wielders who've learned how to bind essence to specific chakras. When an *essence forged* item is created, choose 3 weapon special abilities (such as *flaming*, *frost*, or *speed*), whose combined total does not exceed a +5 enhancement bonus. A wielder capable of binding to the hands chakra may access +1 enhancement bonus worth of these abilities, a wielder capable of binding to the wrists chakra may access up to +3, and a character capable of binding to the shoulders chakra may access up to +5. The weapon must have an amount of essence invested equal to the total enhancement bonus of any accessed abilities for those to be used (for example, an akashic warrior able to bind to his shoulders chakra and wielding an *essence forged* weapon with the *speed* property would need to have at least 3 points of essence invested). Each time the wielder reassigns essence to the weapon, he may change which of the available weapon properties are active.

CONSTRUCTION REQUIREMENTS	COST 2,500 GP
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Craft Magic Arms and Armor, creator must possess an essence pool

Lifescorch		PRICE +2 bonus
SLOT none	CL 12th	WEIGHT —
AURA strong evocation		

A *lifescorch* weapon seeks to burn the very life force of its enemies, sheathing itself in fire upon command and dealing an extra 1d8 points of fire damage on a successful hit. The

fire does not harm the wielder. The effect remains until another command is given. The *lifescorch* weapon also deals 2 points of essence burn to its target on a successful critical hit. Targets without an essence pool or whose essence pool has been reduced to zero instead take an additional 1d8 points of fire damage. Whenever a *lifescorch* weapon causes essence burn to a target, all fire damage it deals for the next 3 rounds instead becomes untyped akashic energy and is therefore not subject to being reduced by resistance to fire-based attacks.

CONSTRUCTION REQUIREMENTS	COST +2 bonus
---------------------------	---------------

Craft Magic Arms and Armor, *flame blade*, *flame strike*, or *fireball*; creator must possess an essence pool

Reverberating		PRICE +2 bonus
SLOT none	CL 7th	WEIGHT —
AURA moderate conjuration		

Reverberating weapons leave shards of akashic energy behind whenever they inflict serious injuries. Whenever a reverberating weapon deals a critical hit, the target suffers an amount of damage equal to the weapon's damage die at the start of their next turn.

CONSTRUCTION REQUIREMENTS	COST +2 bonus
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Craft Magic Arms and Armor, creator must possess an essence pool

WONDROUS ITEMS

Akashic Catalysts		PRICE varies
Least	Greater	CL 5th
		8,000 GP
		32,00 GP
		72,800 GP
SLOT see text		WEIGHT —
AURA moderate transmutation		

Akashic catalysts are woven bands of gem studded cloth or metal inscribed with glowing mandalas. A veilweaver may wear the catalyst around either their hands, feet, head, headband, shoulders, wrist, neck, belt, or body to reinforce and fortify the power of invested essence within a veil shaped in that chakra. If the veilweaver is capable of shaping a veil in the Ring chakra, he may assign the bonus from a catalyst wrapped around his hands to one such veil. If a veilweaver invests essence in any veil formed on a

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chakra that is wrapped with an *akashic catalyst*, the essence invested in the veil may be treated as being higher for all mechanical effects (+1 least, +2 lesser, +3 greater), though this does not change the veilweaver's total essence pool. A character cannot wear more than one *akashic catalyst* of each type (least, lesser, and greater). Putting on or taking off a *catalyst* is a full round action that provokes attacks of opportunity.

CONSTRUCTION REQUIREMENTS	COST varies
Least	4,000 GP
Lesser	16,000 GP
Greater	36,000 GP

Craft Wondrous Item, creator must possess an essence pool

Blood Funnels		PRICE 16,000 GP
SLOT	CL	WEIGHT
AURA moderate necromancy		

These cruel bands of twisted metal are designed to be attached to melee weapons. Attaching a *blood funnel* to a natural weapon requires the wearer to twist the band over her natural weapon and through the nearest bit of her own flesh, dealing 1 point of damage; this damage does not heal as long as the *blood funnel* is attached. When used on a manufactured weapon, the *blood funnel* is attached to the guard or hilt and deals 1 point of damage each time the weapon is drawn or wielded; this damage cannot be healed while the weapon is still wielded or in hand. Once attached, a *blood funnel* allows the wearer to drain his enemy's blood and strengthen his own; whenever a character with a Blood veil shaped deals bleed damage to an opponent whose hit dice are equal to or greater than her own with the weapon her *blood funnel* is attached to, she treats the total amount of essence invested in her Blood veil as 1 higher for the next 3 rounds, even if that would raise the veil above its normal capacity. If the wearer scores a critical hit with that attack, she instead treats the Blood veil as having 3 additional points of essence invested. Multiple instances of the benefit from *blood funnels* do not stack, but instead overlap, with the most beneficial instance given priority (for example, a wearer who scored a critical hit with a bleeding attack in round 1 and a regular hit with a bleeding attack in round 2 would continue to use the larger benefit until that instance expired).

CONSTRUCTION REQUIREMENTS	COST 8,000 GP
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Craft Wondrous Item, creator must possess an essence pool

Suqr's Gift		PRICE 18,000 GP
SLOT	CL	WEIGHT
AURA moderate transmutation		

Suqr's gifts are specially enchanted feathers freely given from a suqr to beings of non-flying races who do a great service for a suqr family or community. A creature holding a *suqr's gift* given to him by a suqr is protected as though by a *feather fall* spell that activates immediately if the holder falls more than 5 feet. If the holder has an essence pool, he may invest essence into a *suqr's gift* for additional benefits; if at least one point of essence is invested in the gift, the holder gains a fly speed of 10 feet with poor maneuverability. For each additional point of essence invested, the fly speed increases by 5 feet and the maneuverability improves by 1 step. If a *suqr's gift* is stolen or sold, it becomes simply a normal feather until such time as it is returned to the person it was originally given to, or a suqr gifts it to a new individual.

CONSTRUCTION REQUIREMENTS	COST 8,000 GP
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Craft Wondrous Item, *fly*, creator must be a suqr



CHAPTER 8: THE FALSE GODS

Presented below are a variety of new monsters that utilize the akashic system. All the monsters presented here have the akashic subtype.

NEW SUBTYPES

Akashic Subtype: Creatures with the akashic subtype are all or partially composed of pure akashic energy and have the following shared traits.

- Essence Pool equal to racial hit die.
- Immunity to sleep effects.
- Low-light vision.
- Unless otherwise noted, akashic creatures always use Charisma as their primary veilweaving modifier. Akashic creatures with class levels use the primary veilweaving modifier of their class.

Daeva Subtype: Daeva are a unique type of native outsider that rely on powerful emotions to maintain their physical forms and have the following shared traits

- Daevic creatures shape veils out of their own physical body, and automatically bind any veil they are capable of shaping.
- All daeva speak Common and one other language associated with their general habitat or demeanor, and gain additional languages based on their Intelligence.
- *Emotion-Dependent:* All daeva require exposure to a certain type of emotion to draw power from. When unable to feed on this emotion, they suffer Constitution drain as described in their entry. Daeva reduced to their Constitution score in negative hit points or whose Constitution is reduced to 0 do not die, but instead become formless spirits incapable of interacting with the physical world except through symbiotic bonds with mortals. Formless daeva can communicate telepathically with any creature within 60 feet who shares a language with it.
- *Hardened Form:* Daeva in physical form gain a natural armor bonus equal to their racial hit dice.
- *Natural Veilweaver:* Creatures with the daeva subtype gain the ability to shape a number of veils equal to 1/2 their racial Hit Dice, and may choose veils for any slot, including Ring and Blood. Since their veils are part of their physical form, they choose where to shape and bind them (subject to the normal restrictions on where each veil may be shaped and/or bound) any time they have an hour of uninterrupted focus and do not require a rest between instances of reshaping veils. Unlike a normal veilweaver, daeva's veils are part of their physical form, and once selected, cannot be replaced, except to be shaped in a different eligible slot.

- *Symbiotic:* Daeva are capable of entering a state where their powers and consciousness lie dormant and they feed on a mortal's emotions in exchange for granting that mortal power. The most common example of this is the daevic class, though certain daeva may be able to form different types of bonds as described in their entry. While bonded with another creature, daeva lose the emotion-dependent weakness.

APSARA

The beautiful woman before you smiles around tiger-ish fangs and appears to be formed out of the sea itself made solid.

APSARA

CR 8

XP 4,800

NG Medium outsider (akashic, daeva, native)
Init +4; Senses low-light vision, darkvision 60 ft.; **Perception +15**

DEFENSE

AC 24, touch 14, flat-footed 20 (+10 natural armor, +4 Dex)
hp 85 (10d10+30)

Immune sleep

Fort +7, Ref +12, Will +10 (+3 sacred bonus to all saves against effects that would cause the apsara to be dazed, stunned, or blinded)

Defensive Abilities evasion, +1 to AC vs. ranged attacks

Weakness *emotion dependent (love)*- Apsara feed on the loving emotions of mortal creatures, and take 1 point of Constitution drain each week they are unable to come into physical contact with a mortal creature capable of experiencing this emotion.

OFFENSE

Speed 30 ft., fly 40 ft.

Melee slam +12 (1d8+2)

Ranged +1 composite longbow +18/+13 (1d8+3/3)
 While using Deadly Aim against targets within 30 feet, the apsara's attack routine becomes +18/+13 (1d8+11/3)

Space 5 ft.; Reach 5 ft.

STATISTICS

Str 15, Dex 18, Con 17, Int 12, Wis 14, Cha 23

Base Atk +10; CMB +12; CMD 26

Feats Chakra Targeting, Deadly Aim, Point-Blank Shot, Precise Shot, View Energy

Skills Acrobatics +17, Diplomacy +19, Handle Animal +19, Knowledge (planes) +14, Perception +15, Sense Motive +15, Stealth +17

Languages Common, Celestial, Sylvan

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SQ veils shaped/bound (courtesan's cloak - shoulders, daevic aspect (desire) - blood, diadem of pure reflection - headband, guardian sash - belt, immaculate touch - hands)

Essence Pool 12

ECOLOGY

Environment any (typically within 3 days travel of a populated settlement)

Organization solitary, pair, expedition (1-2 + 5 human mercenariesNPCC)

Treasure standard (+1 composite longbow (Str +2), other gear)

SPECIAL ABILITIES

Diadem of Pure Reflection (Su) Whenever the apsara succeeds on a saving throw vs. a spell or effect that would cause them to suffer the stunned or blinded conditions, that effect can be redirected to a new target, forcing them to make a save at the original DC or suffer the full effects of the original attack themselves as though they were the original target of the ability.

