Tenets of the Lady of the void:

This is a book on attaining power for supercharging magic and creating magic items through the use of ritual sacrifice of sentient creatures.

## Soul charging of Alchemist stones:

There is a creature Mesticules that is imprisoned in a realm that lies behind mirrors and inhabits reflections having no physical form of his own.  He communicates telekinetically.

Mesticules is willing to capture souls in exchange for life blood fed to him through the mirror.  Life blood is blood of a dying creature. He refuses blood of non-mortal wounds and stored blood of a creature dead for more than a few minutes.  He also refuses animal blood. He can only fulfil his end of the arrangement trapping the souls of these creatures if they are slain by a devil, but he can feed regardless of the killer.

It is advised to capture lesser devils by summoning them into a trap and keeping them caged.  The border of the first hell and the river styx is a good location to draw from since only the least powerful demons and stygian outsiders reside there.  Sacrifices can be dropped into the cage and a mirror can be placed under the cage to collect blood for Mesticules.

The act of feeding through a mirrored surface seems to make the mirror more permeable.  If you feed him too much through the same mirror he may be able to escape his prison though that mirror.  He also becomes more irrational hostile the longer he has gone without feeding. We were also able to negotiate a trade with Mesticules for the spell Recharge Soul Stone.

## Alchemist Stones

### Air to water

Transmutes 60ft radius of air into water.  Does not affect air within living creatures. Once per day. Range 30ft

### Water to smoke

While continuously submerged in water produces an expanding area of smoke 5 ft per round for 10 rounds.  Once per day. Consumes a 5 foot cube of water every 3 rounds. Smoke bubbles straight upward to the water surface and out from there. Range touch. Does not affect blood. Does not affect liquids contained within living creatures.  Only water fresh or saltwater in pure form can be transmuted.

### Blood to fire

Transmutes up to 100 cubic feet of blood into fire that remains burning for at least 2 rounds if no fuel source, does not affect blood contained within living creatures.  Dead creatures explode doing and additional 1D6 fire damage per size category beginning at medium, blast damage radius 5 ft that remains burning for at least 2 rounds if no fuel source and igniting a 10 ft radius of flammable items.  Fire does normal fire damage. One use per day. Range 30ft to edge of blood.

### Wood to stone

Transmutes a ton of wood into stone once per day. Range 30ft.

### Stone to blood

Transmutes 100 cubic feet of contiguous solid stone into 100 cubic ft of blood (dead blood) a spell caster check is required to do any shape more complicated than a cube with increasing difficulty based on the complexity of the shape the player once to create.  Rectangles of at least 5ft depth in each dimension are DC 10 the hardest shapes are DC 25. One use per day. Range 30 ft to edge of stone being transmuted.

### Fire to earth

Transmutes all fire within a 300 ft radius into dust. Once per day.

### Earth to air

Transmutes 150 cubic feet of contiguous loose earth into air a spell caster check is required to do any shape more complicated than a cube with increasing difficulty based on the complexity of the shape the player once to create.  Rectangles of at least 5ft depth in each dimension are DC 10 the hardest shapes are DC 25. One use per day. Range 30 ft to edge earth being transmuted.

### Smoke to wood

100 cubic ft of smoke can be transmuted into wood the type of wood varies based on the source of the smoke and the phase alignment of astral bodies (DM chooses and does not need to be consistent if he forgot what kind of wood it changed into last time) Wood created traps creatures within but is not absolutely solid.  Creature can make a strength check DC 18 to get free and into a prone position where they can crawl out of the wood where it is least solid Creatures already prone only need to make a DC 13

## Soul Stone

A Soul Stone is a more powerful version of a soul gem. 10 soul gems can be used to regenerate an empty soul stone with the spell create soul stone, a spell written in this book can be used in place of the materials of a spell, or two can be used to counteract each level increase a metamagic feat adds to a spell level.  Soul Stones do not affect the extra casting time required to use the metamagic feat.

The majority of the book discusses souls, the post mortem connection of a soul to a body after death.  The fact that that that connection is broken when a body is transported between planes/dimensions. The power of lifeblood and how it is seperate from the soul, two distinct power sources for blood magic and soul magic both sub-schools of necromancy.  Lesser forms of blood magic can use live blood (does not require sacrifice) and classical necromancy uses dead flesh or blood, but the focus of this book is soul magic, classical necromancy is hardly even discussed and blood magic is only discussed in regard to the fact that Mestacules feeds off blood magic and seems to use that power to form connections to the prime material plane.  He can use this connection to remotely perform soul magic as long as all materials and products originate and remain in the prime material plane.

## Recharge Soul Stone

**School** [necromancy](https://www.d20pfsrd.com/magic#TOC-Necromancy) [death, evil]; **Level** [cleric](https://www.d20pfsrd.com/magic/spell-lists-and-domains/spell-lists-cleric/) 4, [occultist](https://www.d20pfsrd.com/alternative-rule-systems/occult-adventures/occult-classes/occultist) 4, [shaman](https://www.d20pfsrd.com/classes/hybrid-classes/shaman) 4, [sorcerer/wizard](https://www.d20pfsrd.com/magic/spell-lists-and-domains/spell-lists-sorcerer-and-wizard/) 4, [spiritualist](https://www.d20pfsrd.com/alternative-rule-systems/occult-adventures/occult-classes/spiritualist) 4, [witch](https://www.d20pfsrd.com/classes/base-classes/witch) 4

Casting Time 10 Minutes

**Components** V, S, F (10 soul gems, blood)

Range Touch

Target Empty soul stone

Duration permanent

You channel the souls of multiple soul gems into a soul stone.  Or with the aid of a powerful Evil being with the Soul Master trait you can channel Souls into magical items powered by souls like the alchemist stones.