



Invocation Magic

A Supplement to the *Boundless Horizons* Game System

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Designing Invokers

Invokers and **Prestige Classes** provide a ready and ample set of possibilities for including invocation magic into a game. These are also provided as a set of examples as to what can be done with an underlying mechanical concept of how invokers work. The following explains this general invoker mechanic, and lays out guidelines on how to design and modify invokers and invocations.

Adaptation

The entire concept of *Invocation Magic* is based on the ability to adapt the concepts presented herein to a specific game or setting. In some respects, adaptation can be very minor – as an example, the names of invocations are intentionally left very generic, but there's no reason one couldn't call the *flaming* invocation weapon effect something more fanciful, such as *flames of Ghorkak*; such adaptation is in fact strongly encouraged!

More complex adaptation, such as modifying the classes, prestige classes, and invocations, or even creating new ones using the same underlying concepts is covered in the following sections.

Creating Base Classes

The base classes provided in **Invokers** represent specific archetypes but are all built from the same core mechanic. In essence, they are only examples of what can be done with invocation magic; these classes can be customized to better fit the specific flavor a campaign setting, or new ones can be written using the same underlying concepts.

The Fiendpact, for example, is based on a “fiendish” archetype, but there is no reason it could not be modified to produce variants based on more specific Infernal and Abyssal archetypes. On the other hand, an entirely new archetype could be created based on, as an example, mastery of the elements, and as such, a new invoker base class can be created. Any such “theme” can be abstracted into a power source.

When creating invoker classes, these are the basic guidelines that you should follow, always bearing in mind that a specific class concept may lead you to changing some elements to fit the class – be sure to add a corresponding (and roughly equal) weakness for any added strength, and vice-versa.

Concept: An invoker class should be built around the idea that they gain their power from a specific source. The nature of this source should then be used to determine what the specific details of that invoker class are, as indicated below.

Hit Die: A d6 hit die should be standard.

Alignment: The alignment restrictions, if any, on the invoker class should match up to the alignment ideals associated with the power source. Try to provide some measure of flexibility, however, so that the invoker isn't forced into a single possible alignment. Alignment might have no relevance at all to some power sources.

Saving Throws: Generally, Will saves should be high. One of Fortitude and Reflex should be Medium, the other Low, as best befits the power source.

Base Attack Bonus: Medium (+3 per 4 levels)

Skill Points: 4 + intelligence modifier

Weapon and Armor Proficiency: Invokers are proficient with simple weapons. They are also proficient with light armor, but not shields.

Martial Rank: Invokers tend to be more martially-minded than traditional magic users, though some more than others. They should either gain 3 martial ranks per 4 levels (Medium) for more martially-oriented invoker types such as the Avenger or the Wyrmfriender, or 1 martial rank per 2 levels (Low) for classes that tend to rely less on direct combat such as the Warden.

Bonus Feat or Ability: For invokers with the more rapid martial rank advancement, they gain weapon proficiency in a single martial weapon. Other invokers gain +1 invoker level to determine the effects of their invocations and for the purposes of bypassing spell resistance.

Class Skills: Invokers should always have Concentration and Spellcraft as class skills. There should always be at least one relevant Knowledge skill that is in-class. Additional class skills should represent the ideals associated with the invoker's power source.

Invocation Weapon: The basic invocation weapon should require a ranged touch attack with a range increment of Close (25' + 5'/2 invoker levels) and a maximum of two range increments. It should do 1d6 + charisma modifier untyped damage, half damage to objects. A specific power source could lead to changing this to typed damage (see the Wyrmfriender in **Invokers**) or possibly even being more effective against objects and less against creatures.

By default, up to one area and one additional effect may be added to the weapon each time it is used. The effective spell level of the weapon (used to determine save DC and any spell immunities) is the highest effective spell level of any area or effect applied, defaulting to 1.

Invocations: Invocations are generally treated as arcane spells, although they may be used at will, without preparation or through the use of limited spell slots. Arcane spell failure from light armor may be ignored.

One invocation is gained per level, with Minor invocations being available from level 1, Lesser at level 6, Greater at level 11, and Major at level 16. Additional invocations may be gained at each grade from having a high Charisma score.

Invocation List: Like the skills and class features, the list of invocations available on the invoker's class list should reflect the nature of the power source used by the invoker class. All invocation weapon area modifiers should generally be available, unless there is a very good reason to exclude one or more of them.

The invocation list should include the spell knowledge invocations related to a particular spellcasting class that best represents the power source's ideals. Feel free to add new spell knowledge invocations to allow access to other spell lists than those provided in **Invocations**, bearing in mind that 4-level spellcasting classes may not be good candidates for this from a balance standpoint.

DC: The difficulty class of any invocation weapon area, additional effect, or any other invocation that offers a saving throw is 10 + effective spell level + the invoker's charisma modifier.

Class Features: In general, the invoker should gain class features that make him or her more and more like the manifestation of the source of their powers. These powers should continue to scale and improve over the course of all twenty levels, to provide some incentive for staying with the class.

The Avenger, for example, becomes more and more Celestial-like over the course of the twenty levels, while the Warden gets benefits normally associated with the Fey type.

Thematics: While entirely optional, providing your invoker class with some form of signature visual, aural, and/or olfactory displays for its invocation weapon that is connected with the invoker's power source can go a long way toward adding a unique "flavor" to each class.

Creating Prestige Classes

Prestige classes should always involve a trade-off. They are typically used to specialize in a particular area, but that should mean that the character would therefore suffer a bit in more general applications.

When designing invoker-specific prestige classes, consider balancing the additional class features gained against by restricting or reducing the invocations learned, or possibly even reducing the number of prestige class levels at which invoker level is increased.

Providing a balance of class abilities is also crucial. Ideally, you want to offer players an incentive to take the prestige class to completion, while providing enough class features so that they don't feel like they're suffering until they hit the capstone.

Taking a look at the Deadmaster prestige class from **Prestige Classes**, the capstone should certainly be enticing for the budding necromancer – the ability to create permanent undead without the usual cost in black onyx. The class also allows for increasing the amount of undead controlled, and offers full invoker level progression. The drawbacks are that it only provides 4 invocations over 5 levels, and those invocations are fixed, not chosen from a list, and do not include invocation weapon damage increases (though this can be somewhat compensated for by taking the Expanded Powers feat).

Adapting Prestige Classes

Most existing prestige classes that require arcane spellcasting should work just fine for invokers with very minor modifications. The exception to this rule would be prestige classes like Archmage, which have very specific prerequisites beyond the ability to simply cast arcane spells. In any case, such conversions are always subject to the discretion of the referee.

General Guidelines

- Prestige classes that simply require arcane spellcasting can add "or can use minor invocations"
- Prestige classes that require 1st level arcane spells can add "or can use minor invocations"
- Prestige classes that require 2nd level arcane spells can add "or invoker level 4th"
- Prestige classes that require 3rd or 4th level arcane spells can add "or can use lesser invocations"
- Prestige classes that require 5th or 6th level arcane spells can add "or can use greater invocations"
- Prestige classes that require 7th or 8th level arcane spells can add "or can use major invocations"

- Prestige classes that require "arcane caster level *N*" can be changed to "arcane caster level or invoker level *N*"

Classes that provide "+1 level of existing spellcasting class" can be changed to "+1 level of existing spellcasting or invoking class"; the feature allows access to an additional invocation (within normal guidelines), an increase in invoker level, and access to higher grades of invocations as if the level was gained in the original invoker class.

In most cases, psionic prestige classes can be adapted in a similar manner as arcane prestige classes.

Certain class features of the prestige class may need to be re-written to retain the same flavor, while using a different mechanic to accomplish it. (See Thrallherd in **Prestige Classes** as an example.)

Creating Invocations

When creating invocations to add to the existing classes and prestige classes or to custom-designed classes and prestige classes, a good place to start looking is the spell lists for the spellcasting classes or powers list for the psionic classes. These can give you general ideas of what types of effects are reasonable at certain levels.

Mixing and matching effects from multiple spells, or simply adding a twist or variation to an existing spell, is not only possible, it is encouraged. Just be sure to take into account any spell level increase that mixing multiple effects might have, and raise the invocation grade accordingly, or add drawbacks that justify keeping the invocation at a lower grade.

In general, because invocations can be used *ad infinitum*, avoid any invocation that can be abused by multiple repeated applications. An invocation based on *cure light wounds* may make sense from a flavor standpoint, but you've just given the entire party infinite and free downtime healing. This is what the spell knowledge invocations are for – to provide some additional flexibility without allowing for such "broken" invocations. When adding additional spell lists as new spell knowledge invocations, use the provided pattern for 6-level or 9-level spellcasting classes, but be more careful with 4-level spellcasting classes, as the 4th (and sometimes even 3rd) level spells are not intended to be accessed until relatively high levels.

Due to the infinite nature of invocations, invocations should generally be less powerful than the spells or powers that they are based upon. This may mean less damage output, smaller areas of effect (or reduction to single target), and/or decreased durations. The invoker instead has the ability to use them at will, and can generally extend an effect's duration at the cost of using additional actions to do so.

Finally, look at the invoker classes in use in your campaign setting. Should you add the new invocation to one or more of their class invocations list, or is it a custom invocation you want just a single class or prestige class to have primary access to? Update the class invocation lists accordingly, taking care not to unbalance the invoker classes too much by providing some classes with many options while ignoring other classes.

Mechanically, invocations should typically require a standard action and a somatic component. Additional components may be added based on the “flavor” of the invocation (see, for example, the *voice of ...*, *word of ...*, *phrase of ...*, and *litany of ...* invocations in

Invocations). Changing the invoking time from a standard action to another type of action should be done only after careful consideration of the balance issues involved.

Invokers

Invokers are gifted with a type of magic that differs from other magic users. They have a very limited selection of invocations, which are similar to, but not quite the same as, spells, but they are unlimited as to how often their invocations may be used.

All invokers gain the following abilities, unless stated otherwise or modified in their class description:

Invocations: At every level, an invoker learns a new invocation from her class' invocation list in **Invocations**. At 1st level, she may learn only Minor invocations. At 6th level, she may also learn Lesser invocations. At 11th level, she may also learn Greater invocations. At 16th level, she may also learn Major invocations. At 6th level and above, she may learn an invocation not on her invocation list that is at least one grade lower than the maximum grade that she can use. At any level where an invoker gains access to a new grade of invocation, she may exchange one previously known invocation for an invocation of the same level or lower. The universal invocation Increased Damage may be selected at any level.

Invokers may also gain additional invocations known for having a high Charisma score.

Table: Extra Invocations Known

Charisma Score	Extra Invocations Known			
	Minor	Lesser ¹	Greater ²	Major ³
13 or less	0	0	0	0
14-17	1	0	0	0
18-21	1	1	0	0
21-25	1	1	1	0
26-29	1	1	1	1
30-33	2	1	1	1
34-37	2	2	1	1
38-41	2	2	2	1
42-45 ⁴	2	2	2	2

1 These extra invocations are only gained when the character gains access to lesser invocations. The invoker may choose a minor invocation not on her class list instead.

2 These extra invocations are only gained when the character gains access to greater invocations. The invoker may choose a minor or lesser invocation not on her class list instead.

3 These extra invocations are only gained when the character gains access to major invocations. The invoker may choose a minor, lesser, or greater invocation not on her class list instead.

4 The established pattern continues indefinitely for Charisma scores greater than 45.

For all purposes, invocations are treated as arcane spells that may be cast at will, except that they are treated as spell-like abilities for the purpose of the Metamagic Spell-Like Ability feat, as invocations cannot otherwise use metamagic. An invocation always requires either a somatic or verbal component and is subject to arcane spell failure (for invocations with somatic components), although arcane spell failure may be ignored from light armor. Invocations do not require magical essence or focus components, and only rarely use material components. Unless otherwise specified, any known invocation may be used once per round as a standard action. Saving throws, when applicable, use a DC of 10 + effective spell level + the invoker's charisma modifier.

Invocation Weapon: An invocation weapon is a special kind of invocation, in that it may be modified through the use of effect and target invocations. By default, the weapon does 1d6 + the invoker's charisma modifier (not to exceed class feature level) of untyped damage (half damage to objects), requiring a ranged touch attack with a range increment of Close (25' + 5' per 2 invoker levels) and a maximum range of two range increments.

An invoker may add up to one effect invocation and/or one target invocation to the invocation weapon at the time of invoking; these change or enhance the invocation weapon's default behavior as described in the invocation(s) used. Unless modified, the invocation weapon has an effective spell level of 1, otherwise, the highest effective spell level of any area or effect is used. Saving throws, when applicable, use a DC of 10 + effective spell level + the invoker's charisma modifier, just like any other invocation.

Avenger

Alignment: Avengers must be of good alignment and follow a deity with a good alignment. An avenger whose alignment on the good/evil axis becomes neutral cannot advance in the avenger class until her alignment is restored to good, however, all class features and abilities are retained. An avenger whose alignment becomes evil loses all class features and abilities until her alignment is restored to good and she atones as a cleric would.

Hit Die: d6

Base Attack Bonus: Medium

Martial Rank: Medium

Fortitude Save: Medium

Reflex Save: Low

Will Save: High

Class Skills: The avenger class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Intimidate (Cha), Listen (Wis), Knowledge (religion) (Int), Knowledge (the planes) (Int), Perform: (oratory) (Cha), Profession (Wis), Spellcraft (Int), and Spot (Wis)

Skill Points: 4 + Int modifier

Table: The Avenger

Level	Special
1	Minor invocations, evil's scourge +1, invocation weapon, magical affinity (divine)
2	<i>Detect evil</i>
3	Aura of protection (personal)
4	Morale +1
5	Aura of wrath (5'), evil's scourge +2
6	Lesser invocations
7	Aura of protection (10')
8	Morale +2
9	Aura of wrath (10')
10	Evil's scourge +3
11	Greater invocations, aura of protection (20')
12	Morale +3
13	Aura of wrath (15')
14	Spell resistance
15	Aura of protection (30'), evil's scourge +4
16	Major invocations, morale +4
17	Aura of wrath (20')
18	Banish the profane
19	Aura of protection (60')
20	Avatar of good, evil's scourge +5, morale +5

Class Features

All of the following are class features of the avenger.

Bonus Languages: An avenger's bonus language options include Celestial. This choice is in addition to the bonus languages available to the character because of her race.

Weapon and Armor Proficiency: Avengers are proficient with all simple weapons and one martial melee weapon of their choosing. They are also proficient with light armor, but not medium or heavy armor and not shields.

Magical Affinity (divine) (Ex): Avengers are naturally attuned to magic normally available to clerics. An enforcer may use any spell completion or spell trigger device as if she were a cleric of the same level. When learning any of the Spell Knowledge invocations, the spell selected must be from the divine spell list.

Evil's Scourge (Su): An avenger gains a bonus to all attack and damage rolls against evil creatures. This bonus is +1 plus +1 per five levels, not to exceed her charisma modifier, and is a sacred bonus. For truly evil beings (those with the Evil subtype), the extra damage is doubled. Starting at 5th level, the avenger may reduce the bonuses to attack and damage by 2 each to have an attack be treated as both magic and good for the purposes of overcoming damage reduction.

