

Dark Sun to Pathfinder 2<sup>e</sup>

Archetypes 0.2

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**Acrobat**

Unchanged from vanilla PF2.

## **Alter Ego**

Unchanged from vanilla PF2, except all occult spells or traits are psionic instead.

## **Animal Trainer**

Unchanged from vanilla PF2.

## **Archeologist**

Unchanged from vanilla PF2, except all occult spells or traits are psionic instead.

## **Archer**

Unchanged from vanilla PF2, except the feat *Crossbow Terror* is not available, as there are no crossbows on Athas..

## **Assassin**

There are some changes to this archetype's dedication, but it is otherwise unchanged from vanilla PF2.

### Assassin Dedication

Level 2

Prerequisites: Poison Crafting; trained in Crafting, Deception, and Stealth

You've trained to assassinate your foes, and you do so with tenacity and precision. You gain the Mark for Death activity.

**Activate** (3 actions) Mark for Death; **Requirements** You can see and hear the creature you intend to mark; **Effect** You designate a single creature as your mark. This lasts until the mark dies or you use Mark for Death again. You gain a +2 circumstance bonus to Perception checks to Seek your mark and on Deception checks to Feint against your mark. Your agile and finesse weapons and unarmed attacks gain the backstabber and deadly d6 weapon traits when you're attacking your mark. If the weapon or unarmed attack already has the deadly trait, increase the size of the deadly damage die by one step instead of giving it deadly d6.

## **Bastion**

Unchanged from vanilla PF2.

## **Beastmaster**

Unchanged from vanilla PF2.

## **Black Cassock**

You are a templar of king Kalak, sorcerer-king of Tyr. The tyrian templarate is highly bureaucratized, and you are used to administrative procedures bureaucratic power struggles.

### Black Cassock Dedication

Level 2

Prerequisites: You must be a templar devoted to Kalak, sorcerer-king of Tyr.

You can use your authority within your city-state to order slaves to do your bidding, requisition troops, enter the homes of freemen and nobles, and have them arrested.

You become trained in the Diplomacy and the Bureaucratic Lore skills. If you were already trained in any of those, you become expert instead. You get a +1 circumstance bonus to all Diplomacy checks against slaves and other lower class people while within your city-state.

You can, at any time, search the home, person or possessions of a slave. You may search and impound any evidence of wrongdoing, if found.

### Bureau Specialization

Level 4

Prerequisites: Black Cassock dedication

You have developed an expertise in a field of the administration of the city-state of Tyr. You gain the Additional Lore skill feat for any lore of your choice, as long as it is related to the administration of your city-state (for instance, wells and water management, trash management, taxes and customs, interior security, and so on). You get a +1 circumstance bonus to all checks related to this lore skill.

### Secular Authority

Level 6

Prerequisites: Black Cassock dedication, Expert in Diplomacy

Your powers now extend to common people. You get a +1 circumstance bonus to all Diplomacy checks against artisans, peasants, and other free working class citizens while within your city-state. You can, at any time, search the home, person or possessions of any such person. You may search and impound any evidence of wrongdoing, if found. You get the Discreet Inquiry skill feat.

### High-Ranking Bureaucrat

Level 8

Prerequisites: Black Cassock dedication, Bureau Specialization, Master in Diplomacy

You're now a master of the bureaucratic arts, and know your way around the Tyrian templarate. You get the Shameful Request skill feat. When earning income through the lore skill you received via Bureau Specialization, treat any task as if it was two levels higher to determine the income earned. You can also command any templar of lower ranking.

### High Templar

Level 10

Prerequisites: Black Cassock Dedication, Secular Authority

You're now part of the inner circles of the city-state administration, and the sorcerer-king himself is aware of your existence and function. The circumstance bonus you get to Diplomacy checks against slaves and commoner gets to +2.

Moreover, you can, at any time, search the home, person or possessions of a noble or high ranking member of a merchant house. You may search and impound any evidence of wrongdoing, if found. You get a +1 circumstance bonus to all Diplomacy checks against any such powerful people while within your city-state.

### **Blessed One**

Unchanged from vanilla PF2.

### **Bounty Hunter**

Unchanged from vanilla PF2.



## **Butterfly Blade**

Unchanged from vanilla PF2, except there is no access condition, as the Butterfly Blades are not an existing organization on Athas.

## **Captivator**

### Captivator Dedication

Level 4

Prerequisites: Charisma 14; trained in Deception or Diplomacy

Your ability to captivate others borders on the preternatural. You are seldom at a loss in social situations, and you can create minor enchantments or illusions. Choose Deception or Diplomacy. You become trained in that skill, or become an expert if you were already trained.

Choose two cantrips from the psionic list; each cantrip must be from either the enchantment or illusion school. You gain access to the Cast a Spell activity and can cast these spells as psionic innate spells. You cast those spells without verbal or material components, as a psychic does, but contrary to those disciplined masters, your practice of the way comes from an innate ability instead of years of rigorous training. Except for the targets of your spells who failed their saving throw or against which you succeeded at a spell attack roll, anybody within voice distance of you can feel a telltale psionic disturbance emanating from you, making it easy for those people to understand you just cast a spell. You're trained in psionic spell attack rolls and spell DCs. Your key spellcasting ability for these spells is Charisma.

### Basic Captivator Spellcasting

Level 4

Prerequisites: Captivator Dedication

Your innate ability to fascinate others develops into full-fledged spellcasting. This spellcasting comes naturally and instinctively to you, rather than as a product of training. Choose a 1st-level psionic spell from either the enchantment or illusion school. You can Cast this Spell as a psionic innate spell. At 6th level, you gain a 2nd-level spell, and at 8th level, you gain a 3rd-level spell. Each of these spells must be from either the enchantment or illusion school.

### Captivating Intensity

Level 6

Prerequisites: Basic Captivator Spellcasting

Your ability to captivate others has grown, and you can use your captivator abilities more often. You seem to never run out of the ability to fascinate or distract. You can cast each psionic innate spell granted by captivator archetype feats one additional time per day. You can do this for spells of all levels granted, other than your two highest spell levels from non-cantrip captivator spells. If you have Heightened Captivation, you can cast the chosen spell a second time each day, though one of the two times you cast it, it's heightened two levels lower than your highest level of non-cantrip captivator spells, as long as the spell can be cast at that spell level.

Counter Charm Level 8

Unchanged from vanilla PF2.

Heightened Captivation Level 8

Unchanged from vanilla PF2.

Expert Captivator Spellcasting Level 10

Prerequisites: Basic Captivator Spellcasting

You learn more powerful spells to enchant and deceive. You learn a 4th-level psionic spell.

At 12th level, you learn a 5th-level spell, and at 14th level, you learn a 6th-level spell.

Each of these spells must come from either the enchantment or illusion school. You

cast these spells as psionic innate spells. You become an expert with spell attack rolls and spell DCs for occult spells.

Reactive Charm Level 10

Unchanged from vanilla PF2.

Effortless Captivation Level 14

Unchanged from vanilla PF2.

Master Captivator Spellcasting Level 16

Prerequisites: Expert Captivator Spellcasting

You master the most powerful spells that enchant and deceive. You learn a 7th-level psionic

spell. At 18th level, you learn an 8th-level spell, and at 20th level, you learn a 9th-

level spell. Each of these spells must come from either the enchantment or illusion

school. You cast these spells as psionic innate spells. You become a master with spell attack rolls and spell DCs for occult spells.

Look Again

Level 18

Unchanged from vanilla PF2.

**Cathartic Mage**

Unchanged from vanilla PF2.

**Cavalier**

Unchanged from vanilla PF2.

**Celebrity**

Unchanged from vanilla PF2, except all occult spells or traits are psionic instead.

**Chime-Ringer**

Either because it allows you to focus your mind, because you use sonic waves to carry your mind's potential, or some other reason, you've learned to manifest your psionic powers through the ringing of bells.

Chime-Ringer dedication

Level 2

Prerequisites: trained in performance

You gain a single psionic cantrip of your choice, heightened to a spell level equal to half your level, rounded up. If you weren't already, you become trained in psionics spell DCs and spell attack rolls, with Charisma as your spellcasting ability. You also either become trained in Psionics, or an expert in this skill if you are already trained.

Fleet Tempo

Level 4

Unchanged from vanilla PF2.

Deny the Songs of War

Level 10

Unchanged from vanilla PF2.

Sing to the Steel

Level 12

Unchanged from vanilla PF2.

Song of Grace and Speed

Level 16

Unchanged from vanilla PF2.

**Chronoskimmer**

Unchanged from vanilla PF2.

**Corpse Tender**

Unchanged from vanilla PF2.

**Curse Maelstrom**

Unchanged from vanilla PF2, except all occult spells or traits are arcane instead. The Occultism proficiency prerequisites are replaced by proficiency in Arcana. Any spell, effect, or other with the arcane trait is subjected to the rules about defiling.

**Dandy**

Unchanged from vanilla PF2.

**Dual-Weapon Warrior**

Unchanged from vanilla PF2.

**Duelist**

Unchanged from vanilla PF2.

**Edgwatch Detective**

Unchanged from vanilla PF2.

**Eldritch Archer**

Unchanged from vanilla PF2.