Guardian Sash (Su) The apsara gains a +6 insight bonus to AC against critical hit confirmation rolls. In addition, 1/round when an enemy's weapon attack would drop the apsara below 0 hit points, this veil lashes out, attempting to knock the attack away.

Make an attack roll with this veil, at a +16 bonus; if this roll meets or exceeds the threatening attack roll, the entire attack is negated.

Immaculate Touch (Su) The apsara may heal living or harm undead for $2d6+1$ with a touch. Harming undead requires a melee touch attack and the target is entitled to a Will save (DC 18) for half damage. Living targets affected by this ability are also the target of a *neutralize poison* spell (CL 10). This ability can only affect a given creature 7/day.

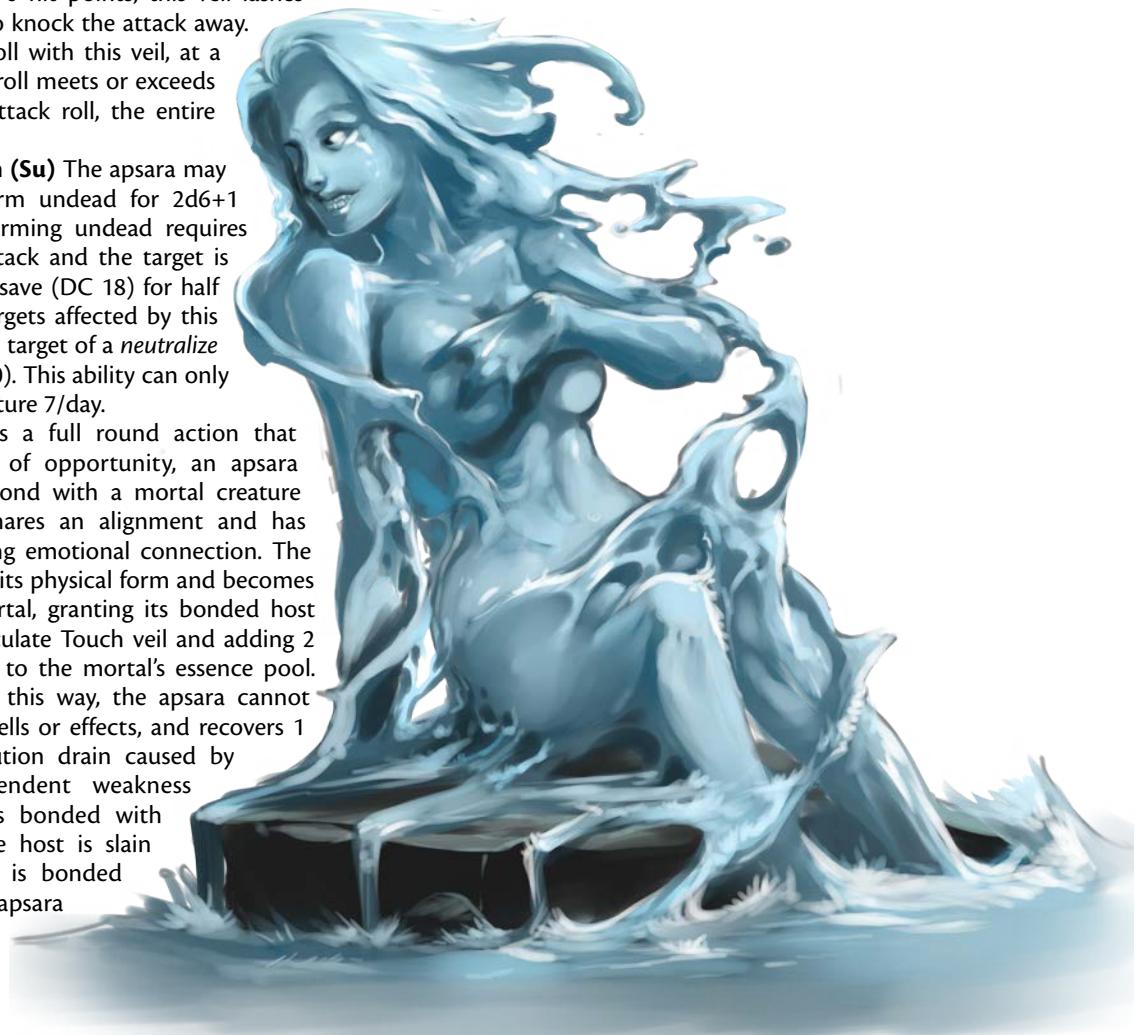
Symbiosis (Su) As a full round action that provokes attacks of opportunity, an apsara may choose to bond with a mortal creature with whom it shares an alignment and has developed a strong emotional connection. The apsara surrenders its physical form and becomes one with the mortal, granting its bonded host the use its Immaculate Touch veil and adding 2 points of essence to the mortal's essence pool. While bonded in this way, the apsara cannot be targeted by spells or effects, and recovers 1 point of Constitution drain caused by its emotion-dependent weakness each month it is bonded with the mortal. If the host is slain while the apsara is bonded in this way, the apsara takes 1 point of

Constitution drain and is immediately ejected from the host's body.

View Energy (Su) The apsara may spend a move action to activate a special mode of sensory perception, called chakra-sight, which allows them to accurately detect and pinpoint creatures within 15 feet, regardless of invisibility or lighting conditions. The chakra-sight lasts until the start of the apsara's next turn.

Rising from daeva associated with love and benevolence, the apsara are comprised of solid akasha, typically appearing as an almost translucent blue or green color. Apsara usually appear as beautiful and kindly humans with a somewhat bestial cast. They frequently serve as guardians or wilderness guides for small communities, feeding on the goodwill and positive emotions they evoke through this service to sate their emotion dependency.

The apsara presented above has invested 2 essence in each of its veils except for Courtesan's Cloak, and 2 essence each in its Chakra Targeting and View Energy feats. An apsara reduced to less than half their total hit points will shift the essence from their View Energy ability to their Courtesan's Cloak to increase their AC and saves.



AKASHIC MYSTERIES

DRAGON, AKASHIC

The akashic dragon presented here, the vritra, follows the normal rules for true dragons with a few exceptions. The rules for the dragons are presented below. Akashic dragons do not gain spellcasting ability and instead gain veilweaving ability.

AGE CATEGORIES

Many of a true dragon's abilities, attacks, and other statistics improve as a dragon grows older. These increases are divided into 12 age categories—as a dragon ages, its base statistics change as noted on the Dragon Age Categories table on page 80.

Age Category: This is the age category's name.

Age in Years: This is the dragon's actual age.

CR: This column modifies the dragon's base CR.

Size: This shows how many size categories by which to increase the dragon's base size, depending on its age (from Tiny to Small, Small to Medium, and so on). A true dragon does not gain the standard increases to ability scores when it achieves a larger size—instead, true dragons gain ability score increases according to their age category, as indicated on the Dragon Ability Scores table.

Hit Dice: This shows how many additional Hit Dice a dragon gains over its base Hit Dice as it grows. Increases to Hit Dice grant extra hit points, feats, and skill ranks as well as increase the dragon's base attack bonus and base save bonuses. Dragons have skill ranks equal to $6 + \text{their Intelligence modifier per Hit Die}$. A dragon's increases to ability scores for gaining Hit Dice are included in the total ability score increases (see the Dragon Ability Scores table).

Natural Armor: This shows by what amount the dragon's base natural armor bonus increases with each age category.

COMBAT

The Dragon Attacks and Speeds table lists the attacks a dragon can employ and the damage it deals (a dash indicates that a dragon of that size does not possess that natural attack). Other abilities described here are gained by dragons when they reach a specific age category.

Fly Speed: A dragon's fly speed increases as indicated, according to its size. Akashic dragons are wingless and their flight is a supernatural ability.

Bite: This is a primary attack that deals the indicated damage plus 1½ times the dragon's Strength bonus (even though it has more than one attack). A dragon's bite attack has reach as if the creature were one size category larger (+10 feet for Colossal dragons).

Claws: These primary attacks deal the indicated damage plus the dragon's Strength bonus.

Tail Slap: The dragon can slap one foe each round with its tail. A tail slap is a secondary attack that deals the indicated damage plus 1½ times the dragon's Strength bonus (this is an exception to the normal secondary attack rules).

Crush (Ex): A flying or jumping Huge or larger

dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape. A crush attack deals the indicated damage plus 1½ times the dragon's Strength bonus.

Tail Sweep (Ex): This allows a Gargantuan or larger dragon to sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet (or 40 feet for a Colossal dragon), extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals the indicated damage plus 1½ times the dragon's Strength bonus (round down). Affected creatures can attempt Reflex saves to take half damage (DC equal to that of the dragon's breath weapon).

ADDITIONAL DRAGON RULES

All akashic dragons have the following abilities.

Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light.

Frightful Presence (Ex): A dragon's frightful presence has a range equal to $30 \text{ feet} \times \text{the dragon's age category}$, but otherwise functions as detailed on page 300 of the Pathfinder Bestiary.

Damage Reduction: Dragons gain damage reduction as they age, as indicated on each dragon's specific entry. Their natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Immunities (Ex): Every dragon is immune to sleep and paralysis. In addition, a dragon is immune to one or two additional forms of attack no matter what its age, as given in its description.

Veilweaving: Akashic dragons know and shape veils, instead of gaining and casting spells. Each dragon type's entry will specify what class it shapes veils as. Akashic dragons unlock binds, gain additional veils shaped, and increase their essence capacity when their hit die are equal to the level the bind unlocks, the total veils shaped increases, or they would gain class features such as improved essence capacity in their associated veilweaving class, but do not gain other benefits a veilweaver of that class would, such as class features and essence.

Spell Resistance (Ex): As dragons grow older, they become more resistant to spells and spell-like abilities, as indicated in the dragon descriptions. A dragon's SR is equal to $11 + \text{its CR}$.