Detect Evil (Sp): Starting at 2nd level, an avenger can use *detect alignment (evil)* at will.

Aura Of Protection (Su): At 3rd level, an avenger gains an aura to protect her from the minions of evil. This functions as a *protection from alignment (evil)* spell that can be activated or dismissed at will as a free action. At 7th level, the aura grows stronger, affecting any ally within 10' as well as the avenger herself. At higher levels, the aura's range extends; 20' at 11th level, 30' at 15th level, and 60' at 19th level.

Morale +N (Su): Starting at 4th level, as a move action, an avenger may grant all qualifying allies (but not herself) within 30' a +1 morale bonus to attack rolls, damage rolls, saving throws, and skill checks. A qualifying ally must have a good alignment or follow the avenger's deity. This ability may be used a number of times per day equal to the avenger's Charisma modifier (not to exceed her invoker level), and lasts for one round plus one round per two invoker levels after 1st (i.e., 3 rounds at invoker level 5th, 4 rounds at invoker level 7th, etc.). At each additional 4 class levels, the morale bonus increases by 1, i.e.: +2 at 8th level, +3 at 12th level, +4 at 16th level, and +5 at 20th level.

Aura of Wrath (Su): At 5th level, the avenger becomes a more fearsome opponent of evil. In combat, once she is no longer flat-footed, her righteous anger can strike fear in the darkest of hearts. Evil enemies that are within 5' of the avenger must make a Will save (DC = 10 + ½ class feature level + charisma modifier) or be *shaken* for a number of rounds equal to the avenger's charisma modifier (minimum 1 round). Creatures immune to fear effects still take the penalties for being *shaken* with respect to the avenger herself, even though they are not actually *shaken*. A creature that successfully saves against the aura's effects cannot be affected by the aura for the duration of the encounter. At higher levels, the aura's range extends; 10' at 9th level, 15' at 13th level, and 20' at 17th level. This aura can be active at the same time as the aura of protection.

Spell Resistance (Ex): Beginning at 14th level, avengers gain spell resistance 10 + class level. They gain an additional +2 sacred bonus to spell resistance against any spell or spell-like ability with the Evil descriptor.

Banish The Profane (Sp): At 18th level, an avenger may banish an evil outsider (as per the *banishment* spell) once per day following a successful melee attack (which may be a touch attack). The target is allowed a Will save (DC 20 + the avenger's charisma modifier) to resist the banishment.

Avatar of Good (Ex): At 20th level, the avenger becomes part Celestial, gaining damage reduction 10/magic, resistance 10 to acid, cold, and electricity, and wings that provide flight at twice land speed with good maneuverability. The avenger's type is changed to Outsider with Good and Native subtypes.

Enforcer

Alignment: Enforcers must be of lawful alignment. An enforcer whose alignment on the law/chaos axis becomes non-lawful cannot advance in the enforcer class until her alignment is restored to lawful.

Hit Die: d6

Base Attack Bonus: Medium

Martial Rank: Medium

Fortitude Save: Medium

Reflex Save: Low

Will Save: High

Class Skills: The Enforcer class skills are Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (the planes) (Int), Listen (Wis), Profession (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Wis), Spot (Wis), Survival (Wis) and Use Rope (Dex).

Skill Points: 4 + Int modifier

Table: The Enforcer

Level	Special
1	Minor invocations, enforcer's prey (quarry), enforcer's rule, invocation weapon, magical affinity(divine), track
2	Enforcer's focus
3	Axiomatic defense +2
4	Tracking
5	Enforcer's prey (rulebreakers)
6	Lesser invocations
7	Preservation
8	Tracking
9	Axiomatic defense +4
10	Enforcer's prey
11	Greater invocations
12	Tracking
13	Axiomatic defense +6
14	Improved preservation
15	Enforcer's prey
16	Major invocations, tracking
17	Tireless
18	Self-sustaining
19	Breathless
20	Axiomatic perfection, enforcer's prey, tracking

Class Features

All of the following are class features of the enforcer.

Weapon and Armor Proficiency: Enforcers are proficient with all simple weapons and one martial melee weapon of their choosing. They are also proficient with light armor, but not medium or heavy armor and not shields.

Enforcer's Rule: The enforcer chooses one law to enforce, according to both her nature and that of the inevitable whom she serves. This may not be changed after it is decided.

Sample Rules: The following is not intended to be a complete listing of all possible "rules" that an enforcer may adopt; it merely illustrates the general type and scope that rules should follow. In general, a rule should be specific enough that it doesn't apply to most people, but general enough that it applies to more than just extremely rare cases. The player and referee should work together to determine properly scoped rules for the setting.

- Maintain the sanctity of the grave
- Do not steal
- Fulfill contracts, bargains, and oaths
- Obey rightful authority
- Do not betray your allies
- Do not remove the tags from mattresses (just kidding!)
- Never slay a helpless foe
- Refrain from a specific vice (such as drinking [to excess], non-marital sex, gambling, etc.)

Magical Affinity (divine) (Ex): Enforcers are naturally attuned to magic normally available to certain types of clerics. An enforcer may use any spell completion or spell trigger device as if she were a cleric of the same level. When learning any of the Spell Knowledge invocations, the spell selected must be from the spell lists of one of the following domains: Community, Destruction, Knowledge, Law, Liberation, Protection, Rune, Strength, or Travel.

Track (Ex): The enforcer gains Track as a bonus feat at first level.

Enforcer's Prey (Ex): When an enforcer is targeting someone who has broken her Rule, she gains a +2 bonus on damage rolls and Bluff, Listen, Sense Motive, Spot and Survival checks when using these skills against her quarry. At 5th level, she may apply this bonus to anyone who has broken her Rule, not just a specific target, and her bonus increases by 2. At 10th, and every five levels thereafter, she may either add a new Rule to her repertoire at a +2 bonus, or add two to an existing bonus; note that no bonus may ever exceed that of her original Rule.

Enforcer's Focus (Ex): For an enforcer on the hunt, all that matters is the target, and her single-minded determination gives pause to anyone else who might interfere with her. Starting at Level 2, she adds her Charisma modifier as an insight bonus to her AC, but only when she is focused on her primary target; attacking anyone else ends this effect.

Axiomatic Defense (Ex): The enforcer is protected by her devotion to her cause. At 3rd level, she gains a +2 bonus against mind-affecting effects and any effect requiring a fortitude save. At 9th level, the bonus increases to +4. At 13th level, the bonus increases to +6.

Tracking (Ex or Su): At 4th level, and every 4th level thereafter, the enforcer may select one of the following abilities. She must meet any listed prerequisites in order to select a specific ability:

A Sense of the Prey (Su) The Enforcer can detect the presence of a single designated target who has broken one of her Rules within a sixty-foot cone. This ability detects the presence of the target in the first round in which the area is studied, and their location if within line of sight and direction if not in the second.

Sniffing Cold Trails (Su) If the Enforcer is within her class level miles of her prey, she can determine the direction in which the prey lies. *Requires:* A Sense of the Prey.

Finding New Blood (Su) As A Sense of the Prey, only the Enforcer may detect all of those who have broken one of her Rules, not just her target. When detecting lawbreakers, the Enforcer may only use one rule at a time; her first round of study of an area detects the presence or absence of Rulebreakers (those who have broken her Rule within a number months equal to her class feature level), the second the number of Rulebreakers in the area, and the third the degree to which each has broken her Rule and their location if within line of sight and direction if not. *Requires:* A Sense of the Prey

Piercing the Veil (Su) If an Enforcer's target is using magic or supernatural abilities to try to conceal his trail, she may attempt to break past said spells. If a spell or similar effect would prevent her from tracking her target, she may instead engage in an opposed caster level check against that spell, with her enforcer level in place of the caster level. Modifiers to save difficulties apply as normal on both sides. *Requires:* A Sense of the Prey.

Disturbance (Su) The Enforcer can detect when her Rule is actively being broken within a mile radius, and the direction to the site. *Requires:* A Sense of the Prey.

Hardy Tracker (Ex) The Enforcer can shrug off effects that would hinder less focused beings. She may select one of: poisons, diseases, and sleep effects; she then becomes immune to the chosen effect. If choosing immunity to sleep, she may also trance, as an elf, in lieu of sleeping. This ability may be selected multiple times, each time choosing a new immunity.

Steadfast Tracker (Ex) The Enforcer draws on her axiomatic power to ignore debilitating effects. She may select one of: paralysis, stunning, necromancy, and death effects; she then becomes immune to the chosen effects. This ability may be selected multiple times, each time choosing a new immunity. *Requires:* Enforcer level 8.

Preservation (Ex): At 7th level, the enforcer becomes able to shrug off debilitating conditions. Any ability damage or drain inflicted on her is decreased by 1 to a minimum of zero damage.

Improved Preservation (Ex): At 14th level, an enforcer is immune to ability damage and ability drain.

Tireless (Ex): At 17th level, an enforcer no longer requires sleep or rest of any sort.

Self-Sustaining (Ex): At 18th level, an enforcer surpasses the need for nourishment, sustained instead by her Pact and her own determination. In addition, she does not gain any benefits or penalties from aging and cannot be aged magically, though she still dies when her time is up.

Breathless (Ex): Starting at 19th level, the sustenance granted to the enforcer by her Pact now extends to air; the enforcer does not need to breathe and therefore cannot drown or suffocate.

Axiomatic Perfection (Ex): At 20th level, the enforcer becomes one with her Pact, gaining immunity to all mind-affecting abilities, effects that require fortitude saves, and death by massive damage.

Fiendpact

Alignment: Any evil

Hit Die: d6

Base Attack Bonus: Medium

Martial Rank: Low (or Medium, see text)

Fortitude Save: Medium

Reflex Save: Low

Will Save: High

Class Skills: The fiendpact class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Hide (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Move Silently (Dex), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int)

Skill Points: 4 + Int modifier

Table: The Fiendpact

Level	Special
1	Minor invocations, fiendish aspect, fiendish gift, invocation weapon, magical affinity (wizard)
2	-
3	-
4	-
5	Fiendish gift
6	Lesser invocations
7	-
8	-
9	-
10	Fiendish gift
11	Greater invocations
12	-
13	-
14	-
15	Fiendish gift
16	Major invocations
17	-
18	-
19	-
20	Fiendish gift, fiendish transformation

Class Features

All of the following are class features of the fiendpact.

Bonus Languages: A fiendpact's bonus language options include either Abyssal or Infernal (but not both). These choices are in addition to the bonus languages available to the character because of his race.

Weapon and Armor Proficiency: Fiendpacts are proficient with all simple weapons. They are also proficient with light armor, but not medium or heavy armor and not shields.

Fiendish Aspect: At 1st level, a fiendpact chooses either an aspect of insidiousness or an aspect of slaughter. Insidious fiendpacts gain +1 invoker level with regard to invocation effects and the ability to overcome spell resistance; fiendpacts of slaughter improve their martial rank progression to Medium and gain weapon proficiency in a single martial weapon of their choosing.

Magical Affinity (arcane) (Ex): Fiendpacts are naturally attuned to magic normally available to wizards. An enforcer may use any spell completion or spell trigger device as if she were a wizard of the same level. When learning any of the Spell Knowledge invocations, the spell selected must be from the arcane spell list.

Fiendish Gift (Ex or Su): At 1st level, 5th level, and every fifth level thereafter, a fiendpact may choose one of the following special abilities. As he gains additional class levels, he gains the benefits of those levels for all selected abilities.

Fiendish Insinuation (Su): The fiendpact becomes more capable at bending others to his will. He gains a +1 profane bonus to the difficulty class of all Will saving throws allowed by his invocations or any effect added to his invocation weapon. This bonus increases to +2 at 10th level, +3 at 15th level, and +4 at 20th level.

Fiendish Resistance (Su): His fiendish nature gives the fiendpact protection from certain elements. He gains Resist 5 to cold and fire energy types; this increases to Resist 10 at 10th level, and Resist 15 at 15th level. At 20th level, he replaces these resistances with immunity to cold and fire energy types.

Fiendish Sting (Su): The fiendpact learns new ways of inflicting pain and disability. He gains a +1 profane bonus to the difficulty class of all Fortitude saving throws allowed by his invocations or any effect added to his invocation weapon. This bonus increases to +2 at 10th level, +3 at 15th level, and +4 at 20th level.

Fiendish Toughness (Su): Killing a fiendpact is possible, but it takes work. Whenever he is reduced to fewer than half of his maximum hit points, the fiendpact gains fast healing 1 until he is at half of his maximum hit points or higher. At 10th level this becomes fast healing 3, at 15th level it becomes fast healing 5, and at 20th level it becomes fast healing 10.

Fiendish Trickery (Su): The fiendpact uses his natural gifts of deception to cause enemies to hesitate. He gains a +1 profane bonus to the difficulty class of all Reflex saving throws allowed by his invocations or any area or effect added to his invocation weapon. This bonus increases to +2 at 10th level, +3 at 15th level, and +4 at 20th level.

Fiendish Versatility (Ex): The fiendpact becomes more generalized, learning a greater diversity of powers. He gains an additional minor invocation. At 10th level, he gains an additional lesser invocation. At 15th level, he gains an additional greater invocation. At 20th level, he gains an additional major invocation. The extra invocations must come from the fiendpact invocation list, or from another list but at least one grade lower.

Fiendish Wrath (Su): The fiendpact becomes more attuned to his destructive powers. For every die of damage done by his invocation weapon, including damage dice added from invocation weapon effects, he adds an additional +1 damage.

Fiendish Transformation (Ex): In addition to his fiendish gifts, at 20th level, the fiendpact becomes part fiend himself, changing his type to Outsider with the native and evil subtypes.

Warden

Alignment: Wardens must have a non-lawful alignment. A warden may not advance in level as long as she has a lawful alignment, however all abilities are retained

Hit Die: d6

Base Attack Bonus: Medium

Martial Rank: Low

Fortitude Save: Low

Reflex Save: Medium

Will Save: High

Class Skills: The warden class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Hide (Dex), Listen (Wis), Knowledge (geography) (Int), Knowledge (nature) (Int), Move Silently (Dex), Sleight of Hand (Dex), Spellcraft (Int), Spot (Wis), and Survival (Wis).

Skill Points: 4 + Int modifier

Table: The Warden

Level	Special
1	Minor invocations, damage reduction 1/cold iron, invocation focus, invocation weapon, magical affinity (druid), track
2	Endurance
3	Damage reduction 2/cold iron
4	-
5	Damage reduction 3/cold iron
6	Lesser invocations
7	Damage reduction 4/cold iron
8	-
9	Damage reduction 5/cold iron
10	Spell resistance
11	Greater invocations, Damage reduction 6/cold iron
12	-
13	Damage reduction 7/cold iron
14	-
15	Damage reduction 8/cold iron
16	Major invocations
17	Damage reduction 9/cold iron
18	-
19	Damage reduction 10/cold iron
20	Master enchanter

Class Features

All of the following are class features of the warden.