**Elementalist**

Unchanged from vanilla PF2.

## Exorcist

A half-dead world like Athas is bound to be roamed by ghosts or any other kind of restless spirits, at least within its numerous ruins. You pacify these spirits, ghosts, and haunts, capturing fragments of them and using their vengeful energies to fuel your own powers while purifying the spirit. You store these ghosts within a magical vessel called a *spirit dwelling*. This *spirit dwelling* might be a treasured family heirloom, an item you crafted expressly to help with exorcisms, or even just an odd trinket you found that happens to do the job.

### Exorcist Dedication

Level 4

Prerequisites: Trained in Religion

You've learned to attract, quell, and purify spirits, housing them in a special receptacle called a *spirit dwelling* until they're ready to move on. Through the power of prayers or ritual incantations, one mundane object in your possession becomes a *spirit dwelling*. Your *spirit dwelling* functions as a lure for lost spirits weakened by their time on the Material Plane. Each day during your daily preparations, your *spirit dwelling* attracts a spirit wisp who comes to dwell inside. If your *spirit dwelling* contains no wisps, you can spend 10 minutes in a minor ritual to cast your *spirit dwelling* around an area and attract another wisp. You can also capture stronger spirit remnants from vanquished undead spirits, by using the Collect Spirit Remnant activity. As long as your *spirit dwelling* contains any spirits, it glows faintly, casting dim light in a 10-foot radius.

Collect Spirit Remnant (3 actions)

Traits: Concentrate; Manipulation

You brandish your *spirit dwelling* at the location where a haunt, ghost, or other incorporeal undead was destroyed within the last minute and pray or recite ritual incantations. You coax the spirit remnant into your spirit dwelling.

**Rejuvenating Spirits:** Though all spirit wisps and most remnants can pass on immediately when purified, if a spirit remnant came from a creature with the rejuvenation special ability (such as most ghosts), a recurring haunt, or another entity who ordinarily doesn't pass on when destroyed, its ties to this world are too strong for it to easily pass on. When a spirit remnant from such an entity is released as part of your daily preparations, instead of joining the River of Souls, it begins re-forming itself in the time and location noted in its rejuvenation ability. However, you learn a

clue about the spirit's unfinished business, which may help you put it to rest permanently.

As an exorcist, you do more than just collect spirits: you also help rid them of their burdens and lingering resentments, though this makes so any spirit sooner or later goes to the Gray. Every day, before your daily preparations, any spirit wisps and remnants remaining within your *spirit dwelling* from the previous day are purified and dissipate. You can also learn abilities that let you purify a spirit in your *spirit dwelling* immediately in a cathartic surge, granting you a helpful effect as they depart. Any actions you gain from the exorcist archetype gain the divine trait.

Spirit's Mercy is the simplest of the purifications.

**Spirit's Mercy** (reaction) (necromancy) **Trigger** You take positive or negative damage, or you take any type of damage caused by a haunt, ghost, or other incorporeal undead; **Cost** 1 spirit wisp or remnant; **Effect** You purify a spirit by having it perform a final act of mercy to lessen the damage caused by another spirit. This grants you resistance to positive and negative damage (or resistance to all damage if caused by a haunt or incorporeal undead) against the triggering effect. If you expend a spirit wisp, the resistance is equal to twice your level. If you expend a spirit remnant, the resistance is equal to three times the level of the incorporeal undead or haunt from which you gained the remnant.

Cast Out (2 actions)

Level 6

Traits: Abjuration; Concentrate; Manipulation

Prerequisites: Exorcist Dedication

You attempt to cast a malevolent entity out of the creature or object it's possessing. Roll a counteract check against the possession effect; you must be within 30 feet of the possessed creature or object to do so. Your counteract level is half your level rounded up, and your counteract modifier is your Religion modifier, or spell DC – 10, whichever is highest. If you succeed, the entity is driven out and can't attempt to possess that creature or object for 1 week. If you fail, the possessing creature is immune to your Cast Out for a year and a day.

Spirit's Absolution

Level 6

Unchanged from vanilla PF2.

Spirit's Anguish Level 8

Unchanged from vanilla PF2.

Spiritual Sense Level 8

Unchanged from vanilla PF2.

Blind-Fight Level 10

Unchanged from vanilla PF2.

Enticing Dwelling Level 12

Unchanged from vanilla PF2.

Sense Evil Level 14

Unchanged from vanilla PF2.

Sense the Unseen Level 16

Unchanged from vanilla PF2.

### **Familiar Master**

Unchanged from vanilla PF2.

### **Firebrand Braggart**

Unchanged from vanilla PF2, except being a second mark member of the Firebrands is not a prerequisite, as the Firebrands are not an existing organization on Athas.

### **Flexible Spellcaster**

Unchanged from vanilla PF2.

### **Folklorerist**

Unchanged from vanilla PF2.

### **Game Hunter**

Unchanged from vanilla PF2.

## **Geomancer**

Unchanged from vanilla PF2.

## **Ghost**

Unchanged from vanilla PF2.

## **Ghost Eater**

In a world full of undead, there exists a variety of techniques and disciplines to fight or destroy them. This is one of them.

### Ghost Eater Dedication

Level 2

Prerequisites: Trained in Religion

You have trained as a ghost eater, a hunter specialized in the destruction of spirits. You know how to channel your own spiritual energy to harm spirits. Your weapon and unarmed attack Strikes become magical. Against incorporeal creatures, they also gain the effects of a *ghost touch* property rune.

### Reach Beyond

Level 4

Unchanged from vanilla PF2.

### Disrupting Strikes

Level 6

Unchanged from vanilla PF2.

### Cross the Threshold

Level 16

Prerequisites: Ghost Eater Dedication

You can cast *ethereal jaunt* as a divine innate spell once per day. You don't need to Sustain the Spell; instead, it lasts for 10 minutes or until you choose to return to your material form as a free action.

## **Ghost Hunter**

### Ghost Hunter Dedication

Level 2

Prerequisites: trained in Religion



You have focused your training on hunting and defeating ghosts, spirits, and all manner of haunts. Pick Spirit Lore or Haunt Lore; you become trained in this skill. If you were already trained in both skills, you become trained in a new Lore skill of your choice.

Choose two cantrips from the divine spell list. Each cantrip must have the divination, enchantment, or necromancy trait. You can cast these spells as innate divine spells. You gain access to the Cast a Spell activity if you didn't have it already. You're trained in divine spell attack rolls and spell DCs. You can usually replace material components with somatic components, so you don't need a spell component pouch. Your key spellcasting ability for these spells is Charisma.

Grave's Voice Level 4

Unchanged from vanilla PF2.

Investigate Haunting Level 4

Unchanged from vanilla PF2.

Spirit Spell Level 4

Prerequisites: Ghost Hunter Dedication

Your ability to confront incorporeal menaces develops into full-fledged spellcasting. Choose a 1st-level divine spell. You can Cast this Spell as an innate divine spell. At 6th level, you gain a 2nd-level divine spell, and at 8th level, you gain a 3rd-level divine spell. Each of these spells must have the divination, enchantment, or necromancy trait. You can cast each of these spells once per day.

Ghost Strike Level 6

Unchanged from vanilla PF2.

Peer Beyond Level 8

Unchanged from vanilla PF2.

## **Ghoul**

You are an undead with an with an unholy hunger you can't really satiate, maybe a Fael, or something else. Intelligent undeads on Athas tend to be unique of their kind, so anything is possible...

### Ghoul Dedication

Level 2

You are an undead cursed with a never-ending hunger for flesh that slowly overrides your reason and willpower until you would do anything for the meal you crave.

You gain the ghoul and undead traits and the basic undead benefits. You have to define a craving of your own that clearly identify you as out of the ordinary. Maybe you have to eat the flesh of sapient beings, or you have to eat while your food is still alive, or then again maybe you can't stop eating as long as there is food available, whatever quantity that may be. You gain two unarmed attacks in the brawling weapon group. The first unarmed attack is a claw that deals 1d4 slashing damage with the agile and finesse traits, and the second unarmed attack is a set of jaws that deal 1d6 piercing damage and have the finesse trait.

You gain the Satiated Craving action. Satisfying your craving is difficult, but it temporarily satiates you. Many ghoul feats have extra abilities or functions that can be used when you are satiated, though using those abilities also causes you to lose your satiated status. You can always Satiated Craving, but eating more than a normal amount has no further effect; a ghoul's hunger is satiated, or it is not.

**Satiated Craving** (1 action)(manipulate) **Requirements** You are adjacent to the object of your craving; **Effect** You devour it. You become satiated for 1 hour.

### Replenishing Consumption

Level 4

Prerequisites: Ghoul Dedication

When you satiate your hunger, you also recover from some of your wounds. Once every 10 minutes, when you Satiated Craving, you regain 1d6 Hit Points for every 2 levels you have, rounded up.

### Swift Leap

Level 4

Unchanged from vanilla PF2.

### Feverish Enzymes

Level 6

Unchanged from vanilla PF2.

### Grave Strength

Level 6

Unchanged from vanilla PF2.

Guarded Movement Level 6

Unchanged from vanilla PF2.