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DRAGON AGE CATEGORIES

Age Category	Age in Years	CR	Size	Hit Dice	Natural Armor
1 Wyrmling	0–5	Base	Base	Base	Base
2 Very young	6–15	Base + 2	Base + 1	Base + 2	Base + 3
3 Young	16–25	Base + 4	Base + 2	Base + 4	Base + 6
4 Juvenile	26–50	Base + 5	Base + 2	Base + 6	Base + 9
5 Young Adult	51–100	Base + 7	Base + 3	Base + 8	Base + 12
6 Adult	101–200	Base + 8	Base + 3	Base + 10	Base + 15
7 Mature Adult	201–400	Base + 9	Base + 3	Base + 12	Base + 18
8 Old	401–600	Base + 11	Base + 4	Base + 14	Base + 21
9 Very Old	601–800	Base + 12	Base + 4	Base + 16	Base + 24
10 Ancient	801–1,000	Base + 13	Base + 4	Base + 18	Base + 27
11 Wyrm	1,001–1,200	Base + 14	Base + 4	Base + 20	Base + 30
12 Great Wyrm	1,201+	Base + 16	Base + 5	Base + 22	Base + 33

DRAGON ABILITY SCORES

Age Category	Str	Dex	Con	Int	Wis	Cha
1 Wyrmling	Base	Base	Base	Base	Base	Base
2 Very young	Base + 4	Base – 2	Base + 2	Base + 2	Base + 2	Base + 2
3 Young	Base + 8	Base – 2	Base + 4	Base + 2	Base + 2	Base + 2
4 Juvenile	Base + 10	Base – 2	Base + 6	Base + 4	Base + 4	Base + 4
5 Young Adult	Base + 12	Base – 4	Base + 6	Base + 4	Base + 4	Base + 4
6 Adult	Base + 14	Base – 4	Base + 8	Base + 6	Base + 6	Base + 6
7 Mature Adult	Base + 16	Base – 4	Base + 8	Base + 6	Base + 6	Base + 6
8 Old	Base + 18	Base – 6	Base + 10	Base + 8	Base + 8	Base + 8
9 Very Old	Base + 20	Base – 6	Base + 10	Base + 8	Base + 8	Base + 8
10 Ancient	Base + 22	Base – 6	Base + 12	Base + 10	Base + 10	Base + 10
11 Wyrm	Base + 24	Base – 8	Base + 12	Base + 10	Base + 10	Base + 10
12 Great Wyrm	Base + 26	Base – 8	Base + 14	Base + 12	Base + 12	Base + 12

DRAGON ATTACKS AND SPEEDS

Size	Fly Speed (maneuverability)	1 Bite	2 Claws	1 Tail Slap	1 Crush	1 Tail Sweep
Tiny	100 ft. (average)	1d4	1d3	—	—	—
Small	150 ft. (average)	1d6	1d4	—	—	—
Medium	150 ft. (average)	1d8	1d6	—	—	—
Large	200 ft. (poor)	2d6	1d8	1d8	—	—
Huge	200 ft. (poor)	2d8	2d6	2d6	2d8	—
Gargantuan	250 ft. (clumsy)	4d6	2d8	2d8	4d6	2d6
Colossal	250 ft. (clumsy)	4d8	4d6	4d6	4d8	2d8

AKASHIC MYSTERIES

DRAGON, VRITRA

The brightly-hued creature peering at you from the water's edge appears to be a stupendously overgrown amphibian, albeit one clad in multi-hued magical constructs.

VRITRA

N dragon (akashic, aquatic)

BASE STATISTICS

CR 4; Size Small; Hit Dice 4d12

Speed 30 ft., fly 150 ft. (average), swim 90 ft.

Natural Armor +3

Str 12 Dex 12 Con 16 Int 12 Wis 12 Cha 18

Weakness toothless- vritra have no teeth, only thick, bony, gum-covered ridges, and their bite attacks are incapable of inflicting piercing and slashing damage, only dealing bludgeoning damage instead.

ECOLOGY

Environment temperate forests and swamps, warm marshes

Organization solitary

Treasure triple

SPECIAL ABILITIES

Amphibious (Ex) Vritra have the aquatic subtype, but can breathe both water and air.

Charm Amphibians (Sp) A great wyrm vritra can use this ability three times per day. It works as a *mass charm monster* spell that affects only amphibious creatures. This ability is the equivalent of an 8th-level spell.

Conduit (Su) Old vritra are as much akashic energy as physical form, and act as natural conduits for spells and powers, able to redirect them almost at will. When the vritra saves against a spell, spell-like ability, supernatural ability, or psionic power that targets only it (not including area of effect abilities), it may spend an immediate action to redirect the effect to another target within the effect's range.

Devour Essence (Su) Adult vritra gain the ability to devour their foe's essence in addition to their flesh. Each time a creature with an essence pool takes damage from the vritra's bite or swallow whole ability, they take 1 point of essence burn and the vritra gains 1 point of temporary essence. This temporary essence expires after 10 minutes.

Essence Burn Immunity (Ex) Vritra of all age categories are immune to essence burn caused by outside sources. Vritra can still choose to willingly take essence burn to activate class or item abilities.

Fire Immunity (Ex) The skin of juvenile and older vritra has developed a thick coating of viscous slime that renders them completely impervious to fire damage.

Grab (Ex) Vritra are voracious omnivores, and vritra of all age categories gain the grab ability with their bite attack.

Resonate (Su) Ancient vritra are so attuned to the very nature of akashic magic, that they can turn an opponent's own veils against them. As a standard action, the vritra can unleash a powerful bellow that deals 1d8 sonic damage per hit die of the dragon to any veil other than those shaped by a vritra within a radius equal to 5 feet per age category of the dragon (DC 10 + 1/2 HD + CON modifier, Fortitude half). Any veil that takes enough damage to be suppressed by this effect detonates in a cacophonous burst dealing 5d8 points of sonic damage to the wearer, and the veil is suppressed for an additional 2d4 rounds (for a total of 3d4 rounds).

Speak with Amphibians (Sp) A very young or older vritra gains the constant spell-like ability to speak with amphibians

Swallow Whole (Ex) When a young or older vritra begins its turn with an opponent grappled in its mouth, it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Vritra can only use this ability against creatures who are one size category smaller than themselves or smaller. Creatures swallowed by the vritra take 1d4 bludgeoning and 1d4 acid damage per age category of the vritra each round.



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Veilweaving: Vritra gain the veilweaving of a vizier whose class level equals their racial hit dice (max 20).

Water Breathing (Ex) A vritra can breathe underwater indefinitely and can freely use its veils and other abilities while submerged.

Age Category	Special Abilities	Veilweaver Level
Wyrmling	Amphibious, grab, water breathing, essence burn immunity	4th
Very young	Speak with amphibians	6th
Young	Swallow whole	8th
Juvenile	Fire immunity	10th
Young Adult	DR 5/magic, spell resistance	12th
Adult	Devour essence	14th
Mature Adult	DR 10/magic	16th
Old	Conduit	18th
Very Old	DR 15/magic	20th
Ancient	Resonate	22th
Wyrm	DR 20/magic	24th
Great Wyrm	Charm amphibians	26th

YOUNG VRITRA CR 8

XP 4,800

N Large dragon (akashic, aquatic)

Init +0; Senses dragon senses; **Perception +21**

Aura frightful presence (90 ft., DC 22)

DEFENSE

AC 19, touch 9, flat-footed 19 (+10 natural armor, -1 size)

hp 103 (8d12+51)

Fort +11, Ref +6, Will +8

Defensive Abilities uncanny dodge, 20% concealment; Immune essence burn, sleep, paralysis

Weakness toothless- vritra have no teeth, only thick, bony, gum-covered ridges, and their bite attacks are incapable of inflicting piercing and slashing damage, only dealing bludgeoning damage instead.

OFFENSE

Speed 30 ft., fly 200 ft. (poor), swim 90 ft.

Melee bite +13 (2d6+7 plus grab), 2 claws +13 (1d8+5), tail +8 (1d8+2)

Ranged 2 riven darts +8 (2d4)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks *ditchdigger's armlets* (10x10 square, DC 16, 2d6 bludgeoning), *gorget of the wyrm* (30 foot line, DC 18, 5d6 electricity)

STATISTICS

Str 20, Dex 10, Con 20, Int 14, Wis 14, Cha 20

Base Atk +8; CMB +14; CMD 24 (+28 vs. trip)

Feats Essence of the Immortal, Extra Essence, Flyby Attack, Improved Natural Armor

Skills Appraise +13, Diplomacy +16, Fly +11, Intimidate +16, Knowledge (arcana) +13, Perception +21, Sense Motive +21, Swim +16

Languages Common, Draconic

SQ speak with amphibians, swallow whole, veils shaped/bound (*ditchdigger's armlets* - wrists, *gorget of the wyrm* - unbound (neck), *pestilence cloak* - feet, *riven darts* - hands, *sentinel's helm* - head)

Essence Pool 11

(The vritra above has invested 3 essence each in its *Getor of the Wyrm*, *Pestilence Cloak*, and *Sentinel's Helm*, and 1 point each in its *Ditchdigger's Armlets* and *Riven Darts*.)

ADULT VRITRA CR 12

XP 19,200

N Huge dragon (akashic, aquatic)

Init -1; Senses dragon senses; **Perception +25**

Aura frightful presence (180 ft., DC 27)

DEFENSE

AC 31, touch 8, flat-footed 31 (+4 armor, +19 natural armor, -2 size)

hp 206 (14d12+115)

Fort +16, Ref +8, Will +13

Defensive Abilities uncanny dodge, 20% concealment; DR 5/magic; Immune essence burn, fire, sleep, paralysis; Resist electricity 25; SR 23

Weakness toothless- vritra have no teeth, only thick, bony, gum-covered ridges, and their bite attacks are incapable of inflicting piercing and slashing damage, only dealing bludgeoning damage instead.

OFFENSE

Speed 30 ft., fly 200 ft. (poor), swim 90 ft.

Melee bite +20 (2d8+12 plus grab), 2 claws +20 (2d6+8), tail +18 (2d6+4)

Ranged 4 riven darts +12 (4d4)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks crush, devour essence, *ditchdigger's armlets* (10x10 square, DC 20, 4d6 bludgeoning), *gorget of the wyrm* (30 foot line, DC 22, 9d8 electricity), *spiked pauldrons* (10 foot radius, DC 18, 2d6 piercing)

Spell-Like Abilities (CL 14th)

7/day- *lesser globe of invulnerability* (2 round duration)

STATISTICS

Str 26, Dex 8, Con 24, Int 18, Wis 18, Cha 24

Base Atk +14; CMB +24; CMD 33 (37 vs. trip and grapple)

Feats Essence of the Immortal, Extra Essence, Flyby Attack, Hover, Improved Natural Armor, Multiattack, Power Attack

Skills Appraise +21, Diplomacy +24, Fly +16, Intimidate +24, Knowledge (arcana) +21, Perception +25, Sense Motive +25, Spellcraft +21, Swim +25, Use Magic Device +24

Languages Common, Draconic

SQ speak with amphibians, swallow whole, veils shaped/bound (*crown of inevitable command* - headband,

AKASHIC MYSTERIES

ditchdigger's armlets - wrists, gorget of the wyrm - neck, pestilence cloak - feet, ring of the abjurer - ring, riven darts - hands, sentinel's helm - head, spiked pauldrons - shoulders)

Essence Pool 17

SPECIAL ABILITIES

Crown of Inevitable Command (Su) Undead within 30 ft. of the vritra lose their immunity to mind-affecting effects, instead gaining only a +4 racial bonus to saves vs. mind-affecting effects. This means undead creatures can be affected by the vritra's frightful presence.