Bonus Languages: A warden's bonus language options include Sylvan. This choice is in addition to the bonus languages available to the character because of her race.

Weapon and Armor Proficiency: Wardens are proficient with all simple weapons. They are also proficient with light armor, but not medium or heavy armor and not shields.

Magical Affinity (nature) (Ex): Wardens are naturally attuned to magic normally available to druids. A warden may use any spell completion or spell trigger device as if she were a druid of the same level. When learning any of the Spell Knowledge invocations, the spell selected must be from the nature spell list.

Invocation Focus (Ex): Wardens use all invocations at +1 invoker level with respect to invocation effects and overcoming spell resistance. This stacks with the benefits from the Greater Invocation Focus, Greater Invocation Weapon Focus, Invocation Focus, and Invocation Weapon Focus feats.

Damage Reduction (Ex): A warden gains damage reduction 1/cold iron. This damage reduction increases by one every two levels after 1st.

Track: At 1st level, a warden gains Track as a bonus feat.

Alertness: At 2nd level, a warden gains Alertness as a bonus feat.

Spell Resistance (Ex): At 10th level, a warden gains spell resistance 11 + class feature level.

Master Enchanter (Su): At 20th level, a warden becomes immune to mind-affecting abilities. Additionally, a number of times per day equal to her charisma modifier, she may use one of the following abilities:

- Increase the save DC of a mind-affecting invocation or invocation weapon effect by 4.
- Force the target(s) of a mind-affecting invocation or invocation weapon effect to roll twice. The target receives a +2 bonus to each saving throw, but is subject to the effects if either saving throw fails.
- Force a target who successfully saved against a warden's mind-affecting invocation or invocation weapon effect to save again in the following round or be subject to the effects as if the invocation had been used on the target again.
- Use a mind-affecting invocation or invocation weapon effect against an intelligent target who would otherwise be immune to mind-affecting invocations. The target gains a +8 bonus to the saving throw.

Only one ability may be applied per invocation.

Wyrmfriend

Patron: Upon taking his first level of wyrmfriend, the player must choose a patron dragon type, where the dragon has an elemental breath weapon. This dragon type influences several of his class features.

Alignment: Must be within one step of patron dragon's alignment.

Hit Die: d6

Base Attack Bonus: Medium

Martial Rank: Medium

Fortitude Save: Medium

Reflex Save: Low

Will Save: High

Class Skills: The wyrmfriend class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Knowledge (history) (Int), Listen (Wis), Profession (Wis), Spellcraft (Int), Spot (Wis), and Swim (Str)

Skill Points: 4 + Int modifier (×4 at 1st level)

Table: The Wyrmfriend

Level	Special
1	Minor invocations, invocation weapon, magical affinity (wizard)
2	Scales +1
3	Terrify 1/day
4	Scales +2
5	Dragon's fury 1/day
6	Lesser invocations, bonus invocation, scales +3
7	Terrify 2/day
8	Scales +4
9	-
10	Dragon's fury 2/day, scales +5
11	Greater invocations, terrify 3/day
12	Scales +6
13	-
14	Scales +7
15	Dragon's fury 3/day, terrify 4/day
16	Major invocations, scales +8
17	-
18	Scales +9
19	Terrify 5/day
20	Supreme dragon's fury

Class Features

All of the following are class features of the wyrmfriend.

Bonus Languages: A wyrmfriend's bonus language options include Draconic. This choice is in addition to the bonus languages available to the character because of his race.

Weapon and Armor Proficiency: Wyrmfriends are proficient with all simple weapons and one martial melee weapon of their choosing. They are also proficient with light armor, but not medium or heavy armor and not shields.

Invocation Weapon: A wyrmfriend gains an invocation weapon like other invokers, except that by default the damage is typed the same as the energy type of his patron dragon's breath weapon (choose one if the dragon has multiple breath weapon energy types).

Magical Affinity (arcane) (Ex): Wyrmfriends are naturally attuned to magic normally available to wizards. A wyrmfriend may use any spell completion or spell trigger device as if she were a wizard of the same level. When learning any of the Spell Knowledge invocations, the spell selected must be from the arcane spell list.

Scales (Ex): At 2nd level, the wyrmfriend starts to develop a set of scales, matching the color of his patron dragon. These scales provide additional protection in the form of a natural armor bonus. (This stacks with any natural armor bonus the wyrmfriend has due to his race.) The bonus starts at +1, and increases by an additional +1 at each even-numbered level (i.e., +2 at 4th level, +3 at 6th level, and so on).

Terrify (Su): Starting at 3rd level, a wyrmfriend may use his draconic heritage to demoralize all opponents within 30' that can see him. This uses the demoralize opponent option of the Intimidate skill, except that it can affect any number of opponents within the specified range and the duration is equal to a number of rounds equal to one half of the wyrmfriend's Charisma modifier, rounded down, minimum 1 round. The wyrmfriend may use this ability once per day at 3rd level, with an additional use per day granted every four levels thereafter (2/day at 7th level, 3/day at 11th level, etc.); in no event can he use this ability more than once per encounter, however.

Dragon's Fury (Su): Starting at 5th level, for brief moments the wyrmfriend can partially transform into a dragon-like being. As a free action, the wyrmfriend increases to the next larger size category, gains a bite attack and two secondary claw attacks if he does not already have them, and his base attack bonus is temporarily increased to equal his total hit dice (character level plus racial hit dice, if any). He must have the space available to expand into, if his new size requires additional space. While in this form, the wyrmfriend may expend a use of the Terrify ability as a free action in conjunction with a melee attack. The wyrmfriend may still use any invocations he knows, including his invocation weapon, while in his dragon form.

The draconic transformation lasts for a number of rounds equal to one half of the wyrmfriend's Charisma modifier, rounded down, minimum 1 round. An additional use per day is granted at 10th level and a third daily use is granted at 15th level.; in no event can the wyrmfriend use this ability more than once per encounter, however.

Bonus Invocation: At 6th level, the wyrmfriend receives an extra lesser invocation, which is the invocation weapon effect related to his patron dragon's energy type (*acid*, *cold*, *electricity*, *fire*, or *sonic*).

This bonus invocation may not be exchanged for a different invocation like those normally learned from gaining levels in the wyrmfriend class.

Supreme Dragon's Fury (Su): At 20th level, when the wyrmfriend uses his Dragon's Fury ability, he instead transforms completely into a dragon of the same kind as his patron with the same number of hit dice that he has, acquiring the polymorphed template for the duration. He does not gain the dragon's spellcasting abilities but instead retains the full use of his own invocations, including his invocation weapon.

Prestige Classes

Arcane Archer

Amend the *Boundless Horizons* arcane archer as follows:

- The requirement to cast 1st level spells may also be met by the ability to use minor invocations.
- The Spellcasting class feature may be used instead to increase invoker level, including gaining additional invocations and access to new grades of invocations.
- Imbue arrow may use an invocation instead of a spell.
- An invoker's primary spellcasting modifier is Charisma.

Arcane Trickster

Amend the *Boundless Horizons* arcane trickster as follows:

- The requirement to cast 3rd level spells may also be met by the ability to use lesser invocations. The arcane trickster must still be able to cast (or have as a spell-like ability) *mage hand*, however, such as via the *minor spell knowledge* invocation.
- The Spellcasting class feature may be used instead to increase invoker level, including gaining additional invocations and access to new grades of invocations.

Deadmaster

Requirements: Non-good alignment, invoker level 12th.

Hit Die: d6

Base Attack Bonus: Low

Martial Rank: Poor

Fortitude Save: Low

Reflex Save: Medium

Will Save: High

Class Skills: The deadmaster class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points: 4 + Int modifier

Table: The Deadmaster

Level	Special
1	<i>Command undead</i>
2	<i>Animate dead</i> , <i>expanded control limit</i>
3	<i>Control undead</i>
4	<i>Create undead</i>
5	<i>Infinite onyx</i>

Class Features

The following are the features of the deadmaster class.

Invocations: Deadmasters gain specific invocations from the deadmaster class, described below. They gain no invocations from any qualifying class. The deadmaster's class level is still added to his invoker level, however, and is used for determination of when major invocations may be obtained (for bonus invocations due to a high Charisma or from the Extra Invocation feat). If the deadmaster has multiple invocation classes that could have qualified for this class, he may only apply the increase in invoker level to one of those classes.

Command Undead: At 1st level, a deadmaster gains the *command undead* invocation.

Animate Dead: At 2nd level, a deadmaster gains the *animate dead* invocation weapon effect.

Expanded Control Limit: Starting at 2nd level, instead of the standard 4 HD of undead controlled per level, a deadmaster may control a number of HD of undead equal to his invoker level times the sum of his class level and his Charisma modifier, or 4 HD per character level, whichever is higher

Control Undead: At 3rd level, a deadmaster gains the *control undead* invocation.

Create Undead: At 4th level, a deadmaster gains the *create undead* invocation weapon effect.

Infinite Onyx (Ex): At 5th level, a deadmaster may use the *animate dead* and *create undead* invocation weapon effects to create permanent undead without needing to provide the material component.

Dragon Disciple

Amend the *Boundless Horizons* dragon disciple as follows:

- The requirement to cast spells without preparation may also be met by the ability to use minor invocations.
- Instead of a breath weapon, the dragon disciple may elect instead to receive the lesser invocation weapon effect that corresponds to the dragon's energy type.

Eldritch Knight

Amend the *Boundless Horizons* eldritch knight as follows:

- The requirement to cast 3rd level spells may also be met by the ability to use lesser invocations.
- The Spellcasting class feature may be used instead to increase invoker level, including gaining additional invocations and access to new grades of invocations.
- The channel spell (standard) ability (level 3) is replaced with the *channel* invocation; if the invoker already knows *channel*, she may choose any other minor invocation from her invocation list.
- The channel spell (full) ability (level 6) is replaced with the *pike* invocation; if the invoker already knows *pike*, she may choose any other minor invocation from her invocation list.

- The improved channel spell ability (level 9) instead allows the *channel* invocation to apply to all successful melee attacks; once an effect (if any) is chosen to apply to the *channel* invocation, that affect remains in effect until the start of the invoker's next turn.

Feysinger

Requirements: Bardic performance ability, invoker level 3rd, Perform 9 ranks.

Hit Die: d6

Base Attack Bonus: Medium

Martial Rank: Low

Fortitude Save: Low

Reflex Save: Medium

Will Save: High

Class Skills: The feysinger's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (n/a), Spellcraft (Int), Swim (Str), and Tumble (Dex).

Skill Points: 4 + Int modifier

Table: The Feysinger

Level	Bardic Performance / Invoking
1	+1 bardic performance level, +1 invoker level
2	+1 bardic performance level, +1 invoker level
3	+1 bardic performance level, +1 invoker level
4	+1 bardic performance level, +1 invoker level
5	+1 bardic performance level, +1 invoker level
6	+1 bardic performance level, +1 invoker level
7	+1 bardic performance level, +1 invoker level
8	+1 bardic performance level, +1 invoker level
9	+1 bardic performance level, +1 invoker level
10	+1 bardic performance level, +1 invoker level

Class Features

The following are the features of the feysinger class.

Bardic Performance: The feysinger adds her class level to her qualifying bardic performance class to determine performances per day, performances known, and all other effects related to bardic performances. If the feysinger had more than one qualifying bardic performance class, she must choose to which class she adds each bardic performance level.

Invoker Level: At each level, the feysinger gains invocations known and an increase in invoker level, including access to higher grades of invocations, as if she had gained a class in her qualifying invoker class. If the feysinger had more than one qualifying invoker class, she must choose to which class she adds each invoker level. The feysinger chooses her invocations from her qualifying invoker class' invocation list when selecting new invocations.

Fury Mage

Amend the *Boundless Horizons* fury mage as follows:

- The requirement to cast 2nd level spells may also be met by invoker level 4th.
- Spells per day may be used instead to increase invoker level, including gaining additional invocations and access to new grades of invocations. Abilities that affect spells also affect invocations.

Pact Magus

Requirements: Able to cast 2nd level arcane spells, invoker level 3rd, Knowledge (arcana) 6 ranks.

Hit Die: d4

Base Attack Bonus: Low

Martial Rank: Poor

Fortitude Save: Low

Reflex Save: Medium

Will Save: High

Class Skills: The pact magus' class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points: 4 + Int modifier

Table: The Pact Magus

Level	Special	Spellcasting / Invoking
1	Armored casting, channel arcane energy (1st)	+1 arcane caster level, +1 invoker level
2	Channel arcane energy (2nd)	+1 arcane caster level, +1 invoker level
3	Channel arcane energy (3rd)	+1 arcane caster level, +1 invoker level
4	Channel arcane energy (4th)	+1 arcane caster level, +1 invoker level
5	Channel arcane energy (5th)	+1 arcane caster level, +1 invoker level
6	Channel arcane energy (6th)	+1 arcane caster level, +1 invoker level
7	Channel arcane energy (7th)	+1 arcane caster level, +1 invoker level
8	Channel arcane energy (8th)	+1 arcane caster level, +1 invoker level
9	Channel arcane energy (9th)	+1 arcane caster level, +1 invoker level
10	Channel arcane energy (10th)	+1 arcane caster level, +1 invoker level

Class Features

The following are the features of the pact magus class.

Spellcasting: At each level, the pact magus gains an increase in caster level, spells per day, and spells known (if applicable) as if he gained a level in his qualifying spellcasting class. If the pact magus has more than one qualifying spellcasting class, he must choose to which class he adds each spellcasting level.

Invoker Level: At each level, the pact magus gains invocations known and an increase in invoker level, including access to higher grades of invocations, as if he had gained a level in her qualifying invoker class. If the pact magus has more than one qualifying invoker class, he must choose to which class he adds each invoker level.

Armored Casting (Ex): The pact magus may ignore arcane spell failure from light armor when casting an arcane spell from his qualifying spellcasting class.

Channel Arcane Energy (Sp): A pact magus may sacrifice a prepared spell or a spell slot to augment his invocation weapon. The invocation time increases to a full-attack action (only areas and effects that would normally keep the invoking time to one standard action or less may be used in conjunction with this ability) and the damage of the invocation is increased by 1d6 per spell level of the sacrificed spell.

At 1st level, only 1st level spells may be sacrificed in this fashion. At each additional level, the maximum spell level increases by one.

Pact Theurge

Requirements: Able to cast 2nd level divine spells, invoker level 3rd, channel faith ability, Knowledge (arcana) 6 ranks, Knowledge (religion) 6 ranks.

Hit Die: d4

Base Attack Bonus: Low

Martial Rank: Poor

Fortitude Save: Medium

Reflex Save: Low

Will Save: High

Class Skills: The pact theurge's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points: 4 + Int modifier

Table: The Pact Theurge

Level	Special	Spellcasting / Invoking
1	Divine invocation weapon	+1 divine caster level, +1 invoker level
2	-	+1 divine caster level, +1 invoker level
3	-	+1 divine caster level, +1 invoker level
4	-	+1 divine caster level, +1 invoker level
5	-	+1 divine caster level, +1 invoker level
6	-	+1 divine caster level, +1 invoker level
7	-	+1 divine caster level, +1 invoker level
8	-	+1 divine caster level, +1 invoker level
9	-	+1 divine caster level, +1 invoker level
10	-	+1 divine caster level, +1 invoker level

Class Features

The following are the features of the pact theurge class.