Reactive Pursuit Level 6

Unchanged from vanilla PF2.

Paralyzing Slash (2 actions) Level 8

Traits: Divine; Incapacitation; Necromancy

Prerequisites: Feverish Enzymes

Your enzymes can paralyze your foes rather than merely making it harder for them to heal their wounds. Strike with your claw or jaws. If you hit a living non-elf creature, it becomes paralyzed unless it succeeds at a Fortitude save against your class DC or spell DC, whichever is higher. Regardless of the result of the save, the creature is temporarily immune to Paralyzing Slash for 24 hours. A creature that becomes paralyzed can attempt a new save to end the paralysis at the end of each of its turns, and the DC cumulatively decreases by 1 on each such save.

Sickening Bite Level 8

Unchanged from vanilla PF2.

Glutton Level 10

Prerequisites: Ghoul Dedication

You have developed a capacity to satiate yourself for a longer time. If you Sate Craving while satiated, you become fully satiated. You stay fully satiated for 3 hours, after which you become satiated for 1 hour. If you're fully satiated when an ability would end your satiation, you cease being fully satiated but remain satiated. If you have Grave Strength, you gain a +10-foot status bonus to your Speed when fully satiated instead of a +5-foot status bonus for being satiated.

Wall Run Level 10

Unchanged from vanilla PF2.

Corpse Stench Level 12

Unchanged from vanilla PF2.

### **Gladiator**

Unchanged from vanilla PF2.

### **Golden League Xun**

Unchanged from vanilla PF2, except for the fact you can be the member of any criminal organization, as the Golden League is not an existing organization on Athas.

### **Golem Grafter**

Unchanged from vanilla PF2.

### **Gray Gardener**

You're the member of a secretive association or organization that passes judgment on people and execute their own sentences. You might be a member of the Veiled Alliance hunting for defilers or traitors within the ranks of the organization, one of a sorcerer-monarch's own secret executioner, or a simple villager by day and a member of the village cult at night.

This archetype is unchanged from vanilla PF2, except for two elements.

First, the prerequisite "Member of the Gray Gardeners" is dropped, as the Gray Gardeners are not an existing organization on Athas, though being a member of an appropriate organization is still an access condition.

Second, two of its feats are modified:

#### Strident Command

Level 10

Prerequisites: master in Intimidation; Vigilante Dedication; Voice of Authority

The common folk heed your demands, and though your true foes rarely bend to your commands, when they do the hesitation can cost them the battle. You can cast *command* once every 10 minutes as a 1st-level psionic innate spell.

If you're in your vigilante identity, you can command the target only to approach you, drop prone, or stand in place. If you're in your social identity, you can command the target only to run away or release what the target is holding.

### Terrifying Countenance

Level 18

Prerequisites: Vigilante Dedication

You can erect a magical cowl that terrorizes your enemies. Once per day, you can cast *mask of terror* as an innate psionic spell, targeting yourself. If you critically hit a creature that's temporarily immune to the spell, the creature's temporary immunity ends.

### **Halcyon Speaker**

Magaambyan Apprentices who master their discipline can become Halcyon Speakers, blending arcane and primal magic with the hope of healing Athas and able to cast Halcyon Spells. Halcyon Spells are described under Magaambyan Apprentice. This archetype is otherwise unchanged from vanilla PF2.

### **Hallowed Necromancer**

Unchanged from vanilla PF2.

### **Halfling Sniper**

Halflings living in the Forest Ridge have developed a specialized fighting style using the blowgun.

### Halfling Sniper Dedication

Level 2

Access: Being a Halfling from the Forest Ridge.

You have mastered the use of the blowgun, making it a deadlier weapon. The damage from your blowgun becomes 1d4 instead of 1. You don't take the -2 circumstance penalty for making a lethal attack with your nonlethal blowgun.

### Covered Reload (1 action)

Level 4

You duck into a safe position or minimize your profile while reloading to make your next attack. Either Take Cover or attempt to Hide, then Interact to reload. As normal, you must meet the requirements to Take Cover or Hide; you must be prone, benefiting from cover, or near a feature that allows you to Take Cover, and you need to be benefiting from cover or concealed to a creature to Hide from that creature.

### One Shot, One Kill (free action)

Level 6

Trigger: You roll for initiative.

Interact to draw your blowgun. On your first turn, your first Strike with that weapon deals an additional 1d6 precision damage. This precision damage increases to 2d6 at 13th level and 3d6 at 19th level.

Vital Shot (2 actions)

Level 12

Prerequisites: One Shot, One Kill

Make a ranged Strike. If the target is flat-footed, the Strike deals an extra die of weapon damage, and the foe takes persistent bleed damage equal to the amount of precision damage from your One Shot, One Kill.

Ghost Shot (1 action)

Level 18

Prerequisites: One Shot, One Kill

Make a blowgun Strike. If you're hidden from or undetected by the target, the Strike adds the additional precision damage from One Shot, One Kill; if you would already receive that additional damage on the Strike, the effects aren't cumulative. If you were undetected or unnoticed by any creatures, you're now hidden from them instead, as the origin of the attack is clear.

**Heaven Seeker**

Heaven Seekers adhere to a particular school of unarmed combat based on the principles of upward mobility and a deep understanding of the Air element. This close relationship to this element confers them some magical abilities. This archetype's Dedication has been somewhat modified, but it is otherwise unchanged from vanilla PF2.

Heaven Seeker Dedication

Level 4

Prerequisites: expert in unarmed strike

Access: Having been taught by a Way of the Sky and Heaven master.

You have set foot on the path to master the Way of Sky and Heaven. You become trained in either Acrobatics or Psionics. You gain either the Ki Rush or Ki Strike monk feat, which grants you a ki spell and a focus pool of 1 Focus Point that you can recover using the Refocus activity as a monk does. If you already have both these feats, you can instead choose a single 1st-level monk feat.

## **Herbalist**

Unchanged from vanilla PF2.

## **Horizon Walker**

Unchanged from vanilla PF2.

## **Juggler**

Unchanged from vanilla PF2.

## **Lich**

On a world where all souls' natural fate is to dissolve into the Gray, it should not be surprising that some powerful spellcasters vie to achieve immortality by becoming undead. You're such an undead spellcaster, most probably, but not necessarily, a Kaisharga. Players are encouraged to re-flavor this archetype in a unique way, but it is otherwise unchanged from vanilla PF2.

## **Linguist**

This archetype is unchanged from vanilla PF2, except Multilingual Cipher now has the Literacy general feat as a prerequisite.

## **Living Monolith**

Through a strong connection to the Earth element, you have begun a process of self-transformation that will eventually turn you into an Earth creature.

### Living Monolith Dedication

Level 2

Prerequisites: trained in crafting

Access: You have passed a pact with an earth elemental entity or spirit.

You've begun to inscribe a magical stone called a *ka stone* that you will some day tie to your soul. You gain knowledge of the Elemental Plane of Earth and a connection to your nascent *ka stone*. If you fail a recovery check while dying, your dying condition does not increase; if you critically fail, your dying condition increases by only 1. You become trained in Elemental Plane of Earth Lore, or expert if you were already trained.

### Ka Stone Ritual

Level 4

Prerequisites: Living Stone Monolith; an earth elemental entity or another living stone monolith knowing this ritual must perform the ritual with you.

You inscribe your name on your *ka stone*, as well as oaths to the Earth Element, and embed it in your forehead in a special ritual with an earth elemental or with a living monolith who already has this feat. The *ka stone* is an invested magic item that you automatically invest each day. It can't be removed without your permission, nor can it be dispelled, and you can never lose investiture in the *ka stone*. Its Bulk is negligible.

The *ka stone* grants you a +1 item bonus to saves against death effects and negative effects, which increases to +2 at 8th level, +3 at 14th level, and +4 at 20th level.

**Activate** (envision), or a different activation if otherwise specified; **Frequency** a number of times each day equal to the number of class feats you have from the Living Monolith archetype; **Effect** You cast *enlarge* on yourself or use one of the other activated abilities granted by a later Living Monolith feat.

### Stone Blood

Level 6

Unchanged from vanilla PF2.

### Fortified Flesh

Level 8

Unchanged from vanilla PF2.

### Attunement Stone

Level 10

Unchanged from vanilla PF2.

### Judgment of the Monolith

Level 12

Unchanged from vanilla PF2.

### Stone Communion

Level 14

Unchanged from vanilla PF2.

### Elemental Transformation

Level 18

Prerequisites: Stone Blood; Fortified Flesh; Attunement Stone; Stone Communion

Your *ka stone* sinks deeper into your head and becomes a living part of your body as you begin your transformation into an earth elemental creature.



Once per day, you can cast *elemental form* as a 7th-level divine innate spell, but you can only choose the earth elemental form.

### **Loremaster**

This archetype is unchanged from vanilla PF2, except its dedication now has the Literacy general feat as a prerequisite.

### **Lunatic Astrologer**

Be they nobles and erudite from the city-states, or elven tribes and nomad herders from the desert, lots of people study the mysteries of astrology, either to discover what the future holds, to prevent crop failure, to guide themselves through the wastelands, or simply for pure knowledge, but you're different. To you, astrology isn't just a field of study or a tool to keep trace of the flow of time; it's the essence of everything, of your very being. In a world without divinity, you believe astrology is the key to eternity.