Spiked Pauldrons (Su) Any creature in a grapple with the vritra takes 2d6 piercing damage each round until the grapple is broken.

(The vritra above has invested 5 essence in its Gorget of the Wyrm, 3 essence each in its Ditchdigger's Armlets, Pestilence Cloak, and Riven Darts, and 1 essence each in its Crown of Inevitable Command, Sentinel's Helm, and Spiked Pauldrons.)

ANCIENT VRITRA

CR 17

XP 102,400

N Gargantuan dragon (akashic, aquatic)

Init -2; Senses dragon senses, true seeing; Perception +37

Aura frightful presence (300 ft., DC 30)

DEFENSE

AC 40, touch 6, flat-footed 40 (+4 armor, +30 natural armor, -4 size)

hp 349 (22d12+201+5 temp hp)

Fort +22, Ref +11, Will +19

Defensive Abilities conduit, uncanny dodge, rock catching, 50% concealment, 1/round as an immediate action make a Diplomacy check and use the result in place of AC or touch AC; DR 15/magic; Immune essence burn, fire, sleep, paralysis; Resist electricity 35; SR 28

Weakness toothless- vritra have no teeth, only thick, bony, gum-covered ridges, and their bite attacks are incapable of inflicting piercing and slashing damage, only dealing bludgeoning damage instead.

OFFENSE

Speed 30 ft., fly 250 ft. (clumsy), swim 90 ft.

Melee bite +30 (6d6+18 plus grab), 2 claws +30 (2d8+12), tail +18 (2d8+6)

Ranged 5 riven darts +20 (5d4)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks crush, devour essence, ditchdigger's armlets (10x10 square, DC 22, 5d6 bludgeoning), gorget of the wyrm (30 foot line, DC 25, 13d8 electricity), resonate, rock throwing, spiked pauldrons (10 foot radius, DC 20, 2d6 piercing), tail sweep

Spell-Like Abilities (CL 22nd)

9/day- lesser globe of invulnerability (2 round duration only)

STATISTICS

Str 34, Dex 6, Con 28, Int 22, Wis 22, Cha 28

Base Atk +22; CMB +38; CMD 45 (49 vs. trip and grapple)

Feats Essence of the Immortal, Extra Essence, Flyby Attack, Greater Vital Strike, Hover, Improved Natural Armor, Improved Natural Attack (bite), Improved Vital Strike, Multiattack, Power Attack, Vital Strike

Skills Appraise +31, Diplomacy +34, Fly +23, Heal +31, Intimidate +34, Knowledge (arcana) +31, Knowledge (nature) +31, Perception +37, Sense Motive +37, Spellcraft +31, Swim +37, Use Magic Device +34

Languages Common, Draconic

SQ speak with amphibians, swallow whole, veils shaped/bound (crown of inevitable command - headband, cuirass of confidence - chest, ditchdigger's armlets - wrists, eyes of the hawkguard - body, gorget of the wyrm - neck, pestilence cloak - feet, ring of the abjurer - ring, riven darts - hands, sentinel's helm - head, spiked pauldrons - shoulders, stone giant's girdle - belt)

Essence Pool 25

SPECIAL ABILITIES

Crown of Inevitable Command (Su) Undead within 30 ft. of the vritra lose their immunity to mind-affecting effects, instead gaining only a +4 racial bonus to saves vs. mind-affecting effects. This means undead creatures can be affected by the vritra's frightful presence.

Cuirass of Confidence (Su) Any creature that comes within 60 feet of the vritra must succeed on a Will save (DC 20) or have their attitude towards the vritra improved by one step for the next 22 hours. Any further improvements to the affected creature's attitude resulting from successful Diplomacy checks or other similar actions taken after the creature was affected by the ability remain after its duration expires. A creature can only be affected by this ability once per 24 hours. In addition, the vritra gains a +2 insight bonus on Diplomacy checks made against creatures who have failed their save against this ability.

Spiked Pauldrons (Su) Any creature in a grapple with the vritra takes 2d6 piercing damage each round until the grapple is broken.

(The vritra above has invested 7 essence in its Gorget of the Wyrm, 5 essence in its Pestilence Cloak, 4 essence in Riven Darts, 3 essence each in Ditchdigger's Armlets and Sentinel's Helm, and 1 essence each in Crown of Inevitable Command, Cuirass of Confidence, and Spiked Pauldrons.)

It is said that the vritra first taught mortals the art of veilweaving. In a time far beyond memory, the daeva ran rampant over the world, waging petty battles while distant deities were too troubled with other concerns to intervene on their worshippers behalf. In a kingdom whose name has long since been washed away by the sands of time, a wise man named Ibn Malik heard rumors of beings with power like the daevae's, but greater, who sought distance from mortal and immortal affairs alike.

Following these rumors from the verdant riverbanks of his home, through the dry deserts that warring daeva had burned into the land, and ultimately into the deep jungles of the lands far to the south, Ibn Malik discovered one of the great dragons known as vritra. It is said that

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Ibn Malik was almost a snack for the great beast, but his talent for crafting beautiful jewelry intrigued the creature, who had believed humans to be little more than clever apes incapable of such skill. Ibn Malik taught the vritra the secrets of alloys and crafting fine metals, and in return, the vritra taught him the secrets of veils and transforming life force into akashic energy. The vritra who walk the world today are said to be much like the ancient one Ibn Malik first met; as likely to devour a mortal as speak to one, but capable of being swayed by new art or stories they have not heard before.

GANAPTI

The elephant-headed figure before you manages to be both beautiful and graceful despite its heavily muscled, bulky frame.

GANAPTI

CR 17

XP 102,400

NG Huge outsider (akashic, daeva, native)

Init +3; **Senses** low-light vision, darkvision 90 ft., see invisibility; **Perception** +26

DEFENSE

AC 40, touch 15, flat-footed 33 (+4 armor, +2 shield, +4 insight, +3 Dex, +19 natural armor, -2 size)

hp 272 (19d10+147+20 temporary)

Immune sleep

Fort +15, **Ref** +16, **Will** +17 (+4 to Will saves vs. enchantment spells and effects)

Defensive Abilities Improved Evasion, +5 to AC vs. ranged attacks; **Immune** daze, paralysis, stun

Weakness emotion dependent (benevolence)

A ganapti's purpose is to provide guidance and protection to mortal beings, nurturing and instructing them. A ganapti who has no mortals within 5 miles who venerate it takes 1 point of Constitution drain each week until it is once more venerated by at least one mortal.

OFFENSE

Speed 40 ft.

Melee gore +25 (2d6+8 plus 1d6 each cold, electricity, and sonic), 4 slams +25 (1d8+8 plus 1d6 each cold, electricity, and sonic)

Ranged +2 javelin +30/+25 (2d8+10 plus 1d6 each cold, electricity, and sonic)

While using Deadly Aim against targets within 30 feet, the ganapti's attack routine becomes +28/+23 (2d8+26 plus 1d6 each cold, electricity, and sonic)

Space 15 ft.; **Reach** 10 ft.

Special Attacks powerful charge +27 (4d6+12 plus 1d6 each cold, electricity, and sonic), **armbands of the irked elephant** (bull rush

only) +29 (1d6+13 plus 1d6 each cold, electricity, and sonic)

Spell-Like Abilities (CL 19th)

1/day- lesser globe of invulnerability (2 round duration only)

STATISTICS

Str 27, **Dex** 17, **Con** 25, **Int** 18, **Wis** 18, **Cha** 32

Base Atk +19; **CMB** +29; **CMD** 40

Feats Akasha-imbued Body, Akashic Charge, Chakra Power, Chakra Targeting, Extra Essence, Twin Veil (Wrists), Power Attack, Quick Draw, Veilbound Resilience, Willful Throw

Skills Acrobatics +25, Bluff +33, Diplomacy +39, Handle Animal +33, Intimidate +17, Knowledge (planes) +26, Perception +26, Sense Motive +26, Stealth +25

Languages Common, Auran, Celestial, Draconic, Sylvan

SQ veils shaped/bound (aerial nimbus - body, armbands of the irked elephant - wrists, courtesan's cloak - neck, daevic aspect (dominion) - blood, eyes of the hawkguard - headband, guardian sash - belt, ring of the abjurer - ring, storm gauntlets - wrists, vestments of the maharaja - chest)

Essence Pool 28

ECOLOGY

Environment any

Organization solitary, cult (1 + 4–6 apsara)

Treasure double (5 +2 javelins, other treasure)

SPECIAL ABILITIES

Guardian Sash (Su) The ganapti gains a +6 insight bonus to AC against critical hit confirmation rolls. In addition, 1/round when an enemy's weapon attack would drop the ganapti below 0 hit points, this veil lashes out, attempting to knock the attack away. Make an attack roll with this veil, at a +32 bonus; if this roll meets or exceeds the threatening attack roll, the entire attack is negated.

Massive Capacity (Ex) The ganapti's passage through the realms of death has unlocked a deeper mastery of the mysteries of akasha, and he increases the total capacity of all his veils by 2 (for a total veil capacity of 6).

Symbiosis (Su) As a full round action that provokes attacks of opportunity, a ganapti may choose to bond with a mortal creature who



AKASHIC MYSTERIES

shares its alignment and venerates it for its guidance. The ganapti surrenders its physical form and becomes one with the mortal, granting its bonded host the use of the Armbands of the Irked Elephant and Daevic Aspect (Dominion) veils, as well as adding 5 points of essence to the mortal's essence pool. While bonded in this way, the ganapti cannot be targeted by spells or effects, and recovers 1 point of Constitution drain caused by its emotion-dependent weakness each day it is bonded with the mortal. The ganapti can choose to take 5 points of Constitution damage as an immediate action while bonded to a host to heal up to 50 points of damage taken by the host; the ganapti may take this action in response to any attack that would damage its host, even if that attack would normally be enough to slay the host, subtracting the healing granted from the damage the attack would deal. If the host is slain while the ganapti is bonded in this way, the ganapti takes 1 point of Constitution drain and is immediately ejected from the host's body.