Spellcasting: At each level, the pact theurge gains an increase in caster level, spells per day, and spells known (if applicable) as if he gained a level in his qualifying spellcasting class. If the pact theurge has more than one qualifying spellcasting class, he must choose to which class he adds each spellcasting level.

Invoker Level: At each level, the pact theurge gains invocations known and an increase in invoker level, including access to higher grades of invocations, as if he had gained a level in her qualifying invoker class. If the pact theurge has more than one qualifying invoker class, he must choose to which class he adds each invoker level.

Divine Invocation Weapon (Sp): Once per day per class level, a pact theurge may expend one of his channel faith attempts to add any invocation weapon area or effect of a grade he can use but does not already know to his invocation weapon. This increases the invoking time to a minimum of a full-round action and adds a required divine focus component to the invocation. If he expends three channel faith attempts, he may add both an area and effect that he does not already know to his invocation weapon.

Note that invocation weapon areas or effects not on his invoker class list may be used with this ability, but with a maximum grade of one grade lower than the highest grade he can otherwise use.

Thrallherd, Invoking

Requirements: Invoker level 5th, Inquisitor, Diplomacy 4 ranks.

Hit Die: d6

Base Attack Bonus: Low

Martial Rank: Low

Fortitude Save: Low

Reflex Save: Medium

Will Save: High

Class Skills: The thrallherd's class skills are Bluff (Cha), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Knowledge (arcana), Knowledge (religion), Profession (Wis), Spellcraft (Int), and Sense Motive (Wis).

Skill Points: 4 + Int modifier

Table: The Thrallherd

Level	Special	Invoking
1	Thrallherd	-
2	-	+1 invoker level
3	Charm	+1 invoker level
4	-	+1 invoker level
5	Dominate	+1 invoker level
6	-	+1 invoker level
7	-	+1 invoker level
8	-	+1 invoker level
9	-	+1 invoker level
10	Twofold master	-

Class Features

The following are the features of the thrallherd class.

Invoker Level: At each level except 1st and 10th, the thrallherd gains invocations known and an increase in invoker level, including access to higher grades of invocations, as if she had gained a class in her qualifying invoker class. If the thrallherd had more than one qualifying invoker class, she must choose to which class she adds each invoker level.

The thrallherd chooses invocations from her qualifying invoker class' invocation list when selecting new invocations.

Thrallherd (Ex): A thrallherd who has just entered the class sends out a subtle call for servants, and that call is answered. Those who answer a thrallherd's call are referred to as thralls and believers. They do not appear because they admire the character and want to serve her, but because a hidden resonance connects the thrallherd and her servants.

A thrallherd has a Leadership score that determines the highest-level thrall and believers she can attract. A thrallherd's Leadership score is equal to her character level + her Charisma modifier + her thrallherd level. (Note that her thrallherd level is counted twice.)

The called thrall's level is limited, even if the character's Leadership score would indicate a higher-level thrall. The level limit of a thrall is equal to the character's total level minus 1.

A thrallherd's first thrall and believers arrive within 24 hours of her entry into this class; likewise, lost thralls and believers are replaced within 24 hours.

Use the following table to determine the level of a thrallherd's thrall and the number of believers of various levels a thrallherd can attract.

Leadership Score	Thrall Level	— Number of Believers by Level —					
		1st	2nd	3rd	4th	5th	6th
1 or lower	—	—	—	—	—	—	—
2	1st	—	—	—	—	—	—
3	2nd	—	—	—	—	—	—
4	3rd	—	—	—	—	—	—
5	3rd	—	—	—	—	—	—
6	4th	—	—	—	—	—	—
7	5th	—	—	—	—	—	—
8	5th	—	—	—	—	—	—
9	6th	—	—	—	—	—	—
10	7th	5	—	—	—	—	—
11	7th	6	—	—	—	—	—
12	8th	8	—	—	—	—	—
13	9th	10	1	—	—	—	—
14	10th	15	1	—	—	—	—
15	10th	20	2	1	—	—	—
16	11th	25	2	1	—	—	—
17	12th	30	3	1	1	—	—
18	12th	35	3	1	1	—	—
19	13th	40	4	2	1	1	—
20	14th	50	5	3	2	1	—
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25 or higher	17th	135	13	7	4	2	2

Charm: At 3rd level, a thrallherd adds *word of charming* to her invocations known (if she doesn't already know it). At 5th level, the saving throw bonus offered to non-humanoids is reduced from +4 to +2; at 7th level, the saving throw bonus offered to non-humanoids is eliminated.

Once per day, she can use *word of charming* with a greater chance of success; for every 2 class levels, she adds +1 to the difficulty class of the saving throw allowed by *word of charming*.

Dominate: At 5th level, a thrallherd adds *phrase of control* to her invocations known (if she doesn't already know it). At 7th level, the saving throw bonus offered to non-humanoids is reduced from +4 to +2; at 9th level, the saving throw bonus offered to non-humanoids is eliminated.

Twofold Master (Ex): At 10th level, a thrallherd can add a second thrall to her herd. This second thrall's maximum level is equal to the thrallherd's level minus 2, even if her Leadership score would indicate a higher-level thrall.

Twofold Servant

Requirements: Invoker level 4th in at two different invoking classes. Must meet all requirements (typically alignment) for each qualifying class to enter or advance as a twofold servant.

Hit Die: d6

Base Attack Bonus: Medium

Martial Rank: Medium

Fortitude Save: Medium

Reflex Save: Low

Will Save: High

Class Skills: The twofold servant's class skills include all class skills from her qualifying invoker classes.

Skill Points: 4 + Int modifier

Table: The Twofold Servant

Level	Special	Invoking
1	Combined weapon	+1 invoker level (x2)
2	-	+1 invoker level (x2)
3	-	+1 invoker level (x2)
4	-	+1 invoker level (x2)
5	-	+1 invoker level (x2)
6	-	+1 invoker level (x2)
7	-	+1 invoker level (x2)
8	-	+1 invoker level (x2)
9	-	+1 invoker level (x2)
10	-	+1 invoker level (x2)

Class Features

The following are the features of the twofold servant class.

Invoker Level: At each level, the twofold servant gains invocations known and an increase in invoker level, including access to higher grades of invocations, as if she had gained a level in each of her qualifying invoker classes. If the twofold servant has more than two qualifying invoker classes, she must choose to which two classes she adds each invoker level; all requirements for both classes must be met to advance them.

Combined Weapon (Sp): The twofold servant's invocation weapons combine together to form a single unified weapon. All invocations known that modify the invocation weapon, regardless of which class they are learned from, are available to use in any legal combination; similarly, all Increased Damage invocations from qualifying classes stack (to a maximum equal to her base attack bonus) for determining the damage of the combined invocation weapon. If one or more qualifying invocation weapons have a default energy type, then the combined weapon has default energy types in proportion to the individual weapons. (For example: if one weapon is by default untyped and the other is fire typed, then the combined weapon would do 1/2 untyped and 1/2 fire damage.)

Feats

Backlash

Prerequisites: Combat Reflexes, invocation weapon

Benefit: As an immediate action, you may counter-attack a target that you threaten who successfully hits you in combat. This counter-attack uses your invocation weapon with no area or effect modifiers. By using this counter-attack, you may not use your invocation weapon on your next turn.

Double Effect

Prerequisites: Ability to use Greater invocations

Benefit: You may, at your option, apply two effects to your invocation weapon. If you do so, each effect's save DC (if applicable) is reduced by 2.

Normal: You may only apply up to one effect to your invocation weapon

Special: If multiple types of damage are included, the damage is applied proportionally (e.g., applying both *fire* and *sonic* invocation weapon effects would result in ½ Fire and ½ Sonic damage, however each type still adds their full extra 2d6 damage of the appropriate energy type)

Extra Invocation

Prerequisites: Ability to use invocations

Benefit: You gain one of the following abilities:

- Add one invocation of any grade you may use from your class list to your invocations known.
- Add one invocation of any grade at least one less than the maximum grade you may use from another invoker's class list to your invocations known.

Special: This may be taken multiple times, each time selecting a new invocation

Greater Invocation Focus

Prerequisites: Invocation Focus

Benefit: The DC of any saving throw offered by any invocation other than your invocation weapon increases by 2; this effect stacks with that from Invocation Focus.

Greater Invocation Weapon Focus

Prerequisites: Invocation Weapon Focus

Benefit: The DC of any saving throw offered by any effect added to your invocation weapon increases by 2; this effect stacks with that from Invocation Weapon Focus.

Heroic Invoker

Prerequisites: Ability to use Lesser invocations, one or more levels of Champion prestige class

Benefit: You lose any spellcasting ability tied to the Champion prestige class, and instead gain an increase in invoker level and invocations known for each level of Champion (except the first, fifth, and ninth) you have or gain in the future.

Invocation Focus

Prerequisites: Invoker level 1st

Benefit: The DC of any saving throw offered by any invocation other than your invocation weapon increases by 2.

Invocation Weapon Focus

Prerequisites: Invocation weapon

Benefit: The DC of any saving throw offered by any effect added to your invocation weapon increases by 2.

Mark Of The Patron

Prerequisites: Must know the Patron's Favor invocation

Benefit: The benefits of the Patron's Favor invocation are doubled, not to exceed invoker level. You are unable to hide, by means mundane or magical, the nature of your powers and your relationship with your patron; any intelligent creature who interacts with you will have a sense of your patron.

Slip

Prerequisites: Dodge or Uncanny Dodge class ability

Benefit: As an immediate action, upon being targeted by any attack or spell requiring an attack roll, you may attempt a Reflex saving throw with a DC equal to the attack roll. On a successful save, you take a 5' step and ignore the effects of the attack or spell. You must be able to take a 5' step to use this ability. You may not use this ability if you would otherwise be unable to use Dodge or Uncanny Dodge (as appropriate). If you successfully use this ability, you may not take a 5' step during your next turn.

Skilled Invoker

Prerequisites: Invoker level 1st

Benefit: Your invoker level is treated as if it was the lesser of your total character level or your actual invoker level plus four.

Special: This only affects invoker level, it does not grant any additional invocations known or access to higher grades of invocations.

Special: This feat may be taken multiple times, each time applied to a different invoking class.

Summon Pact Minder

Prerequisite: Invoker level 6th

Benefit: By spending 24 hours and using 100 gp worth of magical materials, you gain the services of a pact minder who serves similarly to a wizard's familiar, but with different abilities. A pact minder has hit dice, hit points, base attack bonus, saves, skills, natural armor adjustment, and intelligence score as if it were a wizard's familiar. The type of creature summoned is dependent on your patron's power source, see table 1, below. The pact minder gains additional abilities based on your invoker level, and gains new abilities as you yourself grow in power. Pact minder abilities are shown in table 2, below. If a pact minder is slain, dismissed, or leaves you, you may not summon a new pact minder for a year and a day, but do not suffer the loss of experience points that a wizard would because of the loss of his familiar.

Special: The pact minder also has dual allegiance – if you stray too far from the tenets of your patron, it may choose to not assist in your efforts. For more extreme cases of "disobedience", it will depart from you voluntarily. You may only have one pact minder at a time. If you also have the ability to summon a familiar, your pact minder serves as both, gaining the level-based abilities of both familiars and pact minders; you will need to dismiss any existing familiar prior to summoning a pact minder. Common abilities from familiars and pact minders do not stack; for example the better value is used for natural armor bonus and intelligence score. If you have invoker levels from multiple classes that can qualify for this

feat, only invoker levels from one class (of your choice when you summon the pact minder) counts toward any level-based abilities; this also establishes which patron the pact minder owes allegiance to.

Table 1: Pact Minders By Power Source

Power source	Minimum invoker level	Creature type
TBD	TBD	TBD

Additionally, players should feel free to choose other options using the above as a guideline to the general types and power level of creatures available.

Table 2: Pact Minder Abilities

Master's invoker level	Special abilities
6th	Alertness, improved evasion, share invocations, empathic link, speak with master
10th	Invest with invocation (minor)
15th	Invest with invocation (lesser)
20th	Invest with invocation (greater)

Alertness (Ex): While a pact minder is within arm's reach, the master gains the Alertness feat.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a pact minder takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Invocations: At the master's option, he may have any invocation he uses on himself also affect his pact minder. The pact minder must be within 5' at the time of invoking to receive the benefit. Additionally, the master may use an invocation with a target of "Personal" on his pact minder (as a touch range spell) instead of on himself.

A master and his pact minder can share invocations even if the invocations normally do not affect creatures of the pact minder's type.

Empathic Link (Su): The master has an empathic link with his pact minder out to a distance of up to 1 mile. The master cannot see through the pact minder's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of this empathic link, the master has the same connection to an item or place that his pact minder does.

Speak With Master (Ex): A pact minder and its master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Invest With Invocation (Sp): Upon reaching the required level, the master may elect to permanently transfer the ability to use one of his invocations of the specified grade to his pact minder; the pact minder may use the invocation as if it gained it as an invoker and the master loses the ability to use the invocation. When the pact minder uses the invocation, it is used as if the pact minder had the master's invoker level and charisma score (unless the pact minder's charisma score is higher). The pact minder does not gain the benefit of any of the master's feats or other abilities that could affect the invocation. If the pact minder is slain, dismissed, or leaves, the master regains the use of the invocation at the same time he would be eligible to gain a new pact minder. At 10th level, he may invest a minor invocation; at 15th level, he may invest another invocation, up to lesser; at 20th level, he may invest another invocation, up to greater.

Triple Effect

Prerequisites: Ability to use Major invocations, Double Effect

Benefit: You may, at your option, apply three effects to your invocation weapon. If you do so, each effect's save DC (if applicable) is reduced by 4.

Normal: You may only apply up to one effect to your invocation weapon

Special: If multiple types of damage are included, the damage is applied proportionally (e.g., applying Acid, Fire, and Sonic types would result in 1/3 Acid, 1/3 Fire and 1/3 Sonic).

Epic Feats

Epic Extra Invocation [Epic]

Prerequisites: Ability to use Major invocations, invoker level 21

Benefit: You may add one invocation of any grade to your invocations known, even if it is not on your class list.

Special: This may be taken multiple times, each time selecting a new invocation.