#### Lunatic Astrologer Dedication

Level 2

Prerequisites: You can cast psionic spells through spell slots, or psionic focus spells.

You get access to astrologer focus spells, which you cast as psionic focus spells. These spells are connect you to the cosmos and the movement of the stars in the sky. This is your curse, your body is drawn toward the heavens, making you lighter and less substantial than you should be. Your eyes glow with starry light, and your hair and clothing float and drift around you. As you cast astrologer focus spells, your curse intensifies, first to a minor effect and then to a moderate effect.

Your curse progresses to its minor stage the first time you finish casting an astrologer focus spell after your daily preparations. Once your minor curse has manifested, it remains in effect until you rest for 8 hours and again make your daily preparations. If you cast an astrologer focus spell while your minor curse is in effect, you progress to the moderate curse effect immediately after you finish Casting the Spell. The minor effect continues to affect you, though some moderate curse effects might alter the specifics of your minor curse. At higher levels, you can cast more astrologer focus spells, progressing your curse to its major stage and then an extreme stage; these stronger curses are cumulative with the effects of the lower stages and can alter them. When

you Refocus while under the effects of your moderate or stronger curse, you reduce your curse's severity to minor in addition to regaining a Focus Point.

Drawing upon your astrologer powers while your curse is at its worst means you dangerously are disconnected yourself from the world of Athas. Immediately after casting an astrologer focus spell while under the moderate effect of your curse, you are overwhelmed. While overwhelmed, you can't Cast or Sustain any astrologer focus spells— you effectively lose access to those spells. You can still Refocus to reduce the effects of your curse and regain a Focus Point, but doing so doesn't allow you to cast further astrologer focus spells. These effects last until you rest for 8 hours and make your daily preparations, at which point your curse returns to its basic state. At higher levels, you can grow to withstand your curse's major and even extreme effects, enabling you to cast more astrologer focus spells without becoming overwhelmed.

Your curse has the curse, psionic, and necromancy traits. You can't mitigate, reduce, or remove the effects of your oracular curse by any means other than Refocusing and resting for 8 hours.

**Minor Curse** Your unnatural lightness makes it hard to keep your footing and interact with other physical objects. You are enfeebled 1 and take a –2 penalty to saves and DCs against Grapple, Shove, and other forms of forced movement.

**Moderate Curse** Your body is drawn further skyward. You are enfeebled 2, and the penalty from your minor curse increases to –3. You are treated as one size smaller for wind effects. You gain a +2 status bonus against Trip attempts, you only take half as much damage from falls, and you gain the effects of the Powerful Leap and Quick Jump skill feats. You weigh only half as much, and your Bulk, should someone need to carry you, is also half as much.

**Major Curse** As your body rises, you float just above the ground beneath you. You become enfeebled 4, and the penalty from your minor curse increases to –4. You can walk on liquids as if they were solid; you gain the effects of the Cloud Jump skill feat; and you don't leave tracks, trigger weight-sensitive pressure plates, or otherwise connect with the ground below you.

**Extreme Curse** When affected by your extreme curse, you become doomed 2 (or increase your doomed condition by 2 if you were already doomed). Once every 10 minutes,

when you fail an attack roll, skill or Perception check, or saving throw, you can reroll it and use the second result. The reroll has the fortune trait and doesn't require you to spend an action, meaning you can use the reroll even if you can't act. These effects are in addition to all the effects of your major curse, and they can't be removed by any means until you Refocus to reduce your curse to its minor effect.

If you cast an astrologer focus spell while under the effects of this extreme curse, you are overwhelmed, and you remain doomed 2 even if you Refocus.

You gain the Spray of Stars astrologer focus spell. Add one focus point to your focus pool.

#### Domain of the Stars

Level 4

Prerequisites: Lunatic Astrologer Dedication

You can establish a deeper connection with the stars, which grants you some magic. Choose either the Moon or Star domain. You gain the domain spell for that domain, which you cast as an astrologer focus spell. It gains the Cursebound trait. Increase the number of Focus Points in your focus pool by 1.

**Special** You can take this feat more than once, allowing you to choose the domain you hadn't initially chosen.

#### Deeper Connection

Level 6

Prerequisites: Lunatic Astrologer Dedication

You get a better understanding of the connection linking your mind and body to the celestial bodies. You gain the Interstellar Void astrologer focus spell. Add one focus point to your focus pool.

#### Advanced Domain of the Stars

Level 12

Prerequisites: Lunatic Astrologer Dedication; Domain of the Stars

Choose one of the domains you gained through Domain of the Stars and for which you have an initial domain spell. You gain an advanced domain spell from that domain, which

you cast as an astrologer focus spell, causing it to gain the cursebound trait. Increase the number of Focus Points in your focus pool by 1.

**Special** You can select this feat multiple times. Each time, you must select a different advanced domain spell from a domain for which you have an initial domain spell.

### Cosmic Understanding

Level 12

Prerequisites: Lunatic Astrologer Dedication

You get a full understanding of the effects of the stars on the world. You gain the Moonlight Bridge astrologer focus spell. Add one focus point to your focus pool.

### Stronger Connection

Level 14

Prerequisites: Lunatic Astrologer Dedication

You've learned to better withstand the powers wreaking havoc on your body. Immediately after completing the casting of an astrologer focus spell while you are affected by your moderate curse, your curse progresses to its major effect, rather than overwhelming you. This effect lasts until you Refocus, which reduces your curse to its minor effect. If you cast an astrologer spell while under the effects of your major curse, you are overwhelmed by your curse.

### Extreme Withstanding

Level 18

Prerequisites: Lunatic Astrologer Dedication; Stronger Connection

You have mastered a perilous balance between the forces that hold you on the world and those who would stir you up into the void. When you cast an astrologer focus spell while affected by your major curse, your curse intensifies to an extreme effect instead of overwhelming you.

### **Magaambyan Apprentice**

The Veiled Alliance vies to restore the life of Athas. Some of its members are trying to achieve this through combining arcane and druidic magic. These are the Maggambyans, a faction devoted to this ideal within the Alliance. This faction is in

turned divided in different cells, such as the Cascade Bearers, Emerald Boughs, Rain-Scribes, Tempest-Sun Mages, or Uzunjati.

Magaambyans must never have been tainted by defiling. If for one reason or another, a Maggambyan becomes tainted by defiling, they lose any ability, capacity, or power received from this archetype, and any other Halcyon archetype.

#### Halcyon Spells:

Through hard study, Magaambyans can meld arcane and primal spellcasting. Halcyon spells are spells from the arcane or primal spell list. You don't gain new halcyon spells via the normal means you typically use to gain spells; instead, you gain new halcyon spells and new spell levels of halcyon spells only through feats. Halcyon spells are prepared or cast just like other spells granted by your class.

Each time you cast a halcyon spell, decide whether it is an arcane or primal spell. You can't heighten a halcyon spell beyond your maximum spell level of halcyon spell, even if you have higher-level spell slots, and you can't select a halcyon spell as a signature spell. If you cast an halcyon spell as an arcane spell, it is subjected to the rules about defiling.

Each time you gain a level and learn new spells, and each time you gain a halcyon feat, you can swap out one of your old halcyon spells for a different halcyon spell of the same level; this is in addition to any swapping from your class. You can also swap out halcyon spells by retraining during downtime. If you have a spellbook, when you swap out a halcyon spell, you lose the spell from your spellbook entirely.

#### Magaambyan Apprentice Dedication

Level 2

Prerequisites: trained in arcana or nature; member of the Maggambyan faction within the Veiled Alliance; have never been tainted by defiling

You devote much of your study to halcyon magic. You gain the ability to cast a single arcane or primal cantrip of your choice, (as is normal for cantrips, it is heightened to a spell level equal to half your level, rounded up). If you weren't already, you become trained in that tradition's spell DCs and spell attack rolls, with Intelligence as your spellcasting ability if you choose arcane or Wisdom as your spellcasting ability if you choose primal.

Regardless of whether you choose an arcane or primal cantrip, you also either become trained in Arcana or Nature, or an expert in one of those skills in which you were already trained.

When you gain this feat, choose to affiliate with the Cascade Bearers, Emerald Boughs, Rain–Scribes, Tempest-Sun Mages, or Uzunjati. This grants you additional feats available to only that branch.

Mask Familiar Level 4

Unchanged from vanilla PF2.

Adaptive Mask Familiar Level 6

Unchanged from vanilla PF2.

Cascade Bearer’s Flexibility Level 6

Unchanged from vanilla PF2.

Emerald Boughs Accustomation Level 6

Unchanged from vanilla PF2.

Rain-Scribe Sustenance Level 6

Unchanged from vanilla PF2.

Tempest-Sun Redirection Level 6

Unchanged from vanilla PF2.

Uzunjati’s Storytelling (1 action) Level 6

Unchanged from vanilla PF2.