Veilbound Resilience (Su) 2/day the ganpati can heal 10 points of damage it has taken as a swift action.

Vestments of the Maharaja (Su) 11/day, the ganapti can command the obedience and fealty of creatures within 120 feet as a standard action. Creatures totaling 100 Hit Dice can be ruled, but creatures with Intelligence scores of 12 or higher are each entitled to a Will save (DC 23) to negate the effect. Ruled creatures obey the ganapti as if it were their absolute sovereign. If the ganapti gives a command that is contrary to the nature of the creature(s) commanded, the magic is broken and cannot affect that creature again for 24 hours. This ability stays in effect for 18 hours. Creatures with hit die greater than the ganapti's are not affected by this ability.

Ganapti are the ultimate result of the bond between a goodly mortal and an apsara. An apsara who chooses to pass beyond death with a worthy host will sometimes be reborn as a benevolent guardian, a veritable demigod committed to the ideals the mortal championed in life. Ganapti have blue-grey skin, four arms, and the head of a mighty beast, such as an elephant, leopard, or rhinoceros. Ganapti will often use their Vestments of the Maharaja veil to end conflicts, using its power to create a pause in large battles between normally peaceful tribes that have been driven to war so it can attempt to negotiate peace, typically establishing itself as a benevolent arbiter for the region.

The ganapti presented above has invested 4 essence each in its Courtesan's Cloak and Daevic Aspect veils, 3 in its Eyes of the Hawkguard and Storm Gauntlets veils as well as 3 in its Chakra Targeting and Willful Throw feats, 2 each in its Armbands of the Irked Elephant, Guardian Sash, and Vestments of the Maharaja veils, and 2 in its Veilbound Resilience. The ganapti will typically open combat by hurling two javelins at its most dangerous looking opponent before shifting the essence from its Chakra Targeting and Willful Throw feats to Akashic Charge and Chakra Power feats and charging the

nearest enemy on the next round. The ganapti saves its Veilbound Resilience feat for recovering from bleed or other effects that can be resolved via magical healing.

HANUMAPTI

This being appears to be the strangely beautiful hybrid of a human and a giant ape, though its head sports two faces that seem to see everything.

HANUMAPTI

CR 22

XP 614,400

N Large outsider (akashic, daeva, native)

Init +11; **Senses** low-light vision, darkvision 100 ft., true seeing; **Perception** +30

DEFENSE

AC 47, touch 24, flat-footed 32 (+4 insight, +11 Dex, +23 natural armor, -1 size)

hp 299 (20d10+189)

Immune sleep

Fort +17, **Ref** +26, **Will** +22 (+2 sacred bonus to all saves against effects that would cause the hanumapti to be dazed, stunned, or blinded)

Resist electricity 25 SR 32

Defensive Abilities evasion, +5 to AC vs. ranged attacks

OFFENSE

Speed 60 ft., air walk, teleport 25 ft. (dim light only)

Melee +5 *axiomatic holy frost vicious quarterstaff* +33/+28/+23/+18 (8d8+13 plus 2d6 plus 1d6 cold plus 2d6 vs. evil plus 2d6 vs. chaotic), +5 *anarchic flaming unholy vicious quarterstaff* +33/+28/+23 (8d8+13 plus 2d6 plus 1d6 fire plus 2d6 vs. good plus 2d6 vs. lawful)

Space 10 ft.; **Reach** 10 ft.

Spell-Like Abilities

At will- *stunning barrier* (DC 26, 16 round duration)

STATISTICS

Str 27, **Dex** 33, **Con** 27, **Int** 24, **Wis** 24, **Cha** 38

Base Atk +20; **CMB** +32; **CMD** 50 (+7 vs. disarm)

Feats Agile Maneuvers, Combat Expertise, Combat Reflexes, Essence of the Immortal, Extra Essence, Improved Two-Weapon Fighting, Greater Two-Weapon Fighting, Twin Veil (Body), Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +42, Bluff +37, Climb +28, Diplomacy +34, Disable Device +34, Escape Artist +34, Handle Animal +34, Intimidate +37, Knowledge (nobility) +27, Knowledge (planes) +30, Perception +30, Sense Motive +30, Stealth +42,

Languages Common, Celestial, Draconic, Giant

SQ veils shaped/bound (aerial nimbus - body, armory of the conqueror - wrists, bralani's brooch - neck, breastplate of bloody conflict - chest, cincture of the dragon - belt, courtesan's cloak - shoulders, diadem of pure reflection - head, essence of the succubus - blood, eyes of the hawkguard - body, stalker's tabi - feet)

Essence Pool 29

AKASHIC MYSTERIES

ECOLOGY

Environment any

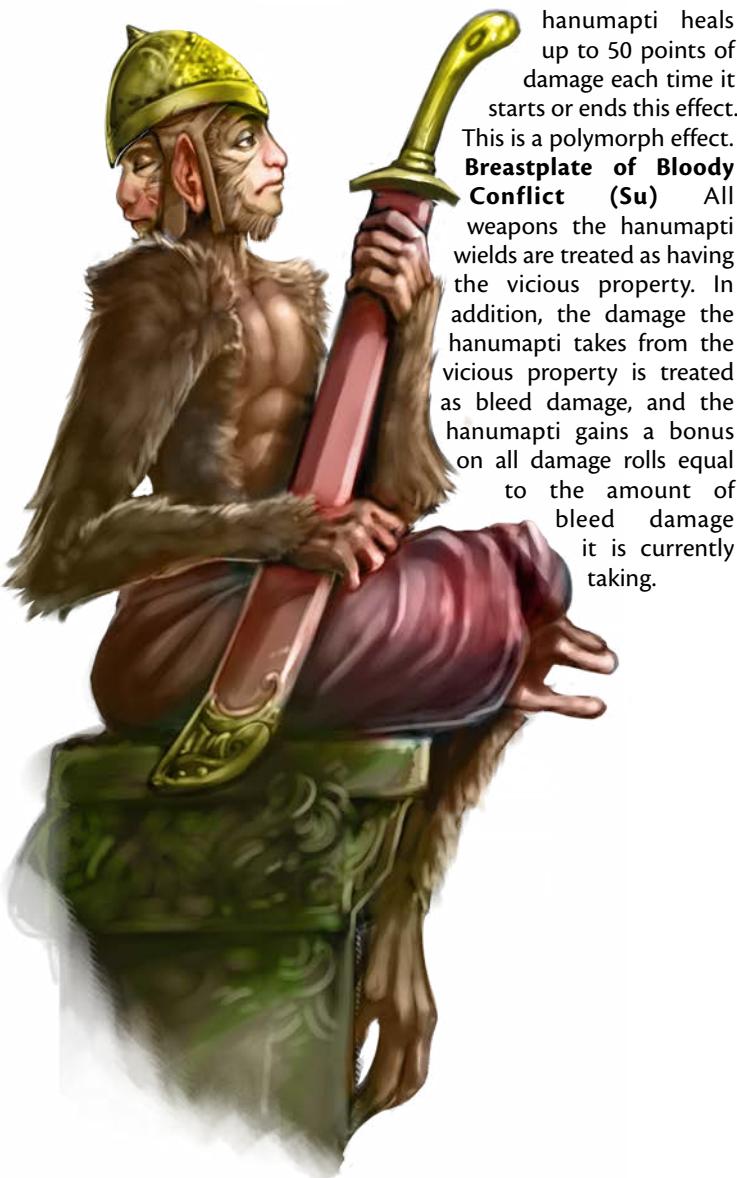
Organization solitary

Treasure double (+5 *axiomatic holy frost/+5 anarchic flaming unholy quarterstaff*, other treasure)

SPECIAL ABILITIES

Ascended (Ex) The hanumapti has reached the pinnacle of a daeva's power, and increases the total capacity of all its veils by 3 (for a total veil capacity of 7), and gains an additional 5 points of essence.

Bestial Transformation (Su) 1/day as a swift action, the hanumapti can transform into a Gargantuan version of itself, gaining a +8 size bonus to Strength, a -2 penalty to Dexterity, a +6 size bonus to Constitution, increasing its natural armor by +6, giving it a 20 foot space with 15 foot reach, and granting it a +20 foot enhancement bonus to its base speed. The base damage of the hanumapti's staff increases to 16d6 during this transformation. The hanumapti can maintain this form for up to 8 hours or end it at any time as a free action, after which it reverts to its normal form and is exhausted for 24 hours.



hanumapti heals up to 50 points of damage each time it starts or ends this effect. This is a polymorph effect.
Breastplate of Bloody Conflict (Su) All weapons the hanumapti wields are treated as having the vicious property. In addition, the damage the hanumapti takes from the vicious property is treated as bleed damage, and the hanumapti gains a bonus on all damage rolls equal to the amount of bleed damage it is currently taking.

Diadem of Pure Reflection (Su) When the hanumapti succeeds on a saving throw vs. a spell or effect that would cause them to suffer the dazed condition, that effect rebounds on its originator, forcing them to make a save at the original DC or suffer the full effects of the original attack themselves as though they were the original target of the ability.

Essence of the Succubus (Su) Hanumapti are perfect physical specimens, and gain a +3 circumstance bonus to all Charisma based skill checks made against creatures capable of feeling attraction towards them. In addition, they ignore any penalties due to negative modifiers in any of their physical ability scores (this includes Dexterity penalties to AC, negative modifiers applied to skill checks like Climb or Swim, etc.). If an ability score is reduced to zero due to ability damage or drain, the hanumapti is still rendered unconscious or dead, as appropriate.

Oversized Weapons (Ex) Hanumapti can wield Huge weapons without penalty.

Unbound (Ex) Hanumapti no longer need or desire mortal contact to draw power from, and lose both the emotion dependent weakness and the symbiosis ability normally possessed by daeva. If a hanumapti is rendered formless, it recovers hit points at a rate of 20 per day, and Constitution drain at a rate of 1 point per year.