Invocations

Reading The Invocation Entries

A spell listing follows the conventions described below:

<Invocation Name> [Effect or Target] <Components> (<Specific Components>)
<Grade> (<Level>) <School> (<Subschool>) <Descriptors>
Cast: <Casting Time> at <Range> range
Duration: <Duration>
Target: <Target>; <Save>

<Description>

Where:

- <Invocation Name> is the name by which the invocation is commonly known
- Invocations that are invocation weapon effects are indicated by ^[Effect]. Invocations that affect the invocations weapon's target are indicated by ^[Target].
- <Components> lists the required components of the spell, the same as for spells. If none are listed, the invocation has a required somatic component. If a verbal component is listed, then the invocation has no somatic component unless specifically stated.
- <specific components> lists the actual material components required. This is omitted from the spell listing if there are no specific components.
- <Grade> indicates the invocation grade: Minor, Lesser, Greater, or Major.
- <Level> specifies the invocation's effective spell level, which affects any saving throw DC and may impact its interaction with other magical effects the depend on spell level.
- <School> and <Subschool> are the same as for spells.
- <Descriptors> are the same as for spells.
- <Casting Time> is the same as for spells..
- <Range> is the same as for spells.
- <Duration> is the same as for spells. Note that any invocation with a duration of “Permanent” is immediately dismissed if the invocation is no longer known.
- <Target> is the same as for spells.
- <Save> is the same as for spells.

- <Description> details what the invocation does and how it works. If one of the previous entries in the description included “see text,” this is where the explanation is found

Invocation weapon effects and target modifiers generally omit the Cast: and Target: lines, unless the effect or target is different from the default invocation weapon.

All invocations, except those specifically targeting the invoker only, are subject to spell resistance unless explicitly denoted otherwise.

Invocation Lists

Avenger

Any invocation that would normally provide an avenger with a luck bonus instead provides a sacred bonus of the same amount.

Minor

Targets: *Channel, Pike, Reach*
Effects: *Intimidating, Nonlethal*

Light, Mask of Perception, Mask of Persuasion, Mask of Prowess, Minor Spell Knowledge (divine), Patron's Favor, Penetrate Darkness, Penetrate Invisibility, Word of Command

Lesser

Targets: *Blast, Chain*
Effects: *Electric, Flaming, Purging, Sonic*

Cloud of Weakening, Dimensional Skip, Disarming Tendrils, Dispel, Flight, Imbue With Invocation, Invisibility, Lesser Spell Knowledge (divine), Voice of Demand

Greater

Targets: *Cone, Improved Blast, Line*
Effects: *Holding, Pushing, Resistance Penetrating*

Alter Form (anthropoid), Greater Dispel, Greater Spell Knowledge (divine), Solid Fog, Teleport, Wall of Fire

Major

Targets: *Burst, Improved Chain*
Effects: *Banishing, Prismatic*

Greater Disarming Tendrils, Litany of Redemption, Major Spell Knowledge (divine), Plane Shift, Shapechange

Enforcer

Minor

Targets: *Channel, Pike, Reach*
Effects: *Intimidating, Nonlethal, Slowing*

Light, Mask of Perception, Mask of Persuasion, Mask of Prowess, Minor Spell Knowledge (divine), Patron's Favor, Penetrate Darkness, Penetrate Invisibility, Word of Command

Lesser

Targets: *Blast, Chain*
Effects: *Acidic, Entangling, Frightening, Sonic*

Cloud of Fear, Dimensional Skip, Dispel, Flight, Grappling Tendrils, Imbue With Invocation, Invisibility, Lesser Spell Knowledge (divine), Voice of Demand

Greater

Targets: *Cone, Improved Blast, Line*
Effects: *Holding, Pushing, Resistance Penetrating*

Alter Form (anthropoid), Aura of Enfeeblement, Greater Dispel, Greater Spell Knowledge (divine), Phrase of Control, Solid Fog, Teleport

Major

Targets: *Burst, Improved Chain*
Effects: *Banishing, Prismatic*

Greater Grappling Tendrils, Litany of Justice, Major Spell Knowledge (divine), Plane Shift, Shapechange

Fiendpact

Any invocation that would normally provide a fiendpact with a luck bonus instead provides a profane bonus of the same amount.

Minor

Targets: *Channel, Pike, Reach*
Effects: *Intimidating, Sickening*

Aura of Gloom, Darkness, Mask of Beguiling, Mask of Perception, Mask of Prowess, Mask of Stealth, Minor Spell Knowledge (arcane), Patron's Favor, Penetrate Darkness, Penetrate Invisibility, Word of Charming

Lesser

Targets: *Blast, Chain*
Effects: *Acidic, Corrupting, Flaming, Freezing, Frightening, Nauseating*

Cloud of Weakening, Dimensional Skip, Dispel, Flight, Grappling Tendrils, Imbue With Invocation, Invisibility, Lesser Spell Knowledge (arcane), Voice of Demand

Greater

Targets: *Cone, Improved Blast, Line*
Effects: *Blinding, Crippling, Pushing, Resistance Penetrating*

Alter Form (anthropoid), Aura of Enfeeblement, Aura of Fear, Cloud of Corrosion, Greater Dispel, Greater Spell Knowledge (arcane), Phrase of Control, Shadow Image, Teleport, Wall of Fire, Wall of Ice

Major

Targets: *Burst, Improved Chain*
Effects: *Enervating, Prismatic*

Greater Grappling Tendrils, Litany of Damnation, Major Spell Knowledge (arcane), Plane Shift, Shapechange

Warden

Minor

Targets: *Channel, Pike, Reach*
Effects: *Sickening, Slowing*

Aura of Shadows, Minor Spell Knowledge (nature), Patron's Favor, Mask of Agility, Mask of Beguiling, Mask of Finesse, Mask of Stealth, Mask of Trickery, Penetrate Darkness, Penetrate Invisibility, Tripping Tendrils, Word of Charming, Word of Confusion

Lesser

Targets: *Blast, Chain*
Effects: *Electric, Entangling, Frightening, Nauseating*

Cloud of Bewilderment, Cloud of Weakening, Dimensional Skip, Disarming Tendrils, Dispel, Flight, Imbue With Invocation, Invisibility, Lesser Spell Knowledge (nature)

Greater

Targets: *Cone, Improved Blast, Line*
Effects: *Acidic, Blinding, Holding, Pushing, Resistance Penetrating*

Alter Form (animal), Greater Dispel, Greater Tripping Tendrils, Greater Spell Knowledge (nature), Phrase of Insanity, Shadow Image, Teleport

Major

Targets: *Burst, Improved Chain*
Effects: *Prismatic*

Greater Disarming Tendrils, Litany of Nonsense, Major Spell Knowledge (nature), Plane Shift, Shapechange

Wyrmfriend

Minor

Targets: *Channel, Pike, Reach*
Effects: *Intimidating, Sickening*

Aura of Entropy, Mask Of Agility, Mask Of Perception, Mask Of Prowess, Minor Spell Knowledge (arcane), Patron's Favor, Penetrate Darkness, Penetrate Invisibility, Word Of Command

Lesser

Targets: *Blast, Chain*
Effects: *Acidic, Electric, Flaming, Freezing, Frightening, Sonic*

Dimensional Skip, Dispel, Flight, Disarming Tendrils, Grappling Tendrils, Imbue With Invocation, Invisibility, Lesser Spell Knowledge (arcane)

Greater

Targets: *Cone, Improved Blast, Line*
Effects: *Crippling, Pushing, Resistance Penetrating*

Alter Form (animal), Alter Form (anthropoid), Aura of Fear, Cloud of Corrosion, Greater Dispel, Greater Spell Knowledge (arcane), Shadow Image, Teleport

Major

Targets: *Burst, Improved Chain*
Effects: *Enervating, Prismatic*

Greater Disarming Tendrils, Greater Grappling Tendrils, Major Spell Knowledge (arcane), Plane Shift, Shapechange

Invocations

Acidic ^[Effect]

Lesser (3) Evocation ^{Acid}

Duration: Instantaneous, see text

Target: Reflex partial, see text

The invocation weapon's energy type is changed to acid, and does an additional 2d6 acid damage. Any target hit by the effect must make a reflex save or be *blinded* for a number of rounds equal to half of your charisma modifier, rounded down, minimum 1. Subsequent effects do not stack, but can reset the duration.

Animating ^[Effect] M (onyx worth 25 gp/HD, see text)

Lesser (4) Necromancy ^{Evil}

Any target slain by the invocation weapon that can be animated as a skeleton or zombie will rise as one (invoker's choice) at the beginning of the invokers next turn, and act on the same initiative count. The skeletons or zombies will last 1 round per 2 invoker levels, at which point they collapse back into lifeless bodies, unless the (optional) material component of 25 gp worth of black onyx per HD animated is provided. The limits on the total number of undead created and controlled apply, as if this invocation was the *animate dead* spell.

Alter Form (animal)

Greater (5) Transmutation

Invoke: 1 standard action at Personal range

Duration: Permanent, dismissible

Target: Personal

As the spell *alter form (animal)*, except as noted.

Alter Form (anthropoid)

Greater (5) Transmutation

Invoke: 1 standard action at Personal range

Duration: Permanent, dismissible

Target: Personal

As the spell *alter form (anthropoid)*, except as noted.

Aura of Enfeeblement

Greater (4) Necromancy

Invoke: 1 standard action at Personal range

Duration: Permanent, dismissible, see text

Target: 20' radius emanation; Fortitude negates; SR applies

Any creature inside the area of effect other than the invoker or those the invoker specifies at the time of invoking takes a -6 strength penalty while inside the affected area and for a number of rounds equal to the invoker's charisma modifier (minimum 1 round) after leaving the area or the effect being dismissed. Creatures exiting and then re-entering the affected area must save again if not currently affected, although any creature making a successful save is immune to the effect for 24 hours.

Aura of Entropy

Minor (2) Abjuration

Invoke: 1 standard action at Personal range

Duration: Permanent, dismissible

Target: Personal

Ranged attacks against the invoker have a 20% miss chance.

Aura of Fear

Greater (4) Necromancy ^{Fear, Mind}

Invoke: 1 standard action at Personal range

Duration: Permanent, dismissible, see text

Target: 20' radius emanation; Will negates; SR applies

Any creature inside the area of effect other than the invoker or those the invoker specifies at the time of invoking becomes *panicked* while inside the affected area and for a number of rounds equal to the invoker's charisma modifier (minimum 1 round) after leaving the area or the effect being dismissed. Creatures exiting and then re-entering the affected area must save again if not currently affected, although any creature making a successful save is immune to the effect for 24 hours.

Aura of Gloom

Minor (2) Necromancy

Invoke: 1 standard action at Personal range

Duration: Permanent, dismissible

Target: 20' radius emanation; Will negates; SR applies

Any creature inside the area of effect other than the invoker or those the invoker specifies at the time of invoking takes a -2 penalty to all attacks, skill checks, and ability checks while inside the affected area. Creatures exiting and then re-entering the affected area must save again if not currently affected, although any creature making a successful save is immune to the effect for 24 hours.

Aura of Shadows

Minor (2) Illusion

Invoke: 1 standard action at Personal range

Duration: Permanent, dismissible

Target: 20' radius emanation; Will negates; SR applies

All creatures inside the area of effect have the effect of cover.

Banishing ^[Effect]

Major (7) Abjuration

Target: Will negates; SR applies

Any target of the invocation weapon is subject to banishment as if it was the target of a *banishment* spell.

Blast ^[Target]

Lesser (3) Evocation

Target: 5' radius burst; Reflex half

Your invocation weapon affects all creatures within a 5' burst of the specified target creature, object, or location. Each creature may make a reflex save for half damage and a +4 bonus to saving throws against any additional effect.

Blast, Improved ^[Target]

Greater (5) Evocation

Target: 10' radius burst; Reflex half

As *blast*, except as noted.

Blinding ^[Effect]

Greater (3) Necromancy

Duration: Permanent

Target: Fortitude negates; SR applies

Any creature struck by the invocation weapon is permanently *blinded*.

Burst ^[Target]

Major (6) Evocation

Invoke: 1 standard action at Personal range

Target: 20' radius burst; Reflex half

Your invocation weapon affects all creatures within a 20' burst of you. Each creature may make a reflex save for half damage and a +4 bonus to saving throws against any additional effect.

Channel ^[Target]

Minor (1) Evocation

Invoke: 1 free action at Touch range

Upon a successful melee attack, you may use your invocation weapon against the same target without provoking an attack of opportunity. You do not need to make an additional attack roll. The target is still allowed its spell resistance and any applicable saving throws. This may only be used once per round.

Unarmed strikes and natural weapons are considered melee weapons for the purposes of this invocation.

Chain ^[Target]

Lesser (4) Evocation

Target: One or more within 30', see text

Upon a successful hit with your invocation weapon, you may make secondary attacks on up to (invoker level / 4) additional targets within 30' of the primary target. Secondary attacks do only half damage, and the DC of any saving throw is reduced by 4.

Chain, Improved ^[Target]

Major (7) Evocation

Target: Up to one creature or object per level, see text

As *chain*, except that the number of secondary targets can be up to your invoker level and all targets must be within 30' of any other target; line of effect to each target is required.

Cloud of Bewilderment

Lesser (4) Enchantment ^{Mind}

Invoke: 1 standard action at Medium range

Duration: 2 rounds plus 1 round per 3 levels

Target: 10' radius spread, see text; Will negates; SR applies

A cloud forms centered on the designated spot, causing any creature caught inside to be *confused* (as the spell *confusion*) for the duration of the invocation. Creatures that successfully save ignore the confusion effect, but must save again each round they remain inside the cloud. or if they exit and re-enter the cloud. Each round after the first, the radius of effect (including height) increases by 5'. If the effect is dispersed by strong wind, it will continue on following round (if any duration remains), starting at a 5' radius centered on the original location and continuing to expand on successive rounds.

The cloud provides concealment and obstructs vision as any other similar invocation, spell, or effect.

Cloud of Corrosion

Greater (4) Conjuration (Creation) ^{Acid}

Invoke: 1 standard action at Medium range

Duration: 2 rounds plus 1 round per 3 levels

Target: 10' radius spread, see text; SR applies

An acidic cloud forms centered on the designated spot, causing 2d6 acid damage per round to anything caught inside. Each round after the first, the radius of effect (including height) increases by 5'. If the effect is dispersed by strong wind, it will continue on following round (if any duration remains), starting at a 5' radius centered on the original location and continuing to expand on successive rounds.

The cloud provides concealment and obstructs vision as any other similar invocation, spell, or effect.

Cloud of Weakening

Lesser (4) Necromancy

Invoke: 1 standard action at Medium range

Duration: 2 rounds plus 1 round per 3 levels

Target: 10' radius spread, see text; Fortitude negates; SR applies

A cloud forms centered on the designated spot, causing any creature caught inside to be *fatigued*; creatures already *fatigued* become *exhausted*. Creatures that successfully save ignore the *fatigued* effect, but must save again each round they remain inside the cloud. or if they exit and re-enter the cloud. Each round after the first, the radius of effect (including height) increases by 5'. If the effect is dispersed by strong wind, it will continue on following round (if any duration remains), starting at a 5' radius centered on the original location and continuing to expand on successive rounds.

The cloud provides concealment and obstructs vision as any other similar invocation, spell, or effect.

Crippling ^[Effect]

Greater (4) Necromancy

Duration: Instantaneous

Target: Fortitude negates; SR applies

Any creature struck by the invocation weapon suffers 2 strength damage.