Cascade Bearer Spellcasting Level 10

Prerequisites: Magaambyan Apprentice Dedication; Cascade Bearers affiliation

Your Cascade Bearer training allows you to broaden the horizons of your halcyon spells further than most Magaambyans, weaving in spiritual magic. You can select halcyon spells from the divine or psionic spell lists in addition to the arcane or primal spell

lists, though they are still halcyon spells (so you choose when casting if they are arcane or primal spells). You gain a halcyon cantrip and a halcyon 1st-level spell.

Emerald Boughs Hideaway Level 10

Unchanged from vanilla PF2.

Rain-Scribe Mobility Level 10

Unchanged from vanilla PF2.

Tempest-Sun Shielding Level 10

Unchanged from vanilla PF2.

Uzunjati Recollection Level 10

Unchanged from vanilla PF2.

Janatimo's Lessons Level 12

Unchanged from vanilla PF2.

### **Magic Warrior**

Though there are a few urban areas on Athas, lots of people live in savage territories, where water is scarce and dangers abound. Some of these wastelander communities are nomad, while others live in small villages. Either way, some of them have developed a way to defend themselves by mixing magic and martial prowess, taking inspiration from the bleak natural world around them.

This archetype's Dedication has been modified, but the archetype is otherwise Unchanged from vanilla PF2.

Magic Warrior Dedication Level 2

Prerequisites: ability to cast focus spells

Access: You live in a savage area, without urban expanses; you're not tainted by defiling magic.

You have sworn the oath of the magic warriors, able to transform into wild animals to defend their communities. You become trained in your choice of Nature or Psionics and in

Magic Warrior Lore; if you were already trained in the skill, you become an expert instead.

Choose an animal corresponding to one of the general animal types in the *animal form* spell.

You receive a mask representing this animal. Some warrior completely hide their identity behind a mask representing their chosen animal, some don't, though wearing this mask is necessary to use most Magic Warrior abilities. While wearing your mask, you gain a +1 circumstance bonus to saves against divination effects.

### **Mammoth Lord**

Unchanged from vanilla PF2.

### **Marshal**

Unchanged from vanilla PF2.

### **Martial Artist**

Unchanged from vanilla PF2.

### **Mauler**

Unchanged from vanilla PF2.

### **Medic**

Unchanged from vanilla PF2.

### **Mind Smith**

Unchanged from vanilla PF2.

### **Multiclass: Barbarian**

Unchanged from vanilla PF2, except for instincts (see the *Dark Sun to Pathfinder 2 Class Guide*).

### **Multiclass: Bard**

#### Bard dedication

Level 2

Prerequisites: Intelligence 14, or Charisma 14



You become trained in Crafting and Performance; if you were already trained in Crafting or Performance, you instead become trained in a skill of your choice. You get the poison crafting feat, even if you don't meet that feat's prerequisites. You can use this feat to create poisons as long as you have the poisons' formulas in your formula book. You gain a formula book. The formula book contains the formulas for four common 1st-level poisons of your choice. You become trained in bard class DC.

Each day during your daily preparations, you can craft a number of doses equal to 2x (your level + your Intelligence modifier) of any poison of your level or lower that's in your formula book. Though you are level 1, and this level doesn't increase on its own. You don't need to attempt a Crafting check to do this, and you ignore both the number of days typically required to create the poisons and any other requirements. These items have the infused trait and remain potent for 24 hours or until your next daily preparations, whichever comes first.

Basic Secrecy

Level 4

Prerequisites: Bard dedication

You gain a 1st- or 2nd-level bard feat.

Counter Perform

Level 4

You gain the Counter Performance composition spell. If you don't already have one, you also gain a focus pool of 1 Focus Point.

Advanced Secrecy

Level 6

Prerequisites: Bard dedication

You gain one bard feat. For the purpose of meeting its prerequisites, your bard level is equal to half your character level.

**Special** You can select this feat more than once. Each time you select it, you gain another bard feat.

Expert Poisoner

Level 6

Prerequisites: Bard dedication; expert in Crafting

Your free poisons crafting level increases to 3. At 10th level, it increases to 5.

Inspirational Performance

Level 6

Prerequisites: Bard dedication

You gain the *inspire courage* composition cantrip. Increase the number of Focus Points in your focus pool by 1.

### Assured Performer

Level 8

Prerequisites: Bard dedication

You become expert in Performance; if you were already expert in Performance, you become master instead.

Moreover, you get the Assurance skill feat with Performance.

### Bardic Expertise

Level 12

Prerequisites: Bard dedication

Increase the number of Focus Points in your focus pool by 1. Your proficiency rank for your bard class DC and Psionic attack rolls and DC increase to expert.

### Master Poisoner

Level 12

Prerequisites: Expert Poisoner; master in Crafting

Your free poisons crafting level increases to 7. For every level you gain beyond 12th, your free poisons crafting level increases by 1.

### Bardic Mastery

Level 18

Prerequisites: Bard dedication; Bardic Expertise

Increase the number of Focus Points in your focus pool by 1. Your proficiency rank for your bard class DC and Psionic attack rolls and DC increase to master.

## **Multiclass: Champion**

### Champion dedication

Level 2

Prerequisites: Strength 14, Charisma 14

Choose an element, paraelement, or sorcerer-monarch, and a champion code as you would if you were a champion. You become trained in light, medium, and heavy armor. You become trained in Religion and your element, paraelement, or sorcerer-monarch's associated skill; for each of these skills in which you were already trained, you instead become trained in a skill of your choice. You become trained in champion class DC.

You are bound by your element, paraelement, or sorcerer-monarch's anathema and must follow your champion's code and alignment requirements. You don't gain any other abilities from your choice of deity or cause.

Basic Devotion Level 4

Prerequisites: Champion dedication

You gain a 1st- or 2nd-level champion feat.

Champion Resiliency Level 4

Prerequisites: Champion dedication; class granting no more Hit Points per level than 8 + your Constitution modifier

You gain 3 additional Hit Points for each champion archetype class feat you have. As you continue selecting champion archetype class feats, you continue to gain additional Hit Points in this way.

Devotion Magic Level 4

Prerequisites: Champion dedication

You gain the initial domain spell of one of your chosen element, paraelement, or sorcerer-monarch's domains. If you don't already have one, you gain a focus pool of 1 Focus Point, which you can Refocus by praying or serving your deity.

Advanced Devotion Level 6

Prerequisites: Champion dedication; Basic Devotion

You gain one champion feat. For the purpose of meeting its prerequisites, your champion level is equal to half your character level.

**Special** You can select this feat more than once. Each time you select it, you gain another champion feat.

Champion's Reaction Level 6

Prerequisites: Champion dedication

Choose one of your Champion's Code's reactions. You can use this reaction.

Divine Ally Level 6

Prerequisites: Champion dedication

You gain a divine ally of your choice.

Diverse Armor Expert

Level 14

Prerequisites: Champion dedication; expert in unarmored defense or one or more types of armor

Your proficiency ranks for light armor, medium armor, heavy armor, and unarmored defense increase to expert.

**Multiclass: Cleric**

Unchanged from vanilla PF2.

**Multiclass: Druid**

Unchanged from vanilla PF2.

**Multiclass: Fighter**

Unchanged from vanilla PF2.

**Multiclass: Investigator**

Unchanged from vanilla PF2.

**Multiclass: Monk**

Unchanged from vanilla PF2.

**Multiclass: Psy Warrior**

**Multiclass: Psychic**

Unchanged from vanilla PF2.

**Multiclass: Ranger**

Unchanged, except for the fact that all Warden Spells have the Primal trait.

**Multiclass: Rogue**

Unchanged from vanilla PF2.

## **Multiclass: Swashbuckler**

Unchanged from vanilla PF2.

## **Multiclass: Wilder**

### Wilder dedication

Level 2

Prerequisites: Charisma 14

Choose a Discipline. You become trained in the discipline's skill; if you were already trained in Crafting, you instead become trained in a skill of your choice.

You cast spells like a wilder. You gain access to the Cast a Spell activity. You gain a spell repertoire with two common cantrips from the psionic spell list, from the spells granted by your discipline, or any other cantrips of that tradition you learn or discover. You're trained in psionic spell attack rolls and spell DCs. Your key spellcasting ability for wilder archetype spells is Charisma, and they are psionic wilder spells. You don't gain any other abilities from your choice of discipline.

### Basic Discipline Spell

Level 4

Prerequisites: Wilder dedication

You gain your discipline's initial discipline spell. If you don't already have one, you also gain a focus pool of 1 Focus Point.

### Basic Wild Potency

Level 4

Prerequisites: Wilder dedication

You gain a 1st- or 2nd-level wilder feat.

### Basic Wilder Spellcasting

Level 4

Prerequisites: Wilder dedication

You gain the basic spellcasting benefits. Each time you gain a spell slot of a new level from the wilder archetype, add a spell of the appropriate spell level to your repertoire: a common spell of your discipline's tradition, one of your discipline's granted spells, or another spell you have learned or discovered.

### Advanced Wild Potency

Level 6

Prerequisites: Wilder dedication; Basic Wild Potency

You gain one wilder feat. For the purpose of meeting its prerequisites, your wilder level is equal to half your character level.