Hanumapti are daeva that have ascended to a near perfect form, no longer bound by a need to feed on mortal emotions and capable of sustaining themselves indefinitely. The process of ascension also blurs the hanumapti's perception of morality; where a ganapti might love benevolence and hate tyranny, the hanumapti simply sees both as tools for the same goal. Having transcended their need for mortal contact, many hanumapti actively shun it, viewing mortal petitions as intrusions on their time, distracting them from their pursuit of greater power.

The hanumapti knows that it stands at the threshold of true godhood and spends its time preparing itself to take that final step and become a true divinity. A hanumapti who is petitioned by mortals for aid or information is equally likely to provide them with the answer they seek or destroy them utterly and ruthlessly, depending on which reaction it believes will be most efficient and allow it to continue its pursuit of strength. Hanumapti only truly befriend beings whose power they acknowledge as being equal to their own, hoping that association with such beings will further strengthen them.

The hanumapti described above has invested 7 essence in its Armory of the Conqueror and Bralani's Brooch veils, 4 in its Courtesan's Cloak, 3 in Eyes of the Hawkguard and Stalker's Tabi, 2 in Cincture of the Dragon and Essence of the Succubus, and 1 in Diadem of Pure Reflection.

AKASHIC MYSTERIES

NAMUCI

Before you stands a being with skin like obsidian, wreathed in eldritch energy, its backwards curving hands large enough to crush a grown man.

NAMUCI

CR 15

XP 51,200

LE Huge outsider (akashic, daeva, native, shapeshifter)
Init +4; **Senses** low-light vision, darkvision 90 ft., see invisibility; **Perception** +26

DEFENSE

AC 31, touch 9, flat-footed 30 (+1 dodge, +18 natural armor, +4 shield, -2 size)

hp 213 (18d10+114)

Immune sleep

Fort +11, **Ref** +11, **Will** +16 (+6 on Fortitude saves to resist poison or disease)

Defensive Abilities concealment (20% miss chance, Will save DC 23 negates)

DR 15/good and piercing; **SR** 30

Weakness emotion dependent (*vengeance*)- Namuci crave the violent and hateful emotions of wrathful creatures, even other daeva, and seek to surround themselves with creatures who can provide them with such. A namuci who is unable to come within 1 mile of creatures capable of experiencing these emotions takes 1 point of Constitution drain each week until he is once more able to feed.

OFFENSE

Speed 40 ft., fly 20 ft. (clumsy)

Melee bite +24 (2d6+18+10 force), 2 wrathful claws +24 (6d6+20+10 force/19–20)

Special Attacks detect thoughts

Space 15 ft.; **Reach** 10 ft.

Special Attacks gaze (30 ft., DC 23, staggered 1d6+1 rounds)

STATISTICS

Str 23, **Dex** 10, **Con** 21, **Int** 20, **Wis** 20, **Cha** 31

Base Atk +18; **CMB** +26; **CMD** 36

Feats Akashic Charge, Critical Focus, Essence of the Immortal, Extra Essence, Focused Critical, Improved Initiative, Power Attack, Staggering Critical, Weaver's Reflexes

Skills Acrobatics +21, Bluff +31, Craft (alchemy) +26 Diplomacy +33, Disguise +39, Intimidate +12, Knowledge (planes) +26, Perception +26, Sense Motive +26, Stealth +21, Use Magic Device +31 Racial Modifiers +4 Bluff, +8 Disguise

Languages Common, Draconic, Ignan, Infernal, Undercommon; *comprehend languages, tongues*

SQ change shape (any humanoid, *alter self*), veils shaped/bound (armory of the conqueror - wrists, bloody shroud - body, daevic aspect (wrath) - blood, eyes if the hawkguard - headband, forcestrike knuckles - hands, guardian sash - belt, pestilence cloak - feet, stare of the ghalee - head, vestments of the maharaja - chest)

Essence Pool 24

ECOLOGY

Environment any

Organization solitary, cult (1 + 4–6 yatudhana)

Treasure triple

SPECIAL ABILITIES

Bloody Shroud (Su) All creatures within 30 feet who take slashing or piercing damage treat the first 6 points of damage as bleed damage unless they succeed on a Fortitude save (DC 25). In addition, whenever the namuci scores a critical hit with a melee attack, the target takes 1d4 negative levels (Fortitude save DC 25 half) and the namuci gains 1 point of temporary essence and 5 temporary hit points per negative level inflicted. The temporary essence lasts for 1 round and the temporary hit points expire after 1 hour.

Daevic Aspect (Su) All creatures adjacent to the namuci at the start of its turn take 5d10 points of fire damage. The namuci may choose to activate or deactivate this aura as a swift action

Detect Thoughts (Su) A namuci can detect thoughts as per the spell of the same name (CL 18th). It can suppress or resume this ability as a free action. When a rakshasa uses this ability, it always functions as if it had spent three rounds concentrating and thus gains the maximum amount of information possible. A creature can resist this effect with a DC 20 Will save. The save DC is Charisma-based.

Embodiment of Wrath (Ex) The namuci is a being of akasha made whole and his arms are always treated as being bound with the Wrathful Claws veil. These arms can be invested with essence just like a standard veil.

Guardian Sash (Su) 1/round, whenever an attack would drop the namuci below 0 hit points, it can make an attack roll at a +29 bonus. If this roll meets or exceeds the threatening attack roll, the entire attack is negated. In addition, the namuci treats his AC as +4 higher against critical threat confirmation rolls.

Massive Capacity (Ex) The namuci's passage through the realms of death has unlocked a deeper mastery of the mysteries of akasha, and he increases the total capacity of all his veils by 2 (for a total veil capacity of 6).

Symbiosis (Su) As a full round action that provokes attacks of opportunity, a namuci may choose to bond with a mortal creature who shares its alignment and drive for vengeance. The namuci surrenders its physical form and becomes one with the mortal, granting its bonded host the use of the Wrathful Claws and Daevic Aspect (Wrath) veils, as well as adding 4 points of essence to the mortal's essence pool. While bonded in this way, the namuci cannot be targeted by spells or effects, and recovers 1 point of Constitution drain caused by its emotion-dependent weakness each month it is bonded with the mortal. If the host is slain while the namuci is bonded in this way, the namuci takes 1 point of Constitution drain and is immediately ejected from the host's body.

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Stare of the Ghaele (Su) The namuci has a gaze attack that causes all enemies within 30 feet to be staggered for 1d6+1 rounds unless they succeed on a Will save (DC 23). Once a creature has failed its save against this effect, it cannot be affected again for 24 hours. The namuci may choose to activate or deactivate this effect as a standard action.

Vestments of the Maharaja (Su) 10/day, the namuci can command the obedience and fealty of creatures within 120 feet as a standard action. Creatures totaling 100 Hit Dice can be ruled, but creatures with Intelligence scores of 12 or higher are each entitled to a Will save (DC 20) to negate the effect. Ruled creatures obey the namuci as if it were their absolute sovereign. If the namuci gives a command that is contrary to the nature of the creature(s) commanded, the magic is broken and cannot affect that creature again for 24 hours. This ability stays in effect for 18 hours. Creatures with hit die greater than the namuci's are not affected by this ability.

When a yatudhana dies, there is a very slim chance that the bond between rakshasa and daeva is not broken by death. When the bond transcends mortality, the yatudhana may reincarnate into something more powerful and horrifying than the sum of its parts as the two souls fuse into one being. These "namuci" are often hailed as gods of death, and appear as powerful demigods, wreathed in burning akashic energy. Despite their violent tendencies, namuci have strict moral codes that they will often force on their followers as well; "an eye for an eye" is a common namuci philosophy, and they will go to great lengths to seek vengeance on those they believe have wronged them. Because of the often unstable nature of those who share the namuci's lust for vengeance, it will often use its Vestments of the Maharaja to exercise control, redirecting and channeling its servant's natural impulses in a way that allows them to pursue their goals without undermining the namuci's own plans.

The namuci presented here has invested 5 essence in its Daevic Aspect and Bloody Shroud, 4 in Forcestrike Knuckles, 3 in Armory of the Conqueror and Pestilence Cloak, 2 in Eyes of the Hawkguard and Stare of the Ghaele, and 1 in Guardian Sash. A namuci confronted by foes who are resistant or immune to its fire will shift the essence from its Daevic

Aspect to its Wrathful Claws, using raw power to destroy its opponents. Against ranged opponents who attempt to avoid coming in reach of the namuci's natural weapons and auras, the namuci will shift 2 points of essence from Armory of the Conqueror to Pestilence Cloak, increasing its fly speed by an additional 10 feet and boosting its concealment to 50%.



AKASHIC MYSTERIES

YAKSA

The red-fleshed creature before you looks almost translucent, though his claws and horns seem far too real.

YAKSA

CR 5

XP 1,600

CE Medium outsider (akashic, daeva, native)
Init +3; Senses low-light vision, darkvision 60 ft.; **Perception +9**

DEFENSE

AC 18, touch 13, flat-footed 15 (+5 natural armor, +3 Dex)
hp 58 (6d10+25)

Immune sleep

Fort +8, Ref +5, Will +5

Weakness emotion dependent (wrath)- Yaksa feed on the violent emotions of mortal creatures, and take 1 point of Constitution drain each week they are unable to come into physical contact with a mortal creature capable of experiencing this emotion.

OFFENSE

Speed 30 ft., fly 40 ft. (average)

Melee horns of the minotaur +11 (1d4+7), 2 wrathful claws +12 (1d8+6/19-20)

Space 5 ft.; **Reach** 5 ft.