Command Undead

Minor (2) Enchantment

Invoke: 1 standard action at Close range

Duration: 1 round per level

Target: One undead creature; Will negates; SR applies

As the spell *command undead*, except as noted.

Cone ^[Target]

Greater (6) Evocation

Invoke: 1 standard action at Personal range

Target: 30' cone shaped burst; Reflex half

Your invocation weapon affects all targets in a 30' cone emanating from you. Targets may attempt a Reflex save for ½ damage and a +4 bonus to any saving throws allowed by any additional effects.

Control Undead

Greater (6) Enchantment

Invoke: 1 standard action at Close range

Duration: 1 hour per level

Target: One undead creature; Will negates; SR applies

As the spell *control undead*, except as noted.

Corrupting ^[Effect]

Lesser (4) Evocation ^{Evil}

The invocation weapon does 50% additional damage to creatures with the Good subtype. Other creatures take only half damage.

Darkness

Minor (1) Evocation ^{Darkness}

Invoke: 1 standard action at Close range

Duration: 1 round per level

Target: One object or creature

As the spell *darkness*, except as noted.

Dimensional Skip

Lesser (4) Dimension (Teleportation)

Invoke: 1 standard action at Medium range

Duration: Instantaneous

Target: Personal

You may travel as with the spell *dimension door*, except as noted above and the destination must be within line-of-sight. Additionally, you may optionally use any invocation that takes a standard action or less with both a range and an area of "Personal" (this may not be your invocation weapon) as a swift action; if you choose this option, the effective spell level of this invocation is the higher of 4 or the effective spell level of the additional invocation; the additional invocation occurs simultaneously with the movement (for example, if you choose to use the *invisibility* invocation, you will be invisible by the time you arrive in your new location).

Disarming Tendrils

Lesser (4) Conjuration (Creation)

Invoke: 1 standard action at Medium range

Duration: 1 round per level, dismissible

Target: 20' radius spread; SR applies

Swirling tendrils in the area of effect attempt to disarm any creatures within the area. The area is also considered difficult ground for any creature attempting to move through it. The tendrils act on your initiative count each round, making one attack against each creature in the area, as noted below. Any creature succeeding on its spell resistance check may pass through the tendrils with no effects; re-entering the area requires a new spell resistance check.

For resolving attacks, the tendrils are treated as if they were medium-sized creatures with a strength equal to your charisma score (minimum of 18) and a base attack bonus equal to your invoker level. Tendrils cannot be attacked, except as noted below; as such they never provoke attacks of opportunity (nor can they take any attacks of opportunity). Tendrils can neither flank creatures nor receive flanking benefits.

The tendrils will attempt to disarm each target in the area each round. If the target holds any weapons, they will be attempted to be disarmed first (if the target holds multiple weapons, select which weapon is targeted randomly). Once the target is weaponless, the tendrils will attempt to disarm any shield, proceeding to other hand-held implements (wands, staves, etc.). If a target has nothing left to disarm, the tendrils will attempt to make a melee attack against the target using a captured melee weapon, if any (including using a shield to bash); treat the tendrils as proficient with any captured melee weapon and using the minimum number of hands to wield the weapon. Each target may only be attacked once per round, and each weapon may only be used to attack once per round (select randomly from targets and weapons when there are multiples of either).

Any item captured by the tendrils swirl around within the area of effect. A captured item may be taken from the tendrils with a successful disarm attack. Otherwise, all items drop to the ground in a random location within the area of effect once the invocation ends.

Disarming Tendrils, Greater

Major (7) Conjuration (Creation)

Invoke: 1 standard action at Personal range

Duration: 1 round per level, dismissible

Target: 20' radius spread; SR applies

As *disarming tendrils*, except as noted.

The area of effect moves with you and you are immune to any effects of your own tendrils. The tendrils are treated as if they were Large creatures and as if they have the Improved Disarm feat. As a swift action, if you have a free hand, the tendrils will give to you any one item they hold that you specify. As a standard action, you may specify a target in the area of effect and direct the tendrils to attempt to disarm a specific item that would otherwise not be their highest priority for that target.

Dispel

Lesser (3) Abjuration

Invoke: 1 standard action at Close range

Duration: Instantaneous

Target: One spell or effect

As the spell *dispel magic*, except that it may not be used as an area dispel.

Dispel, Greater

Greater (6) Abjuration

Invoke: 1 standard action at Close range

Duration: Instantaneous

Target: One spell or effect

As the spell *dispel magic, greater*, except that it may not be used as an area dispel.

Electric ^[Effect]

Lesser (3) Evocation ^{Electricity}

Duration: Instantaneous, see text

Target: Will partial, see text

The invocation weapon's energy type is changed to electricity, and does an additional 2d6 electrical damage. Any target hit by the effect must make a will save or be *confused* for a number of rounds equal to half of your charisma modifier, rounded down, minimum 1. Subsequent effects do not stack, but can reset the duration.

Enervating ^[Effect]

Major (5) Necromancy

Target: Fortitude negates; SR applies

Any living creature struck by the invocation weapon must make a Fortitude save or gain 1d4 negative levels. Undead struck by the invocation weapon take no damage, but instead are healed by half the damage amount; any healing in excess of maximum hit points is treated as temporary HP (which last for up to 1 hour), but successive invocations do not stack -- only the highest temporary HP value is used. (Note: if combining this effect with other effects from the Double Effect or Triple Effect feats, the benefit to undead creatures only applies to the portion of the damage allocated to this effect.).

Entangling ^[Effect]

Lesser (3) Enchantment

Duration: 1 round per 3 levels, maximum 5 rounds

Target: Reflex negates

Target is *entangled* for the specified duration. Subsequent uses do not stack, but do reset the duration.

Flaming ^[Effect]

Lesser (3) Evocation ^{Fire}

Target: Reflex partial, see text

The invocation weapon's energy type is changed to fire, and does an additional 2d6 fire damage. Any target hit by the effect must make a reflex save or catch fire.

Flight

Lesser (4) Transmutation

Invoke: 1 standard action at Personal range

Duration: Permanent, dismissible

Target: Personal

As the spell *fly*, except as noted and that the invoker is not “anchored” to a specific range.

Freezing ^[Effect]

Lesser (3) Evocation ^{Cold}

Duration: Instantaneous, see text

Target: Fortitude partial, see text

The invocation weapon's energy type is changed to cold, and does an additional 2d6 cold damage. Any target hit by the effect must make a fortitude save or take a -4 penalty to dexterity for a number of rounds equal to half of your charisma modifier, rounded down, minimum 1. This cannot reduce a creature's dexterity below 1. Subsequent effects do not stack, but can reset the duration.

Frightening ^[Effect]

Lesser (4) Necromancy ^{Fear, Mind}

Duration: 1 round per 3 levels, maximum 5 rounds

Target: Will negates

Target is *frightened* for the specified duration. Subsequent uses do not stack, but do reset the duration.

Grappling Tendrils

Lesser (4) Conjuration (Creation)

Invoke: 1 standard action at Medium range

Duration: 1 round per level, dismissible

Target: 20' radius spread; SR applies

Swirling tendrils in the area of effect attempt to grapple any creatures within the area. The area is also considered difficult ground for any creature attempting to move through it. The tendrils act on your initiative count each round, making a grapple attack against each creature in the area, attempting to maintain the grapple for damage (1d3 + Strength modifier). Any creature succeeding on its spell resistance check may pass through the tendrils with no effects; re-entering the area requires a new spell resistance check.

For resolving attacks, the tendrils are treated as if they were medium-sized creatures with a strength equal to your charisma score (minimum 18) and a base attack bonus equal to your invoker level. Tendrils cannot be attacked; as such they never provoke attacks of opportunity (nor can they take any attacks of opportunity). Tendrils can neither flank creatures nor receive flanking benefits.

Grappling Tendrils, Greater

Major (7) Conjuration (Creation)

Invoke: 1 standard action at Personal range

Duration: 1 round per level, dismissible

Target: 20' radius spread; SR applies

As *grappling tendrils*, except as noted.

The area of effect moves with you and you are immune to any effects of your own tendrils; if such movement causes a grappled creature to be completely outside the area of effect, then the creature is no longer grappled. The tendrils are treated as if they were Large creatures (grappling damage increases to 1d4 + strength modifier) and as if they have the Improved Grapple feat. At the time of invoking, you may specify any invocation weapon effect that you know; any target subject to grappling damage is subject to the specified effect as well (subject to spell resistance and saving throws, if applicable). You may change to a different effect that you know as a full-round action; such effect takes place starting on your next turn.

Holding ^[Effect]

Greater (5) Enchantment (Compulsion) ^{Mind}

Duration: 1 round per 3 levels

Target: Will negates

Target is *held* (as if by *hold monster*) for the specified duration. Subsequent uses do not stack, but do reset the duration

Imbue With Invocation

Lesser (3) Transmutation

Invoke: 1 standard action at Touch range

Duration: Until discharged, up to 10 minutes per level, dismissible

Target: Creature touched; Will negates (harmless); SR applies (harmless)

You transfer knowledge of one or more of your invocations (except your invocation weapon, if you have one), and the ability to use them, to another creature. Only a creature with an Intelligence score of at least 5 and a Charisma score of at least 9 can receive this bestowal. The number and grade of invocations that the subject can be granted depends on its Hit Dice; even multiple invocations of *imbue with invocation* can't exceed this limit.

HD of Recipient	Invocations Imbued
2 or lower	One minor invocation
3-4	Up to two minor invocations
5 or higher	One lesser invocation or up to three minor invocations

The transferred invocation's variable characteristics (range, duration, area, and the like) function according to your invoker level, not the level of the recipient.

Once you invoke *imbue with invocation*, you cannot use the same invocation until the recipient fully discharges the imbued invocation or is slain, or until you dismiss *imbue with invocation*. In the case where an imbued invocation's duration is greater than instantaneous, this invocation is not fully discharged until either that duration expires or the effect is dismissed. If the duration of *imbue with invocation* expires or *imbue with invocation* is dismissed, any effects of an active invocation granted as a result of *imbue with invocation* are immediately ended.

To use an invocation with a verbal component, the subject must be able to speak. To use an invocation with a somatic component, it must have humanlike hands. To use an invocation with a material component, it must have the materials.

Increased Damage

Universal (1) Evocation

Your base invocation weapon damage increases by +1d6.

Special: You may select this invocation multiple times, not to exceed a number of times equal to your base attack bonus. The effects stack.

Intimidating ^[Effect]

Minor (1) Necromancy ^{Fear, Mind}

Duration: 1 round per 3 levels (minimum 1, maximum 5)

Target: Will negates

Any creature subject to the invocation weapon is *shaken* for the duration. Subsequent uses do not stack, but do reset the duration.

Invisibility

Lesser (3) Illusion (Glamer)

Invoke: 1 standard action at Personal range

Duration: Permanent, dismissible

Target: Personal

As the spell *invisibility*, except as noted. Attacking or using offensive invocations immediately dismisses the effect.

Light

Minor (1) Evocation ^{Light}

Invoke: 1 standard action at Close range

Duration: 1 round per level

Target: One object or creature

As the spell *light*, except as noted.

Line ^[Target]

Greater (6) Evocation

Invoke: 1 standard action at Personal range

Target: 60' line; Reflex half

Your invocation weapon affects all targets in a 60' line starting from you. Targets may attempt a Reflex save for ½ damage and a +4 bonus to any saving throws allowed by any additional effects.

Litany of Damnation ^v

Major (8) Enchantment

Invoke: 1 standard action at Close range

Duration: Permanent, dismissible

Target: Single target; Will negates; SR applies

The target takes a -4 penalty that stacks with all others (but not itself) to its strength, wisdom, and charisma (this penalty cannot reduce any of those below 1, however). The target also has a 25% of losing each action it attempts.

Litany of Justice ^{vc}

Major (8) Enchantment

Invoke: 1 standard action at Close range

Duration: Permanent, dismissible

Target: Single target; Will negates; SR applies

The target creature is subject to a permanent *mark of justice* and *zone of truth* (target only) effects. Unless the target immediately surrenders to the invoker, the *mark of justice* activates. The invoker may specify conditions, similar to a *geas* spell, that if achieved, will remove the effects.

Litany of Nonsense ^v

Major (8) Enchantment ^{Mind}

Invoke: 1 standard action at Personal range

Duration: Permanent, dismissible

Target: Creatures in a 60' burst; Will negates; SR applies

Every creature in the specified area of effect is affected as if by the spell *insanity*, except as noted. The invoker may choose to exclude any creatures he desires from the effect and he may dismiss the effect on targets individually, each as a standard action.

Litany of Redemption ^v

Major (8) Enchantment

Invoke: 1 standard action at Close range

Duration: Permanent, dismissible

Target: Single target; Will negates, see text; SR applies

The target evil creature must repent from its evil deeds and immediately surrender to the invoker or suffer a -4 divine penalty to AC, all attacks, DC of spells or other abilities, saving throws, and skill checks. The target creature must make a Will save each time it tries to attack the invoker or target the invoker with a spell or ability, or else the attack, spell, or ability automatically fails.

Mask of Agility

Minor (2) Transmutation

Invoke: 1 standard action at Personal range

Duration: Permanent, dismissible

Target: Personal

The invoker gains a +6 luck bonus to all skill checks involving the Balance, Ride, or Tumble skills. An invoker may only have one “Mask” invocation active at any given time.

Mask of Beguiling

Minor (2) Transmutation

Invoke: 1 standard action at Personal range

Duration: Permanent, dismissible

Target: Personal

The invoker gains a +6 luck bonus to all skill checks involving the Bluff, Diplomacy, or Intimidate skills. An invoker may only have one “Mask” invocation active at any given time.

Mask of Finesse

Minor (2) Transmutation

Invoke: 1 standard action at Personal range

Duration: Permanent, dismissible

Target: Personal

The invoker gains a +6 luck bonus to all skill checks involving the Disable Device, Forgery, or Open Lock skills. An invoker may only have one “Mask” invocation active at any given time.

Mask of Perception

Minor (2) Transmutation

Invoke: 1 standard action at Personal range

Duration: Permanent, dismissible

Target: Personal

The invoker gains a +6 luck bonus to all skill checks involving the Listen, Search, or Spot skills. An invoker may only have one “Mask” invocation active at any given time.

Mask of Persuasion

Minor (2) Transmutation

Invoke: 1 standard action at Personal range

Duration: Permanent, dismissible

Target: Personal

The invoker gains a +6 luck bonus to all skill checks involving the Diplomacy, Intimidate, or Sense Motive skills. An invoker may only have one “Mask” invocation active at any given time.

Mask of Prowess

Minor (2) Transmutation

Invoke: 1 standard action at Personal range

Duration: Permanent, dismissible

Target: Personal

The invoker gains a +6 luck bonus to all skill checks involving the Climb, Jump, or Swim skills. An invoker may only have one “Mask” invocation active at any given time.

Mask of Stealth

Minor (2) Transmutation

Invoke: 1 standard action at Personal range

Duration: Permanent, dismissible

Target: Personal

The invoker gains a +6 luck bonus to all skill checks involving the Disguise, Hide, or Move Silently skills. An invoker may only have one “Mask” invocation active at any given time.