**Special** You can select this feat more than once. Each time you select it, you gain another wilder feat.

### Discipline Breadth

Level 8

Prerequisites: Basic Wilder Spellcasting

Your repertoire expands, and you can cast more spells each day. Increase the number of spells in your repertoire and number of spell slots you gain from wilder archetype feats by 1 for each spell level other than your two highest sorcerer spell slots.

### Expert Wilder Spellcasting

Level 12

Prerequisites: Basic Wilder Spellcasting; master in Psionics

You gain the expert spellcasting benefits.

### Master Wilder Spellcasting

Level 18

Prerequisites: Expert Wilder Spellcasting; legendary in Psionics

You gain the master spellcasting benefits.

### **Multiclass: Wizard**

Unchanged from vanilla PF2.

### **Mummy**

Unchanged from vanilla PF2.

### **Myrmeleon**

Myrmeleons, like the carnivorous insects they are named after, are cunning creatures, defilers working for some sorcerer-monarch, who have been trained to infiltrate the Veiled Alliance and to lure its members to their doom. You are such a defiler, a mortal enemy of any who wear the Veil, and to the organization itself.

### Myrmeleon Dedication

Level 2

Prerequisites: You are a wizard; you have been tainted by defiling; not a member of the Veiled Alliance.

You become trained in your choice of Deception or Diplomacy and in Preserver Lore; if you were already trained, you become an expert instead. You incorporate enough preserving in your daily life to avoid suspicion. You typically don't need to Lie or Impersonate to pass yourself off as a member of the Alliance. Against careful inspection, you gain a +4 circumstance bonus to Deception checks specifically to pass yourself off as a version of yourself wearing the Veil.

#### Blessing of the monarch

Level 4

Prerequisites: Myrmeleon Dedication

Your sorcerer-monarch shares their power with you. Select the Ambition, Cities, Confidence, Duty, Indulgence, Knowledge, Luck, Magic, Perfection, Secrecy, or Trickery domain. You gain an initial domain spell for that domain. If you don't already have one, you gain a focus pool of 1 Focus Point, which you can regain using the Refocus activity; if you already have a focus pool, increase the number of Focus Points in your focus pool by 1. Your Myrmeleon focus spells are divine spells; you become trained in divine spell attacks and spell DCs, using Charisma as your spellcasting ability score.

**Special** You can select this feat multiple times, selecting a different domain each time and gaining its domain spell.

#### Myrmeleon's Ward

Level 4

Prerequisites: Myrmeleon Dedication

You receive an invisible ward from your sorcerer-monarch that allows you to cast the Guidance cantrip as a divine innate spell at will. If you die, this ward tries to counteract any spell that could reveal your true identity, purpose, or master, such as Talking Corpse. The counteract level is half your level rounded up, and the counteract check modifier is the standard modifier for counteracting with a spell (your Intelligence modifier plus your spellcasting proficiency bonus, plus any bonuses or penalties that specifically apply to counteract checks).

#### A Veil of Your Own

Level 6

Prerequisites: Myrmeleon Dedication

You sorcerer-monarch has bestowed upon you the means to infiltrate any organization. You gain the Deceiver's Cloak focus spell. If you don't already have one, you gain a focus pool of 1 Focus Point, which you can regain using the Refocus activity; if you already have a focus pool, increase the number of Focus Points in your focus pool by 1. Your Myrmeleon focus spells are divine spells; when you gain this feat, if you aren't already, you become trained in divine spell attacks and spell DCs, using Charisma as your spellcasting ability score.

### Elude the Preservers

Level 8

Prerequisites: Myrmeleon Dedication

You've become a master in hiding your true motives to other wizards. You gain the Slippery Secrets skill feat, and its benefits also apply against divination effects that attempt to discern your true allegiance. When using Slippery Secrets against an arcane divination, you gain a +2 circumstance bonus, and on a critical success, the divination reveals false information appropriate to your false persona, rather than nothing.

### Greater Blessing of the monarch

Level 12

Prerequisites: Myrmeleon Dedication; Blessing of the Monarch

Your connection to your sorcerer-monarch grows stronger. You gain an advanced domain spell from a domain you chose with Blessing of the Monarch. Increase the number of Focus Points in your focus pool by 1.

**Special** You can select this feat multiple times. Each time you do so, you must select a different domain for which you have an initial domain spell from Blessing of the Monarch.

### **Necromant**

You combine the powers of both necromancy and defiling, synergizing them to establish your dominion over the dead and the living. You might be an undead yourself, or not. In either case, you don't have any bit of respect for life whatsoever, draining it and parodying it for your own gain.

Though this is a very fast lane to power, it is also a very dangerous one, and you can feel the drain your powers have on your body, which looks less and less alive every time you cast spells. Your body is slowly decaying even though you are alive, and using your



powers furthers this unnatural living death. You carry a touch of the grave about you, manifesting as bloodless pallor, a faint smell of earth, or deathly cold skin.

### Necromant Dedication

Level 2

Prerequisites: You're a wizard of the necromancy school; you are tainted by defiling.

You get access to Cursebound focus spells. These spells are the quintessence of defiling necromancy and as such, they worsen your physical condition as much as they make you more powerful. This is your curse. As you cast necromant focus spells, your curse intensifies, first to a minor effect and then to a moderate effect.

Your curse progresses to its minor stage the first time you finish casting a necromant focus spell after your daily preparations. Once your minor curse has manifested, it remains in effect until you rest for 8 hours and again make your daily preparations. If you cast a necromant focus spell while your minor curse is in effect, you progress to the moderate curse effect immediately after you finish Casting the Spell. The minor effect continues to affect you, though some moderate curse effects might alter the specifics of your minor curse. At higher levels, you can cast more necromant focus spells, progressing your curse to its major stage and then an extreme stage; these stronger curses are cumulative with the effects of the lower stages and can alter them. When you Refocus while under the effects of your moderate or stronger curse, you reduce your curse's severity to minor in addition to regaining a Focus Point.

Drawing upon your necromant powers while your curse is at its worst means you went further than you were able to withstand and are overwhelmed by them. Immediately after casting a necromant focus spell while under the moderate effect of your curse, you are overwhelmed. While overwhelmed, you can't Cast or Sustain any necromant focus spells— you effectively lose access to those spells. You can still Refocus to reduce the effects of your curse and regain a Focus Point, but doing so doesn't allow you to cast further necromant focus spells. These effects last until you rest for 8 hours and make your daily preparations, at which point your curse returns to its basic state. At higher levels, you can grow to withstand your curse's major and even extreme effects, enabling you to cast more necromant focus spells without becoming overwhelmed.

Your curse has the curse, arcane, and necromancy traits. You can't mitigate, reduce, or remove the effects of your oracular curse by any means other than Refocusing and resting for 8 hours.

**Minor Curse** Bones protrude through your skin and your flesh rots, combining with a stench of decay and an unearthly chill. Non-magical effects that would restore your Hit Points only grant you half as many HP as normal.

**Moderate Curse** Your dead flesh continues to rot, affecting your health. You become drained 1, and this drained condition is cumulative with any other drained conditions you gain. This drained condition is removed only when you Refocus; effects that normally remove the drained condition reduce your drained condition to drained 1 instead. In addition, you gain resistance to poison equal to half your level. You gain a +4 status bonus to saves against diseases, poisons, and death effects, and if you roll a success on such a save, you get a critical success instead.

**Major Curse** You stand just steps from the grave. You become wounded 1. This wounded condition is removed only when you Refocus; effects that normally remove the wounded condition reduce your wounded condition to wounded 1 instead. When you would attempt a recovery check, you can choose to get an automatic success instead of rolling, and if you roll a critical failure on a save against a disease, poison, or death effect, you get a failure instead.

**Extreme Curse** When affected by your extreme curse, you become doomed 2 (or increase your doomed condition by 2 if you were already doomed). Once every 10 minutes, when you fail an attack roll, skill or Perception check, or saving throw, you can reroll it and use the second result. The reroll has the fortune trait and doesn't require you to spend an action, meaning you can use the reroll even if you can't act. These effects are in addition to all the effects of your major curse, and they can't be removed by any means until you Refocus to reduce your curse to its minor effect.

If you cast a necromant focus spell while under the effects of this extreme curse, you are overwhelmed, and you remain doomed 2 even if you Refocus.

You gain the Soul Siphon necromant focus spell. Add one focus point to your focus pool.

### Domain of Death

Level 4

Prerequisites: Necromant Dedication

You can wield more defiling and necromantic magic. Choose either the Decay or Undeath domain. You gain the domain spell for that domain, which you cast as a necromant spell. It gains the Cursebound trait. Increase the number of Focus Points in your focus pool by 1.

**Special** You can take this feat more than once, allowing you to choose the domain you hadn't initially chosen.

### Undead Companion

Level 4

Prerequisites: Necromant Dedication

You gain the services of an undead companion that travels with you and obeys your commands. The rules for undead companions are under Undead Companions and utilize those for animal companions.

### Deeper Understanding

Level 6

Prerequisites: Necromant Dedication

You get a better understanding of the effects your powers have on your body. You gain the Armor of Bones necromant focus spell. Add one focus point to your focus pool.

### Mature Undead Companion

Level 6

Prerequisites: Necromant Dedication; Undead Companion

Your undead companion grows up, becoming a mature animal companion and gaining additional capabilities. During an encounter, even if you don't use the Command an Animal action, your undead animal companion can still use 1 action on your turn to either Stride or Strike.