Special Attacks gorget of the wyrm (15 foot cone, DC 15, 3d6 fire)

STATISTICS

Str 16, Dex 16, Con 16, Int 8, Wis 10, Cha 16

Base Atk +6; CMB +9; CMD 22

Feats Enhanced Capacity, Essence of the Immortal, Power Attack

Skills Bluff +12, Intimidate +12, Perception +9, Sense Motive +9, Stealth +12

Languages Common, Abyssal

SQ veils shaped/bound (Gorget of the Wyrm - Shoulders, Horns of the Minotaur - Head, Wrathful Claws- Hands)

Essence Pool 7

ECOLOGY

Environment any

Organization solitary, company (3-6), warband (5 + 1 yatudhana)

Treasure standard

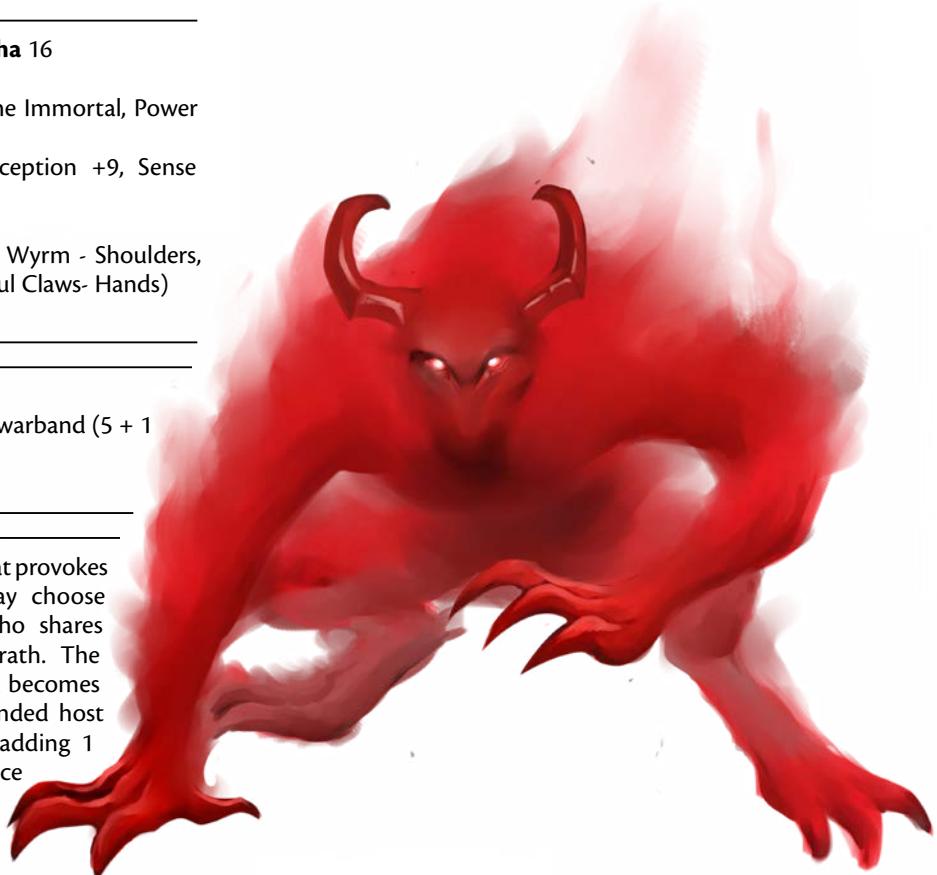
SPECIAL ABILITIES

Symbiosis (Su) As a full round action that provokes attacks of opportunity, a yaksa may choose to bond with a mortal creature who shares its alignment and unquenchable wrath. The yaksa surrenders its physical form and becomes one with the mortal, granting its bonded host the use of any one of its veils and adding 1 point of essence to the mortal's essence pool. While bonded in this way, the yaksa cannot be targeted by spells

or effects, and recovers 1 point of Constitution drain caused by its emotion-dependent weakness each month it is bonded with the mortal. If the host is slain while the yaksa is bonded in this way, the yaksa takes 5 points of Constitution drain and is immediately ejected from the host's body.

The “footsoldiers” of the daeva, these entities are comprised entirely of solidified akashic energy, giving them a translucent and nearly see-through appearance. Yaksa are created when a mortal who has bonded with a daeva spirit dies prematurely, forcing the daeva to absorb as much of their life force as possible or risk returning to a non-physical form. Yaksa are the reddish brown of dried blood, a coloration caused by the remnants of their now deceased mortal host which still suffuse them. Yaksa require intense emotions of anger and wrath to sate their emotion dependency, and typically sate these urges by seeking out and attacking mortal victims, feasting on their anger even as they tear them apart.

The yaksa presented above has invested 3 points of essence into his Wrathful Claws, 2 each into his Horns of the Minotaur and Gorget of the Wyrm, and has selected a 15 foot cone of fire as his breath weapon from the gorget. Other yaksa may choose to focus more on their breath weapon, putting 3 points of essence there and selecting a different element or shaping it as a line instead of a cone.



AKASHIC MYSTERIES

YATUDHANA

This majestic creature has the head of a lion, but his regal appearance is marred by an extra set of glowing black eyes and arms.

YATUDHANA

CR 11

XP 12,800

LE Medium outsider (akashic, daeva, native, shapechanger)
Init +4; Senses low-light vision, darkvision 60 ft.; **Perception +14**

DEFENSE

AC 27, touch 15, flat-footed 22 (+4 Dex, +1 dodge, +12 natural armor)

hp 116 (12d10+50)

Fort +9, Ref +12, Will +9 (+2 profane bonus to saves vs. death effects, disease, paralysis, poison, sleep, and stun effects)

Defensive Abilities negative energy affinity, concealment against ranged attacks (20% miss chance, Will save DC 17 negates), 1/round as an immediate action make a Diplomacy check and use the result in place of AC or touch AC; **Immune** sleep; **DR** 15/good and piercing; **SR** 25

OFFENSE

Speed 40 ft., fly 15 ft. (clumsy)

Melee bite +14 (1d6+2), 2 claws +14 (1d4+2), 2 wrathful claws +16 (1d8+4/19–20)

Special Attacks detect thoughts

Space 5 ft.; Reach 5 ft.

Special Attacks deathchannel ring (15 foot burst, DC 17, 3d8+2 negative energy), circlet of brass (60 foot ray, DC 3d6+6 fire)

STATISTICS

Str 14, Dex 18, Con 20, Int 17, Wis 13, Cha 21

Base Atk +10; CMB +12 (+14 to grapple); **CMD 26**

Feats Dodge, Extra Essence, Piranha Strike, Twin Veil, View Energy, Weapon Finesse

Skills Acrobatics +17, Bluff +22, Diplomacy +18, Disguise +26, Knowledge (planes) +16, Perception +14, Sense Motive +14, Stealth +17, Use Magic Device +18
Racial Modifiers +4 Bluff, +8 Disguise

Languages Common, Draconic, Ignan, Infernal, Undercommon

SQ change shape (any humanoid, alter self), veils shaped/bound (bloody shroud - body, circlet of brass - headband, cuirass of confidence - chest, deathchannel ring - ring, heart of the wight - chest, pestilence cloak - feet)

Essence Pool 14

ECOLOGY

Environment any

Organization solitary, pair, warband (1 + 5 yaksa), cult (4–6 + 1 namuci)

Treasure double

SPECIAL ABILITIES

Bloody Shroud (Su) All creatures within 15 feet who take slashing or piercing damage treat the first 3 points of damage as bleed damage unless they succeed on a Fortitude save (DC 17). In addition, whenever the yatudhana scores a critical hit with a melee attack, the target takes 1d4 negative levels (Fortitude save DC 17 half) and the yatudhana gains 1 point of temporary essence and 5 temporary hit points per negative level inflicted. The temporary essence lasts for 1 round and the temporary hit points expire after 1 hour.

Cuirass of Confidence (Su) Any creature that comes within 60 feet of the yatudhana must succeed on a Will save (DC 17) or have their attitude towards the yatudhana improved by one step for the next 10 hours. Any further improvements to the affected creature's attitude resulting from successful Diplomacy checks or other similar actions taken after the creature was affected by the ability remain after its duration expires. A creature can only be affected by this ability once per 24 hours. In addition, the yatudhana gains a +2 insight bonus on Diplomacy checks made against creatures who have failed their save against this ability.

Detect Thoughts (Su) A yatudhana can detect thoughts as per the spell of the same name (CL 18th). It can suppress or resume this ability as a free action. When a rakshasa uses this ability, it always



AKASHIC MYSTERIES

functions as if it had spent three rounds concentrating and thus gains the maximum amount of information possible. A creature can resist this effect with a DC 20 Will save. The save DC is Charisma-based.

View Energy (Su) The yatudhana may spend a move action to activate a special mode of sensory perception, called chakra-sight, which allows them to accurately detect and pinpoint creatures within 15 feet, regardless of invisibility or lighting conditions. The chakra-sight lasts until the start of the yatudhana's next turn.

Wrathful Limbs (Ex) The yatudhana has a pair of semi-physical that provide him with a pair of claw attacks as the bound Wrathful Claws veil, and which give him a +2 racial bonus on grapple checks. These arms can be invested with essence just like a standard veil. Due to their semi-physical nature, these limbs are unsuitable for wielding weapons or carrying items that weigh more than 5 lbs. for more than a few seconds. Any item held in these limbs is immediately dropped at the start of the yatudhana's next turn.

Shortly after reincarnation, these rakshasa sold their inherent magical powers to feed the growth of a symbiotic entity known as a daeva. These yatudhana rakshasa have regal leonine heads, and the backwards, clawed hands common to all rakshasa. Unique to the yatudhana however, are an additional pair of semi-translucent black arms formed of akashic energy that grow out from their torso, and an additional set of eyes, also formed of black akasha, that rest on their forehead directly above their more standard cat-like eyes.

The yatudhana presented above has invested 2 essence each into his Bloody Shroud, Circlet of Brass, Curiass of Confidence, Deathchannel Ring, Pestilence Cloak, and Wrathful Claws.

REFERENCE MATERIALS

Many of the abilities in this book reference spells, items, or feats from other books when describing their effects. Though most of these options appear in the *Pathfinder Roleplaying Game Core Rulebook*, several do not, so we've reproduced those here for ease of use.

MAGIC ARMOR

Mirrored		PRICE +1 bonus
SLOT	CL	WEIGHT
AURA moderate abjuration		

The polished surface of a *mirrored* shield or armor gleams and shines, and can be used as an ordinary mirror. Furthermore, it aids in battling creatures with gaze attacks. If the wearer averts his eyes, he can roll the miss chance twice, selecting the better result. The wearer can deal sneak attack or other precision-based damage to the target even though it has concealment against him. This provides no benefit if the wearer closes his eyes, wears a blindfold, or otherwise can't see the target at all. The *mirrored* armor or shield also adds its enhancement bonus to the wearer's touch AC against rays. This special ability may only be added to metallic armor or shields.

CONSTRUCTION REQUIREMENTS	COST
Craft Magic Arms and Armor, <i>spell turning</i>	+1 bonus

MAGIC WEAPONS

Called		PRICE +1 bonus
SLOT	CL	WEIGHT
AURA moderate abjuration		

A *called* weapon can be teleported to the wielder's hand as a swift action that does not provoke attacks of opportunity, even if the weapon is in the possession of another creature. This ability has a maximum range of 100 feet, and effects that block teleportation prevent the return of a *called* weapon. A *called* weapon must be in a creature's possession for at least 24 hours for this ability to function.