Mask of Trickery

Minor (2) Transmutation

Invoke: 1 standard action at Personal range

Duration: Permanent, dismissible

Target: Personal

The invoker gains a +6 luck bonus to all skill checks involving the Bluff, Disguise, or Sleight of Hand skills. An invoker may only have one “Mask” invocation active at any given time.

Nauseating ^[Effect]

Lesser (4) Necromancy

Duration: 1 round per 3 level, maximum 5 rounds

Target: Fortitude negates

Target is *sickened* for the specified duration. Subsequent uses do not stack, but do reset the duration.

Nonlethal ^[Effect]

Minor (2) Evocation

Duration: Instantaneous

The invocation weapon deals non-lethal damage to living creatures and only ¼ damage to objects.

Patron's Favor

Minor (2) Abjuration

Invoke: 1 standard action at Personal range

Duration: Permanent, dismissible

Target: Personal

When using this invocation, choose one of the following effects:

- Add half of your Charisma modifier, not to exceed your invoker level, to all saving throws as a luck bonus.
- Add your Charisma modifier, not to exceed your invoker level, to one type of saving throw (Fortitude, Reflex, or Will) as a luck bonus.
- Gain a deflection bonus to AC of equal to half of your Charisma modifier, not to exceed your invoker level

Only one of the above effects may be active at any given time.

Penetrate Darkness

Minor (2) Transmutation

Invoke: 1 standard action at Personal range

Duration: Permanent, dismissible

Target: Personal

Ignore the effects of magical darkness and gain darkvision 60'. If you already have darkvision from another source, add 30' to its range.

Penetrate Invisibility

Minor (2) Transmutation

Invoke: 1 standard action at Personal range

Duration: Permanent, dismissible

Target: Personal

You can see any ethereal or invisible creatures or objects normally.

Phrase of Control ^v

Greater (6) Enchantment (Compulsion) ^{Mind}

Invoke: 1 standard action at Close range

Duration: 1 hour per level

Target: One creature; Will negates; SR applies

As the spell *dominate person*, except as noted. Non-humanoids may be affected, although they gain a +4 bonus to their saving throws.

Phrase of Insanity ^v

Greater (7) Enchantment (Compulsion) ^{Mind}

Invoke: 1 standard action at Close range

Duration: 1 round per level

Target: One creature; Will negates; SR applies

As the spell *insanity*, except as noted.

Pike ^[Target]

Minor (1) Evocation

Invoke: 1 standard or full-round action, see text, at Personal range

Duration: 1 round

You may use this invocation as either a standard action or a full-attack action; each time you use this invocation you may select either form at the time of invoking.

Your invocation weapon becomes a shaft of energy that you wield as if it were a light reach weapon with which you are proficient. The weapon hits with a melee touch attack. If you are already holding something in your hand, it is replaced by the "pike" and returns at the start of your next turn. The weapon lasts until the start of your next turn, so it may be used for attacks of opportunity. Each attack uses the full damage of the invocation weapon plus adds any effect added to the weapon at the time of this invocation.

If invoking as a standard action, you may make a single attack as part of the invocation. If invoking as a full-attack action, you may make iterative attacks with the weapon if your base attack bonus allows for it as part of the invocation.

Plane Shift

Major (7) Dimension

Invoke: 1 standard action at Personal range, see text

Duration: Instantaneous

Target: You plus one creature per four levels; Will negates (harmless); SR applies (harmless)

As the spell *plane shift*, except as noted.

Prismatic ^[Effect]

Major (7) Evocation

Target: save varies, see text; SR applies

Any target of the invocation weapon is subject to a random effect as if it were affected by a *prismatic spray* spell.

Purging ^[Effect]

Lesser (4) Evocation

The invocation weapon does 50% additional damage to undead creatures or other creatures with the Evil subtype. Other creatures take only half damage.

Pushing ^[Effect]

Greater (5) Evocation

Target: Reflex negates

Any creature struck by the invocation weapon is moved in a straight line away from the invoker by 1d8 x 5'. If the creature strikes a solid object before it finishes its movement, it takes 1d4 damage for each 5' of movement stopped by the object. Creatures larger than Medium gain a +4 bonus to their saving throw per size category greater than Medium.

Reach ^[Target]

Minor (1) Evocation

Invoke: 1 standard action at Medium range

Duration: Instantaneous

The range increment of your invocation weapon increases from Close to Medium (100' + 10'/level). The maximum range is still two increments.

Resistance Penetrating ^[Effect]

Greater (6) Abjuration

Target: SR special, see text

The invocation weapon ignores the target's spell resistance. Instead, the target reduces the amount of damage taken from the invocation weapon by the amount of its spell resistance (minimum 0 damage). Targets normally immune to spells retain their full immunity.

Shadow Image

Greater (5) Illusion (Figment, Shadow)

Invoke: 1 standard action at Personal range

Duration: 1 round per level

Target: One shadow copy

You create a shadow copy of yourself, similar to the images created by the *mirror image* spell, except that the shadow image you create can move anywhere within 60' of you, and acts as if it were 20% real, using the same actions (other than movement) as you. Any attack that hits the image (using your touch AC), or catches it in its area of effect dispels the image. You may have a maximum number of shadow images at one time equal to your Charisma modifier, however each use of this invocation produces only a single image and no two images may be more than 60' apart.

Shapechange

Major (8) Transmutation

Invoke: 1 standard action at Personal range

Duration: 1 round per level

Target: Personal

As the spell *shapechange*, except as noted.

Sicken ^[Effect]

Minor (1) Necromancy

Duration: 1 round per 3 levels (minimum 1, maximum 5)

Target: Fortitude negates

Any creature subject to the invocation weapon is *sickened* for the duration. Subsequent uses do not stack, but do reset the duration.

Slowing ^[Effect]

Minor (1) Transmutation

Duration: 1 round per 3 levels (minimum 1, maximum 5)

Target: Reflex negates

Any creature subject to the invocation weapon is *slowed* for the duration. Subsequent uses do not stack, but do reset the duration.

Solid Fog

Greater (4) Conjuration (Creation)

Invoke: 1 standard action at Medium range

Duration: 2 rounds plus 1 round per 3 levels

Target: 10' radius spread, see text; SR applies

As the spell *solid fog*, except as noted. Each round after the first, the radius of effect (including height) increases by 5'. If the effect is dispersed by strong wind, it will continue on following round (if any duration remains), starting at a 5' radius centered on the original location and continuing to expand on successive rounds.

Sonic ^[Effect]

Lesser (3) Evocation ^{Sonic}

Duration: Instantaneous, see text

Target: Fortitude partial, see text

The invocation weapon's energy type is changed to sonic, and does an additional 2d6 sonic damage. Any target hit by the effect must make a fortitude save or be *deafened* for a number of rounds equal to half of your charisma modifier, rounded down, minimum 1. Subsequent effects do not stack, but can reset the duration.

Spell Knowledge, Greater (Arcane)

Greater (variable, see text)

As *minor spell knowledge (arcane)*, except that spell chosen may be level 5 or lower.

Spell Knowledge, Greater (Divine)

Greater (variable, see text)

As *minor spell knowledge (divine)*, except that spell chosen may be level 5 or lower.

Spell Knowledge, Greater (Nature)

Greater (variable, see text)

As *minor spell knowledge (nature)*, except that spell chosen may be level 5 or lower.

Spell Knowledge, Lesser (Arcane)

Lesser (variable, see text)

As *minor spell knowledge (arcane)*, except that spell chosen may be level 3 or lower.

Spell Knowledge, Lesser (Divine)

Lesser (variable, see text)

As *minor spell knowledge (divine)*, except that spell chosen may be level 3 or lower.

Spell Knowledge, Lesser (Nature)

Lesser (variable, see text)

As *minor spell knowledge (nature)*, except that spell chosen may be level 3 or lower.

Spell Knowledge, Major (Arcane)

Major (variable, see text)

As *minor spell knowledge (arcane)*, except that spell chosen may be level 7 or lower.

Spell Knowledge, Major (Divine)

Major (variable, see text)

As *minor spell knowledge (divine)*, except that spell chosen may be level 7 or lower.

Spell Knowledge, Major (Nature)

Major (variable, see text)

As *minor spell knowledge (nature)*, except that spell chosen may be level 7 or lower.

Spell Knowledge, Minor (Arcane)

Minor (variable, see text)

Select one spell from the arcane spell list of spell level 1 or lower. You may now cast this spell up to three times per day, with its normal casting time, range, targets, duration, saving throws, and/or spell resistance. You must provide any components required by the spell each time you cast it. The selected spell cannot be changed once chosen. The spell is subject to arcane spell failure. You must meet a minimum intelligence requirement of 10 + spell level in order to cast the spell.

Spell Knowledge, Minor (Divine)

Minor (variable, see text)

As *minor spell knowledge (arcane)*, except that spell must come from the divine spell list and that you must meet a minimum wisdom (not intelligence) requirement of 10 + spell level in order to cast the spell.

Spell Knowledge, Minor (Nature)

Minor (variable, see text)

As *minor spell knowledge (divine)*, except that spell must come from the nature spell list.

Tripping Tendrils

Minor (2) Conjuration (Creation)

Invoke: 1 standard action at Medium range

Duration: 1 round per level, dismissible

Target: 20' radius spread; SR applies

Swirling tendrils in the area of effect attempt to trip any creatures within the area. The area is also considered difficult ground for any creature attempting to move through it. The tendrils act on your initiative count each round, making a trip attack against each (non-prone) creature in the area. Any creature succeeding on its spell resistance check may pass through the tendrils with no effects; re-entering the area requires a new spell resistance check.

For resolving trip attacks, the tendrils are treated as if they were medium-sized creatures with a strength of 18 and a base attack bonus equal to your invoker level. Tendrils cannot be attacked; as such they never provoke attacks of opportunity (nor can they take any attacks of opportunity). Tendrils can neither flank creatures nor receive flanking benefits.

Tripping Tendrils, Greater

Greater (5) Conjuration (Creation)

Invoke: 1 standard action at Personal range

Duration: 1 round per level, dismissible

Target: 20' radius spread; SR applies

As *tripping tendrils*, except as noted.

The area of effect moves with you and you are immune to any effects of your own tendrils. The tendrils are treated as Large creatures and as if they have the Improved Trip feat. The tendrils may make attacks of opportunity against creatures attempting to stand up from prone position within the area (one attempt per creature); these attacks of opportunity are also trip attacks and do not consume any of your attacks of opportunity.

Undead Creating ^[Effect] M (onyx worth 50 gp/HD, see text)

Lesser (4) Necromancy ^{Evil}

Any target slain by the invocation weapon that can be raised as an undead creature by the *create greater undead* spell will rise as one (invoker's choice) at the beginning of the invokers next turn, and act on the same initiative count. The undead creature will last 1 round per invoker level, at which point it collapses back into a lifeless body, unless the (optional) material component of 50 gp worth of black onyx per HD animated is provided. The limits on the total number of undead created and controlled apply, as if this invocation was the *create greater undead* spell.

Voice of Demand

Lesser (3) Enchantment (Compulsion) ^{Mind}

Invoke: 1 standard action at Close range

Duration: 1 round levels

Target: One creature; Will negates; SR applies

As the spell *command, greater*, except as noted.

Wall of Fire

Greater (4) Conjuration (Creation) ^{Fire}

Invoke: 1 standard action at Close range

Duration: 1 round per level

Target: See text; SR applies

As the spell *wall of fire*, except as noted.

Wall of Ice

Greater (4) Conjuration (Creation) ^{Cold}

Invoke: 1 standard action at Close range

Duration: 1 round per level

Target: See text; SR applies

As the spell *wall of ice*, except as noted.

Word of Charming

Minor (1) Enchantment (Compulsion) ^{Mind}

Invoke: 1 standard action at Close range

Duration: 1 round per level

Target: One creature; Will negates; SR applies

As the spell *charm person*, except as noted. Non-humanoids may be affected, although they gain a +4 bonus to their saving throws.

Word of Command

Minor (1) Enchantment (Compulsion) ^{Mind}

Invoke: 1 standard action at Close range

Duration: 1 round per 2 levels, maximum 5 rounds

Target: One creature; Will negates; SR applies

As the spell *command*, except as noted.

Word of Confusion

Minor (2) Enchantment (Compulsion) ^{Mind}

Invoke: 1 standard action at Close range

Duration: 1 round per 2 levels, maximum 5 rounds

Target: One creature; Will negates; SR applies

The subject is *confused* for the specified duration.

Magic Items

Weapon Properties

Invocation Storing

An invocation storing weapon allows an invoker to store a single targeted minor or lesser invocation. (The invocation must have an invoking time of 1 standard action or less.) Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately apply the invocation on that creature as a free action if the wielder desires. (This special ability is an exception to the general rule that using an invocation from an item takes at least as long as using that invocation normally.)

Once the invocation has been discharged from the weapon, an invoker can cast any other targeted minor or lesser invocation into it. The weapon magically imparts to the wielder the name of the invocation currently stored within it. An invocation storing weapon generated as treasure has a 50% chance to have a invocation stored in it already.

Invocations with a duration of “Permanent” used from the weapon have a duration of 1 hour per invoker level instead.

Strong evocation (plus aura of stored invocation); IL 12th; Craft Magic Arms and Armor, creator must be an invoker of at least 12th level; Price +1 bonus.

Potions

Potions may be created using targeted invocations, using the normal rules for magical potion creation. Only minor or lesser invocations that are targeted may be converted into potions.

The cost uses the effective spell level of the invocation in place of the spell level.

Invocations with a duration of “Permanent” produce potions with a duration of 1 hour per invoker level instead.

Scrolls

Scrolls may be created from invocations, using the normal rules for magical scroll creation. Only invokers who have the invocation on their class invocation list may use the scroll without a successful Use Magic Device check, even if the invocation mimics a spell.

The cost uses the effective spell level of the invocation in place of the spell level.

Invocations with a duration of “Permanent” produce scrolls with a duration of 1 hour per invoker level instead.

Rings

Invocation Storing, Minor

A minor ring of invocation storing contains a minor invocation. The wearer of the ring may use the invocation stored within even if he is normally unable to use invocations in general, or the stored invocation in particular. The invocation has an invoker level equal to one (the minimum level needed to use minor invocations). The user need not provide any material components or focus, or pay a magical cost to use the invocation, and there is no arcane spell failure chance for wearing armor (because the ring wearer need not gesture). The activation time for the ring is same as the invoking time for the relevant invocation, with a minimum of 1 standard action.

An invoker can place any minor invocation into the ring, paying any material or magical essence costs necessary. An invoker may use a scroll to put an invocation into the minor ring of spell storing.

The ring magically imparts to the wearer the name of the invocation currently stored within it. An invocation storing ring generated as treasure has a 50% chance to have a invocation stored in it already.

An invocation with a duration of “Permanent” used from this ring has a duration of 1 hour per invoker level instead.

Faint evocation; IL 5th; Forge Ring, *imbue with invocation*; Price 18,000 gp.