### Incredible Undead Companion

Level 8

Prerequisites: Necromant Dedication; Mature Undead Companion

Your mature undead companion continues to grow and develop, becoming a nimble or a savage undead companion (your choice), gaining additional capabilities determined by the type of companion.

Advanced Domain of Death

Level 12

Prerequisites: Necromant Dedication; Domain of Death

Choose one of the domains you gained through Domain of Death and for which you have an initial domain spell. You gain an advanced domain spell from that domain, which you cast as a necromant focus spell, causing it to gain the cursebound trait. Increase the number of Focus Points in your focus pool by 1.

**Special** You can select this feat multiple times. Each time, you must select a different advanced domain spell from a domain for which you have an initial domain spell.

Final Understanding

Level 12

Prerequisites: Necromant Dedication

You get a full understanding of the effects of defiling necromancy over undeath. You gain the Claim Undead necromant focus spell. Add one focus point to your focus pool.

Stronger Withstanding

Level 14

Prerequisites: Necromant Dedication

You've learned to better withstand the powers wreaking havoc on your body. Immediately after completing the casting of a necromant focus spell while you are affected by your moderate curse, your curse progresses to its major effect, rather than overwhelming you. This effect lasts until you Refocus, which reduces your curse to its minor effect. If you cast a necromant focus spell while under the effects of your major curse, you are overwhelmed by your curse.

Extreme Withstanding

Level 18

Prerequisites: Necromant Dedication; Stronger Withstanding

You have mastered a perilous balance between the forces that would destroy you and the powers they give you. When you cast a necromant focus spell while affected by your major curse, your curse intensifies to an extreme effect instead of overwhelming you.

### **Overwatch**

Unchanged from vanilla PF2.

### **Pathfinder**

You're a pathfinder, an adventurer specializing into exploration of remote places on behalf of some organization, be it a templarate, a merchant house, the Veiled Alliance, the Order, a guild renting it services to anyone who can pay, or any other organization.

You get a wayfinder for free, a strange psionic device that always point to the same direction, somewhere between north-east and east. Nobody knows what it is in this direction that wayfinders indicate, but this property makes them useful to orient oneself.

The Pathfinder dedication doesn't have any access condition, as the Pathfinder Society doesn't exist on Athas, and has these prerequisites:

Prerequisites: You're under a contract as a pathfinder.

### Wayfinder Resonance Tinkerer

The chosen cantrip must be a psionic one.

Besides these modifications, this archetype is identical to the vanilla PF2 Pathfinder Agent archetype.

### **Pirate**

Unchanged from vanilla PF2.

### **Poisoner**

Unchanged from vanilla PF2.

### **Provocator**

Unchanged from vanilla PF2.

## **Psychic Duelist**

To you, psionics is just not a way to fight, it is *the* Way. Either because you enjoy frying minds or because you aim at protecting yours and other's, you are a specialist of psychic dueling.

### Psychic Duelist dedication

Level 4

Prerequisites: trained in psionics

Through experience and in-depth visualizations of mental battles, you've grown adept at psychic duels. You gain a +2 circumstance bonus to your initiative rolls for psychic duels. Each time you enter a psychic duel, choose one of the following benefits for the duration of that duel.

- **Mind Mace** You gain a status bonus to mental damage with spells you cast equal to the spell's level.
- **Psychic Fist** You can use your standard ability modifier for Strike damage instead of your highest mental modifier, and you can use your full AC instead of using your Will DC in place of your AC.

Besides these modifications, this archetype is identical to the vanilla PF2 Psychic Duelist archetype.

## **Reanimator**

On a dying world plagued by slavery where undeath is a common occurrence, some people specialize in dominating armies of undead.

### Reanimator dedication

Level 2

Unchanged from vanilla PF2.

### Undying Conviction

Level 4

Traits: Aura, Necromancy

Prerequisites: able to create or control undead; cleric with a negative font, or necromancer wizard

Your presence has a bolstering effect on your undead minions. Undead creatures under your control and within a 30-foot emanation around you gain a +2 status bonus to saving

throws to resist positive damage and to Will saving throws to resist effects that would make them controlled.

Deathly Secrets

Level 6

Unchanged from vanilla PF2.

Macabre Virtuoso

Level 6

Prerequisites: Reanimator dedication; expert in arcana or religion

Any necromancer can create zombie and skeleton, but you know the secrets behind the creation of far more advanced undead monstrosities. You learn the *create undead* rituals to create two types of common undead for which you meet the prerequisites. (Your GM might give you access to additional types of undead.) You can't teach these rituals to anyone else and you can't participate in either ritual while allowing someone else to serve as the primary caster unless they also know the ritual. When you reach a new level, you can change either or both of these rituals to a different type of undead for which you now meet the prerequisites.

When acting as primary caster, you can perform all *create undead* rituals in 4 hours instead of 1 day and you gain a +2 circumstance bonus to your primary check. You can also perform the ritual without the aid of a secondary caster, in which case you attempt the secondary check.

Bonds of Death

Level 8

Unchanged from vanilla PF2.

Greater Deathly Secrets

Level 10

Unchanged from vanilla PF2.

Master of the Dead

Level 12

Unchanged from vanilla PF2.

Necromancer's Visage

Level 12

Traits: Necromancy

Prerequisites: ability to create or control undead; cleric with a negative font, or necromancer wizard

Necromantic energy demonstrates your power over undead, creating a demeanor that commands their fear and respect. Undead creatures can immediately sense your Necromancer's Visage and tend to act accordingly. If you take a hostile action against an undead creature, it becomes permanently immune to your Necromancer's Visage, and your Necromancer's Visage ends. You can spend 10 minutes to restore your Necromancer's Visage, though any creatures that became permanently immune remain so.

Each time an undead creature 2 or more levels lower than you attacks you, it must attempt a Will save against your spell DC. If you're also affected by *sanctuary* or a similar effect, only one affects the attacker (you choose which).

**Critical Success** The creature is permanently immune to your Necromancer's Visage.

**Success** The creature can attempt its attack and any other attacks against you this turn.

**Failure** The creature can't attack you and wastes the action. It can't attempt further attacks against you this turn.

**Critical Failure** The creature wastes the action and can't attempt to attack you as long as your Necromancer's Visage persists.

Sepulchral Sublimation (1 action)

Level 14

Traits: Concentrate, Metamagic, Necromancy

Prerequisites: ability to create or control undead; cleric with a negative font, or necromancer wizard

Requirements: You have at least one undead minion that you permanently control.

You repurpose the negative energy that flows through your minions at a moment's notice.

Instantly destroy one undead minion within 60 feet that is permanently under your control. If your next action is to cast a necromancy spell from a spell slot, you don't expend the slot. The spell's level must be half the destroyed minion's level or lower and the spell can't have a duration.

### **Ritualist**

Unchanged from vanilla PF2.



## **Runelord**

You've learned arcane magic following the path of the runelords. You unlock secrets of a chosen school of magic while forsaking lesser schools. You learn the secrets of runic magic, the building blocks of magic. But be warned: you might easily succumb to the profanation of arcane magic in your pursuit of power.

You also learn to use polearms, the signature weapons of the runelords, and can acquire the secrets of the mighty, ancient magic items called *aeon stones*, embedding them into your skin.

### Runelord Specialization

Level 1

You dabble with the fundamental runes of arcane magic, the very same that were used by Rajaat used to become the first sorcerer. While leaning into this knowledge could corrupt you, it might make you more powerful. If you choose this class archetype, you must select Runelord Dedication as your 2nd-level class feat.

Prerequisites: You must be a wizard specializing in one of the eight arcane schools of magic (meaning you can't be a universalist).

**Runelord Adjustments:** In addition to the normal school spell for your chosen school of magic, you learn the initial rune spell associated with your school, with its school adjusted to your chosen school of magic if it wasn't from that school already. Your pool of Focus Points increases to 2 Focus Points. At 8th level, you also learn the advanced rune spell associated with your school, also adjusting its school to match your chosen school of magic if it wasn't already, and your pool of Focus Points increases to 3 Focus Points.

You can Refocus by defiling. In this case, you don't need to cast a spell and defiling is a direct consequence of you refocusing. The radius of the defiling emanation is determined by the highest arcane spell level you can cast. This effect otherwise follows the same rules as normal defiling. As you become more powerful, this effect grows. At 12th level, if you defile to Refocus, if you have spent at least 2 Focus Points since the last time you Refocused, you recover 2 Focus Points when you Refocus instead of 1. At 18th level, if you defile to Refocus, if you have spent at least 3 Focus Points since the last time you Refocused, you recover 3 Focus Points when you Refocus instead of 1.

You lose the ability to prepare or cast any spell from your school's prohibited schools. You remove all spells of those schools from your spell list, meaning you can't even activate scrolls or wands of such spells.

#### Prohibited schools

Abjuration: Illusion and Transmutation

Conjuration: Divination and Evocation

Divination: Conjuration and Evocation

Enchantment: Evocation and Necromancy

Evocation: Conjuration and Enchantment

Illusion: Abjuration and Transmutation

Necromancy: Illusion and Enchantment

Transmutation: Abjuration and Divination

Runelord Dedication Level 2

Unchanged from vanilla PF2.