CONSTRUCTION REQUIREMENTS	COST
Craft Magic Arms and Armor, <i>teleport</i>	+1 bonus

SPELLS

CREATE PIT

School: Conjunction (creation); **Level:** Sorcerer/wizard 2, summoner 2

Casting Time: 1 standard action

Components: V, S, F (miniature shovel costing 10 gp)

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

Effect: 10-ft.-by-10-ft. hole, 10 ft. deep/2 levels

Duration: 1 round + 1 round/level

Saving Throw: Reflex negates

Spell Resistance: No

You create a 10-foot-by-10-foot extradimensional hole with a depth of 10 feet per two caster levels (maximum 30 feet). You must create the pit on a horizontal surface of sufficient size. Since it extends into another dimension, the pit has no weight and does not otherwise displace the original underlying material. You can create the pit in the deck of a ship as easily as in a dungeon floor or the ground of a forest. Any creature standing in the area where you first conjured the pit must make a Reflex saving throw to jump to safety in the nearest open space. In addition, the edges of the pit are sloped, and any creature ending its turn on a square adjacent to the pit must make a Reflex saving throw with a +2 bonus to avoid falling into it. Creatures subjected to an effect intended to push them into the pit (such as bull rush) do not get a saving throw to avoid falling in if they are affected by the pushing effect.

Creatures who fall into the pit take falling damage as normal. The pit's coarse stone walls have a Climb DC of 25. When the duration of the spell ends, creatures within the hole rise up with the bottom of the pit until they are standing on the surface over the course of a single round.

SPIKED PIT

School: Conjunction (creation); **Level:** Sorcerer/wizard 3, summoner 3

This spell functions as *create pit*, except that the pit is lined with wickedly sharp spikes along its bottom and walls and has a maximum depth of 50 feet. Creatures who fall into the pit take falling damage as normal, plus 2d6 points of piercing damage from the spikes. Any creature or object coming into contact with the spikes along the walls, such as a creature trying to climb out, or rope or other typical aids to climbing, takes 1d6 points of piercing damage each round they are in contact with the walls. For those willing to accept the damage incurred while climbing, the pit's walls have a Climb DC of 20.

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STUNNING BARRIER

School: Abjuration; **Level:** Cleric 1, inquisitor 1, paladin 1, sorcerer/wizard 1

Casting Time: 1 standard action

Components: V, S

Range: Personal

Target: You

Duration: 1 round/level or until discharged

Saving Throw: None and Will negates (see text)

Spell Resistance: No and yes (see text)

You are closely surrounded by a barely visible magical field. The field provides a +1 deflection bonus to AC and a +1 resistance bonus on saves. Any creature that strikes you with a melee attack is stunned for 1 round (Will negates). Once the field has stunned an opponent, the spell is discharged.

UNNATURAL LUST

School: Enchantment (compulsion) [emotion, mind-affecting]; **Level:** Bard 1, sorcerer/wizard 2, witch 2

Casting Time: 1 standard action

Components: V, S

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

Your target is filled with lust and desire for a single creature or object as designated by you at the time of casting. That creature or object must be within the spell's range and perceivable by the target of the spell. The target is filled with the compulsion to rush to the subject of its lust and passionately kiss or caress that subject on its next turn, taking no other actions. If the target would not normally have lustful feelings toward the designated creature or object, it receives a +4 bonus on its saving throw.

VEIL OF POSITIVE ENERGY

School: Abjuration [good]; **Level:** paladin 1

Casting Time: 1 standard action

Components: V, S, DF

Range: Personal or 5 ft.; see text

Target: you or all creatures within 5 ft.; see text

Duration: 10 minutes/level (D)

You surround yourself with a veil of positive energy, making it harder for undead creatures to harm you. When under the effect of this spell, you gain a +2 sacred bonus to AC and a +2 sacred bonus on saves. Both of these bonuses apply only against attacks or effects created by undead creatures. You can dismiss this spell before its normal duration as a swift action on your turn to deal a number of points of positive energy damage equal to your level to all undead creatures within 5 feet of you.

WEB SHELTER

School: Conjunction (creation); **Level:** Cleric 2, druid 2, ranger 2, sorcerer/wizard 2, summoner 2, witch 2

Components: V, S, DF

Casting Time: 1 minute

Range: Close (25 ft. + 5 ft./two levels)

Effect: 5 ft.–10 ft. diameter web sphere or 5 ft.–20 ft. hemisphere

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You create a shelter of slightly sticky webbing. The shelter has a hinged door large enough to accommodate a Medium creature. The opaque walls of the shelter measure 1 inch thick and provide total cover to anyone within it.

Only Fine creatures with negligible Strength can be caught in the webbing (including swarms); all other creatures can pull themselves free without making a Strength check or taking an action. The webbing is sticky enough to hold twigs, leaves, dirt, and other light items, allowing you to conceal the shelter. The shelter is watertight and insulated when the door is closed. Its surface has a hardness of 0 and 2 hit points for every 5-foot square of web surface area. It takes normal damage from fire and burns as easily as wood. When the spell ends, the webbing decays rapidly and disappears.

WEAPONS

Performance: Some of the following weapons have the performance property. If an attack or combat maneuver made with such a weapon prompts a combat performance check, you gain a +2 bonus on that check.

Bo Staff: Similar to a quarterstaff, only slightly more slender and tapered at one end, the bo staff is both a defensive device and a weapon.

Dan Bong: These short, blunt sticks are held in the hands to enhance unarmed martial techniques. They provide the wielder with the ability to lock an opponent and target pressure points that grant her a +2 bonus on her combat maneuver to grapple.

Flying Blade: A flying blade is a large, crescent-shaped blade anchored to a 10-foot chain. You fight with a flying blade by spinning it about your head or by snapping it toward an opponent. The flying blade is a clumsy weapon and receives a -2 penalty on attack rolls, but when you make attacks of opportunity provoked by movement, you receive a +2 bonus on attack rolls instead of the penalty.

Kyoketsu Shoge: This weapon consists of a foot-long double-edged blade, with another smaller, curved hook-blade sticking out the side like a rooster's spur. The blade is strung to a large iron hoop with 10-foot length of rope. The blade can be used as an off-hand melee weapon or thrown like a dagger, while the rope and circlet can be whipped around and swung at opponents as a bludgeoning reach weapon.

Mancatcher: This polearm consists of two curved metal bands that close around a target when you attack, allowing you to bind an opponent. A mancatcher is built to capture a creature of a particular size category (such as Small or Medium) and doesn't work on creatures of

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the wrong size. Make a touch attack to hit an opponent and a combat maneuver check to grapple him (without the -4 penalty for not having two hands free); success means you and the target are grappled. Once the target is grappled, you can perform a move or damage grapple action against him. The mancatcher has hardness 10 and 5 hit points; it requires a DC 26 Strength check to break it. If you drop the mancatcher, the target can free himself as a standard action.

Nine-Section Whip: The nine-section whip consists of steel bars linked together. The final bar is a 6-inch weighted spike. This weapon can be wielded as a single-handed weapon, a two-handed weapon, or in pairs.

Rope Dart: This deceptively complex weapon appears as nothing more than a 12-foot rope with a 6-inch-long, conical metal spike. Similar to a meteor hammer, it can be whirled at great speeds, then aimed to strike and pierce opponents with great reach. Once it strikes, the wielder can quickly retrieve the weapon with a tug of the rope.

Scorpion Whip: This whip has a series of razor-sharp blades and fangs inset along its tip. It deals lethal damage, even to creatures with armor bonuses. If you are proficient with both the scorpion whip and whip, you can use a scorpion whip in either the normal way (as a light performance weapon) or as a whip. When you use a scorpion whip as a whip, it is equivalent to a whip, but deals lethal damage and can harm creatures regardless of their armor bonus.

Sibat: This weapon is similar to a shortspear with a flexible rattan or bamboo shaft and an elaborately

barbed head. On a critical hit, the spear grabs flesh or armor. The wielder can then attempt a combat maneuver check to attempt to grapple its opponent as a free action. This grapple attempt does not provoke an attack of opportunity from the creature you are attempting to grapple. While grappling the target with a sibat, the wielder can only move or damage the target on its turn. The wielder is still considered grappled, though it does not have to be adjacent to the target to continue the grapple. If you move far away to be out of the sibat's reach, you end the grapple with that action.

Snag Net: This short, wide net is covered in barbed loops and slipknots. It works like a typical net exotic weapon, except it has the trip weapon special feature. If you entangle an opponent and hold the trailing rope, on your turn in place of a melee attack you may make a trip combat maneuver check against that opponent; if you succeed, you may trip the opponent or deal 1 point of piercing damage to the opponent. The concentration DC to cast while entangled in a snag net is 17 + the spell's level. The Escape Artist DC to escape a snag net is 22.

Tonfa: These L-shaped fighting sticks are good for striking and blocking combinations. The wielder holds the handle and either spins the stick or strikes with the stick covering the forearm.

WEAPONS

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight ¹	Type ²	Special
<i>Light Melee Weapons</i>								
Dan bong	1 sp	1d2	1d3	19–20/x2	10 ft.	—	B	blocking, monk
Scorpion whip	5 gp	1d3	1d4	x2	—	3 lbs.	S	performance
<i>One-Handed Melee Weapons</i>								
Nine-section whip	8 gp	1d6	1d8	19–20/x2	—	3 lbs.	B	blocking, distracting, monk, trip
Sibat	2 gp	1d4	1d6	x3	10 ft.	2 lbs.	P or S	see text
<i>Two-Handed Melee Weapons</i>								
Bo staff	1 gp	1d4	1d6	x2	—	3 lbs.	B	blocking, double, monk
Flying blade	40 gp	1d10	1d12	x3	—	12 lbs.	S	performance, reach
Kyoketsu shoge	6 gp	1d3	1d4	x2	20 ft.	1 lb.	S or P	disarm, grapple, reach, monk
Mancatcher	15 gp	1	1d2	—	—	10 lbs.	P	reach, see text
<i>Ranged Weapons</i>								
Rope dart	1 gp	1d3	1d4	x2	20 ft.	—	P	blocking, distracting, monk
Snag net	30 gp	—	—	—	10 ft.	10 lbs.	P	trip, see text

1. Weight figures are for Medium weapons. A Small weapon weights half as much, and a Large weapon weighs twice as much.

2. A weapon with two types is either type (wielder's choice) if the entry specifies "or."

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