Invocation Storing, Lesser

As the minor ring of invocation storing, except that the ring may store any minor or lesser invocation and has an invoker level of 6th.

Moderate evocation; IL 10th; Forge Ring, *imbue with invocation*; Price 50,000 gp.

Invocation Storing, Greater

As the minor ring of invocation storing, except that the ring may store any minor, lesser, or greater invocation and has an invoker level of 11th.

Strong evocation; IL 15th; Forge Ring, *imbue with invocation*; Price 100,000 gp.

Invocation Storing, Major

As the minor ring of invocation storing, except that the ring may store any minor, lesser, greater, or major invocation and has an invoker level of 16th.

Strong evocation; IL 20th; Forge Ring, *imbue with invocation*; Price 200,000 gp.

Ring of Invocations, Minor

This ring is imbued with the knowledge of a specific minor invocation. If the wearer is capable of using minor invocations, she may use the invocation imbued in the ring at will as if it were one of her own invocations. Invocations with a duration of “Permanent” used from this ring are immediately dismissed if the ring is removed or otherwise rendered inoperative.

Faint, varies by invocation; IL 5th; Forge Ring, *imbue with invocation*; Price 4,000 gp.

Ring of Invocations, Lesser

As the minor ring of invocations, except that the ring is imbued with a lesser invocation and the wearer must be capable of using lesser invocations to receive any benefit.

Moderate, varies by invocation; IL 10th; Forge Ring, *imbue with invocation*; Price 16,000 gp.

Ring of Invocations, Greater

As the minor ring of invocations, except that the ring is imbued with a greater invocation and the wearer must be capable of using greater invocations to receive any benefit.

Strong, varies by invocation; IL 15th; Forge Ring, *imbue with invocation*; Price 36,000 gp.

Ring of Invocations, Major

As the minor ring of invocations, except that the ring is imbued with a major invocation and the wearer must be capable of using major invocations to receive any benefit.

Strong, varies by invocation; IL 20th; Forge Ring, *imbue with invocation*; Price 64,000 gp.

Rods

Rods of metamagic may be used with invocations just as if they were spells. The ESL of the invocation is used instead of spell level to determine which invocations may be enhanced by a particular grade of metamagic rod.

Wands

Wands may be created from invocations, using the normal rules for item creation. Only minor and lesser invocations with an effective spell level of 4 or less may be converted into wands. Only invokers who have the invocation on their class invocation list may use the wand without a successful Use Magic Device check, even if the invocation mimics a spell.

The cost uses the effective spell level of the invocation in place of the spell level.

Invocations with a duration of “Permanent” produced from wands have a duration of 1 hour per invoker level instead.

Bestiary

KOBOLD

As the *Boundless Horizons* core bestiary entry, except add wyrmfriend as an additional favored class.

LIZARDFOLK

As the *Boundless Horizons* core bestiary entry, except add wyrmfriend as an additional favored class.

HUMAN, NYMPHLING

	Nymphling, 1st-Level Warden
	Medium Humanoid (Human)
Hit Dice:	1d6 (4 hp)
Initiative:	+5
Speed:	30' (6 squares)
Armor Class:	14 (+2 leather, +2 Dex), touch 12, flat-footed 12
Base Attack/Grapple:	+0/-1; Martial rank 0
Attack:	Invocation weapon +2 ranged touch (1d6+1 plus slow [Reflex DC 14])
Full Attack:	Invocation weapon +2 ranged touch (1d6+1 plus slow [Reflex DC 14])
Space/Reach:	5'/5'
Special Attacks:	Invocations
Special Qualities:	Damage reduction 1/cold iron, fey blood, low-light vision, nature casting, wild empathy
Saves:	Fort +0, Ref +3, Will +2
Abilities:	Str 8, Dex 14, Con 10, Int 13, Wis 11, Cha 16
Skills:	Bluff +4, Concentration +4, Hide +6, Knowledge (nature) +5, Listen +1, Move Silently +6, Sleight of Hand +3, Spellcraft +2, Spot +1, Survival +4
Feats:	Improved Initiative, Track ^B
Environment:	Temperate forests, rural communities
Organization:	Solitary or in a human company (see Human)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Any
Advancement:	By character class
Level Adjustment:	+0

Nymphlings are humans with some trace of nymph blood running in their veins. In general, they tend to live in human communities, and many may not even realize their heritage, though most are unusually drawn to nature. Over generations of breeding, their nymph-like qualities have thinned out, but they still differ somewhat from their more pure blooded human cousins.

More so than other races, nymphlings have a tendency to be drawn into pacts with fey powers, who recognize their distant kinship and connection to nature.

COMBAT

Nymphlings avoid combat whenever possible. If pressed, a nymphling's first priority is typically to find the quickest means of escape. Nymphlings can also sometimes be found mixed in with human companies, especially if encountered near their homes.

Fey Blood (Ex): For all affects related to race, a nymphling is considered both humanoid(human) and fey.

Nature Casting (Ex): A nymphling gains a +2 bonus to caster or invoker level whenever she is in an outdoor, natural environment (except oceans or seas).

Wild Empathy (Ex): As the druid ability of the same name

Warden Abilities: The nymphling warden above gains the following abilities from her warden class: damage reduction 1/cold iron, invocation focus (which stacks with nature casting when appropriate), invocation weapon, invocations, and magical affinity (druid). Typical invocations known: Minor – *slowing* (Reflex DC 14 negates) , *word of confusion* (Will DC 15 negates).

Nymphlings As Characters

- +2 Charisma, -2 Constitution. Nymphlings tend to have a greater force of personality than pure humans, but are also slightly more frail.
- Medium: As Medium creatures, nymphlings have no special bonuses or penalties due to their size.
- Nymphling base land speed is 30'.
- Low-Light Vision: A nymphling can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.
- Wild Empathy: As the druid ability of the same name.
- Nature Casting: Nymphlings gain +2 caster or invoker level when in an outdoor, natural surrounding (except oceans or seas).
- Fey blood: For all affects related to race, a nymphling is considered both humanoid(human) and fey.
- Automatic Language: Common. Bonus Languages: Any (other than secret languages, such as Druidic).
- Favored Class: Warden. A nymphling gains the Multiclassed (warden) feat as a racial bonus feat.

PLANETOUCHED, AASIMAR

As the *Boundless Horizons* core bestiary entry, except add avenger as an additional favored class.

PLANETOUCHED, TIEFLING

As the *Boundless Horizons* core bestiary entry, except add fiendpact as an additional favored class.

Variant Spellcasting Classes

In cases where *Invocation Magic* is intended to be used as a replacement for the core *Boundless Horizons* magic system, the following base class variants can be used for the "partial" spellcasting classes. In some cases using a revised class may require a significant revision to its "flavor" to describe the source of its invocation abilities.

Assassin

Assassins replace their class feature "Spells" with the following:

Invocations: Beginning at 2nd level, an assassin begins to learn invocations drawn from the fiendpact invocations list in

Invocations. He may not select the Increased Damage invocation or any invocation with either the [Target] or [Effect] descriptor.

At 2nd level, he may learn only Minor invocations. At 6th level, he may also learn Lesser invocations. At 10th level, he may also learn a Greater invocation. At 6th level and above, he may learn an invocation from any other invoker's invocation list that is at least one grade lower than the maximum grade that he can use. At any level where an assassin gains access to a new grade of invocation, he may exchange one previously known invocation for an invocation of the same level or lower.

For all purposes, invocations are treated as arcane spells, although they may be cast at will, except that they may be treated as spell-like abilities for the purpose of the Metamagic Spell-Like Ability feat, as they otherwise cannot use metamagic. An invocation always requires either a somatic or verbal component and is subject to arcane spell failure (for invocations with somatic components), although arcane spell failure may be ignored from light armor. Invocations do not require magical essence or focus components, and only rarely use material components. Unless otherwise specified, any known invocation may be used once per round as a standard action. Saving throws, when applicable, use a DC of 10 + effective spell level + the assassin's charisma modifier.

An assassin gains an invocation known at 2nd, 3rd, 4th, 6th, 7th, 8th, and 10th level. His invoker level equals his champion level. He gains additional invocations known for having a high Charisma score as he gains access to each new grade of invocations.

Magical Affinity (arcane) (Ex): Assassins are naturally attuned to magic normally available to wizards. An assassin may use any spell completion or spell trigger device as if he were a wizard of his assassin level. When learning any of the Spell Knowledge invocations, the spell selected must be from the arcane spell list.

Bard

Bard replace their class feature "Spells" with the following

Invocations: A bard knows invocations drawn from the bard list, below. She may not select the Increased Damage invocation or any invocation with either the [Target] or [Effect] descriptor.

At 1st level, she may learn only Minor invocations. At 7th level, she may also learn Lesser invocations. At 13th level, she may also learn Greater invocations. At 19th level, she may also learn Major invocations. At 7th level and above, she may learn an invocation from any other invoker's invocation list that is at least one grade lower than the maximum grade that she can use. At any level where a bard gains access to a new grade of invocation, she may exchange one previously known invocation for an invocation of the same level or lower.

A bard has additional component requirements beyond that normally listed in the invocation description. If she has the Perform (dance, etc.) skill, her invocations must include somatic components. If she the Perform (acting, comedy, oratory, singing, etc.) skill, her invocations must include verbal components. If she has the Perform (keyboard, percussion, stringed or wind instruments, etc.) skill, her invocations must include an appropriate instrument of her choice as a focus component. If she has multiple Perform skills, at 1st level she selects one to determine which type of component is required for her invocations. If she learns an invocation that ordinarily lacks a component of the required type, add that component to her required components for that invocation.

For all purposes, invocations are treated as arcane spells, although they may be cast at will, except that they may be treated as spell-like abilities for the purpose of the Metamagic Spell-Like Ability feat, as they otherwise cannot use metamagic. An invocation always requires either a somatic or verbal component and is subject to arcane spell failure (for invocations with somatic components), although arcane spell failure may be ignored from light armor. Invocations do not require magical essence or focus components (except as noted above), and only rarely use material components. Unless otherwise specified, any known invocation may be used once per round as a standard action. Saving throws, when applicable, use a DC of 10 + effective spell level + the bard's charisma modifier.

Bards gain an invocation known at 1st level, and every second level thereafter (3rd, 5th, 7th, etc.). Her invoker level equals the lesser of her bard level or the ranks she has in the Perform skill for her required component. She gains additional invocations known for having a high Charisma score as she gains access to each new grade of invocations.

Magical Affinity (arcane) (Ex): Bards are naturally attuned to magic normally available to wizards. A bard may use any spell completion or spell trigger device as if she were a wizard of the same level. When learning any of the Spell Knowledge invocations, the spell selected must be from the arcane spell list.

Bard Invocation List:

Minor

Aura of Entropy, Aura of Shadows, Darkness, Light, Minor Spell Knowledge (arcane), Patron's Favor, Mask of Agility, Mask of Beguiling, Mask of Finesse, Mask of Perception, Mask of Persuasion, Mask of Stealth, Mask of Trickery, Penetrate Darkness, Penetrate Invisibility, Tripping Tendrils, Word of Charming, Word of Confusion

Lesser

Cloud of Bewilderment, Cloud of Weakening, Dimensional Skip, Disarming Tendrils, Dispel, Flight, Imbue With Invocation, Invisibility, Lesser Spell Knowledge (arcane), Voice of Demand

Greater

Alter Form (anthropoid), Greater Dispel, Greater Tripping Tendrils, Greater Spell Knowledge (arcane), Phrase of Insanity, Shadow Image, Solid Fog, Teleport

Major

Greater Disarming Tendrils, Major Spell Knowledge (arcane), Plane Shift, Shapechange

Champion

Champions replace their class feature "Spells" with the following:

Invocations: Beginning at 2nd level, a champion begins to learn invocations drawn from the appropriate invocations list. She may not select the Increased Damage invocation or any invocation with either the [Target] or [Effect] descriptor. Paladins and libertines use the avenger invocations list, tyrants and blackguards use the fiendpact invocation list, and presevers may choose any of the base invoker class invocations list, but once the choice is made, it cannot be changed.

At 2nd level, she may learn only Minor invocations. At 6th level, she may also learn Lesser invocations. At 10th level, she may also learn a Greater invocation. At 6th level and above, she may learn an invocation from any other invoker's invocation list that is at least one grade lower than the maximum grade that she can use. At any level where a champion gains access to a new grade of invocation, she may exchange one previously known invocation for an invocation of the same level or lower.

Champions have additional component requirements beyond that normally listed in the invocation description. All champion invocations require a divine focus component in addition to any other listed component.

For all purposes, invocations are treated as arcane spells, although they may be cast at will, except that they may be treated as spell-like abilities for the purpose of the Metamagic Spell-Like Ability feat, as they otherwise cannot use metamagic. An invocation always requires either a somatic or verbal component; however, champions may ignore arcane spell failure chances from wearing armor or a shield. Invocations do not require magical essence or focus components (except the divine focus noted above), and only rarely use material components. Unless otherwise specified, any known invocation may be used once per round as a standard action. Saving throws, when applicable, use a DC of 10 + effective spell level + the champion's charisma modifier.

A champion gains an invocation known at 2nd, 3rd, 4th, 6th, 7th, 8th, and 10th level. Her invoker level equals her champion level. She gains additional invocations known for having a high Charisma score as she gains access to each new grade of invocations.

Magical Affinity (divine) (Ex): Champions are naturally attuned to magic normally available to clerics. A champion may use any spell completion or spell trigger device as if she were a cleric of her champion level. When learning any of the Spell Knowledge invocations, the spell selected must be from the divine spell list.

Ranger

Rangers replace their class feature "Spells" with the following:

Invocations: Beginning at 4th level, a ranger begins to learn invocations drawn from the warden invocation list in **Invocations**. He may not select the Increased Damage invocation or any invocation with either the [Target] or [Effect] descriptor.

At 4th level, he may learn only Minor invocations. At 12th level, he may also learn Lesser invocations. At 20th level, he may also learn a Greater invocation. At 12th level and above, he may learn an invocation from any other invoker's invocation list that is at least one grade lower than the maximum grade that he can use. At any level where a ranger gains access to a new grade of invocation, he may exchange one previously known invocation for an invocation of the same level or lower.

Invocations are spell-like abilities except that they are subject to arcane spell failure if they have a somatic component, although arcane spell failure may be ignored from light armor. Unless otherwise specified, any known invocation may be used once per round as a standard action. Saving throws, when applicable, use a DC of 10 + effective spell level + the ranger's charisma modifier.

Rangers gain an invocation known at 4th, 7th, 9th, 12th, 15th, 17th, and 20th level. Through 3rd level, a ranger has no invoker level. At 4th level and higher, his invoker level is one-half his ranger level. He gains additional invocations known for having a high Charisma score as he gains access to each new grade of invocations.

Magical Affinity (nature) (Ex): Rangers are naturally attuned to magic normally available to druids. A ranger may use any spell completion or spell trigger device as if he were a druid of one-half his ranger level. When learning any of the Spell Knowledge invocations, the spell selected must be from the nature spell list.

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