Embedded Aeon Stone Level 2

Unchanged from vanilla PF2.

Tattoo Artist Level 2

Unchanged from vanilla PF2.

Aeon Resonance Level 4

Unchanged from vanilla PF2.

Refilling Defilement Level 8

Prerequisites: Runelord Dedication

During daily preparations, you can defile as if refocusing by defiling. When you do, you gain one additional spell slot of any spell level up to two levels below the highest-level wizard spell you can cast. You can prepare only a spell of your specialized school in this slot.

School Counterspell Level 12

Unchanged from vanilla PF2.

### School Spell Redirection

Level 18

Unchanged from vanilla PF2.

### **Runescarred**

This archetype is unchanged from vanilla PF2, except all arcane spells or effects are subjected to the rules about defiling.

### **School Duelist**

If most noble or important merchant houses' children go to some psionic school of renown, some of them end up in fencing schools, either because they don't show any aptitude for psionics, or to complete their psionic training with some physical combat capacity. For a reason or another, you went to such a fencing school, an experience which left you with a fighting style quite distinctive compared to the usual brutal Athasian fights.

This archetype's Dedication has been modified, but this is otherwise the vanilla PF2e Aldori Duelist archetype.

### School Duelist Dedication

Level 2

Prerequisites: trained in Aldori dueling swords

Access: You're the member of a fencing school.

Your training teaches you martial techniques and increases your dedication to the Aldori dueling sword. You become trained in your choice of Acrobatics or Athletics and in Dueling Lore; if you were already trained, you become an expert instead. Whenever your proficiency rank in any weapon increases to expert or beyond, you also gain that new proficiency rank with Aldori dueling swords. You gain access to Aldori dueling swords.

### **Scout**

Unchanged from vanilla PF2.

### **Scroll Trickster**

Magic has long been written down, and in myriad forms. From the classic rolled parchment to strings tied with a hundred intricate knots, from baked clay tablets covered with

incisions to bound collections of bamboo slips, magic is everywhere. You just need to know how to read it.

Scroll Trickster Dedication

Level 2

Prerequisites: trained in Arcana, Nature, Psionics, or Religion

You've studied scrolls in depth. This might have been a comprehensive education in formal setting, or the sort of education where you somehow obtain a number of scrolls and try not to explode anything you didn't mean to explode. You gain the Trick Magic Item feat, and you gain a +2 circumstance bonus to skill checks to Trick scrolls. If you roll a critical failure to Trick a Magic Item that's a scroll, you get a failure instead.

Basic Scroll Cache

Level 6

Unchanged from vanilla PF2.

Skim Scroll

Level 8

Unchanged from vanilla PF2.

Expert Scroll Cache

Level 12

Unchanged from vanilla PF2.

Master Scroll Cache

Level 18

Unchanged from vanilla PF2.

**Scrollmaster**

The economic and ecological conditions found on Athas don't allow for societies putting a lot of resources on cultural and intellectual enterprises. Despite this dire situation, there are some scholars to be found there, around sorcerer-monarchs, rich and powerful merchant or noble houses, or even alone in the deep desert.

Scrollmaster Dedication

Level 6

Prerequisites: expert in any lore skill; literate general feat

Your experience chronicling the history of Athas or making discoveries grants you heightened discernment and memory. For 24 hours after learning a prominent fact—such as the name of an NPC you have met, the details of your mission briefing, and

similar information—you can recall it without attempting a check, though this doesn't allow you to automatically memorize long strings of numbers or text. You also gain a +2 circumstance bonus to checks to remember a detail that has come up before in the current adventure, even if it was more than 24 hours ago.

If you have the Thorough Reports feat and have expert proficiency in the skill you're using to Recall Knowledge, your circumstance bonus to Recall Knowledge about creatures from that feat increases to +4.

### Foolproof Instruction

Level 8

Prerequisites: Scrollmaster Dedication

You feel confident that you can explain your scrolls so well that even your allies can use them... hopefully. During your daily preparations, you can select a single scroll and instruct a single ally in its use, even if this ally doesn't have the literate general feat. Until your next daily preparations, the ally can attempt to use the scroll with a single action that has the manipulate trait. The ally rolls the skill corresponding to the spellcasting tradition. The GM determines the DC based on the scroll's level, possibly adjusted for the situation. If the spell has a spell attack bonus or a spell DC, use your level as the proficiency bonus and the highest of your ally's Intelligence, Wisdom, or Charisma modifiers. Arcane spells cast this way are subjected to the rules on defiling.

**Success** For the rest of the ally's turn, they can spend actions to Cast the Spell.

**Failure** The ally misremembers your instructions and can't use the scroll this turn.

**Critical Failure** The ally misunderstood your instructions and can't use the scroll.

### Innate Magic Intuition

Level 8

Unchanged from vanilla PF2.

### Lore Seeker

Level 8

Prerequisites: Scrollmaster Dedication

You see what others don't, and you've developed magical tricks to find hidden truth. You can cast *comprehend language*, *restore senses*, and *see invisibility* as innate spells, each once per day. If you could already cast spells, these spells are of the same tradition. Otherwise, they are arcane spells, you use Intelligence as your spellcasting ability, and you become trained in spell attack rolls and spell DCs for arcane spells. If they are arcane spells, they are subjected to the rules on defiling.

### Magic Finder

Level 8

Prerequisites: Scrollmaster Dedication

You've learned a few tricks to ensure you find every last magic item and interesting magical effect during your missions. You can cast *detect magic* and *read aura* as innate spells at will. You can also cast *locate* as an innate spell once per day, but only to locate magic items, not specific mundane objects or types of objects. If you could already cast spells, these spells are of the same tradition. Otherwise, they're arcane spells, you use Intelligence as your spellcasting ability, and you become trained in spell attack rolls and spell DCs for arcane spells. If they are arcane spells, they are subjected to the rules on defiling.

When you cast *detect magic* or *read aura* from this feat on an item or creature under the effect of a *magic aura* spell or interact with an item under the effect of an *item facade* spell, you gain a +2 circumstance bonus on your check to disbelieve the illusion.

### Transcribe Moment

Level 8

Unchanged from vanilla PF2.

### Unravel Mysteries

Level 8

Unchanged from vanilla PF2.

### Bestiary Scholar

Level 10

Unchanged from vanilla PF2.

### Cautious Delver

Level 10

Prerequisites: Scrollmaster Dedication

You've studied the many ways that ancient architects and spellcasters protected their possessions, such as by implementing deadly traps and curses, and learned some magic to counteract them. You can cast *dispel magic*, *knock*, and *resist energy* as innate spells, each once per day. If you can already cast spells, these spells are of the same tradition. Otherwise, they're arcane spells, you use Intelligence as your spellcasting ability, and you become trained in spell attack rolls and spell DCs for arcane spells. If they are arcane spells, they are subjected to the rules on defiling.

Font of Knowledge Level 10  
Unchanged from vanilla PF2.

Masterful Obfuscation Level 10  
Unchanged from vanilla PF2.

Determined Lore Seeker Level 12  
Unchanged from vanilla PF2.

Ward Mind Level 16  
Unchanged from vanilla PF2.

**Scrounger**  
Unchanged from vanilla PF2.

**Sentinel**  
Unchanged from vanilla PF2.

**Shadowcaster**  
You connected yourself to the Black in order to fuel your magic.

Shadowcaster dedication Level 2  
Unchanged from vanilla PF2.

Familiar Level 4  
Unchanged from vanilla PF2.

Shadow Spells Level 4  
Unchanged from vanilla PF2.

Disciple of Shade Level 6  
Unchanged from vanilla PF2.

Enhanced Familiar Level 6

Unchanged from vanilla PF2.

Shadow Spell

Level 8

Unchanged from vanilla PF2.

Shadow Reservoir

Level 10

Unchanged from vanilla PF2.

Secrets of Shadow

Level 12

Unchanged from vanilla PF2.

Shadow Magic

Level 12

Prerequisites: Shadowdancer dedication

You gain the ability to fuse and play with shadows by using focus spells specific to shadowdancers. You learn a shadowdancer focus spell of your choice: *dance of darkness* or *shadow jump*. If you don't already have one, you gain a focus pool of 1 Focus Point, which you can Refocus by meditating within an area of dim light or darkness. The rules for focus spells appear here.

Shadowdancer focus spells are arcane spells and as such are subjected to the rules on defiling. You become trained in arcane spell attack rolls and spell DCs, and your spellcasting ability for these spells is Charisma.

Additional Shadow Magic

Level 14

Unchanged from vanilla PF2.

Shadow Illusion

Level 14

Prerequisites: Shadow Magic

With an artful eye, you shape shadows into illusory forms. You gain the *shadow illusion* focus spell. Increase the number of Focus Points in your pool by 1. You become an expert in arcane spell attack rolls and DCs.

Unending Emptiness

Level 14

Unchanged from vanilla PF2.



### Shadow Power

Level 16

Prerequisites: Shadow Magic

You can focus the shadows into a powerful blast. You can cast *shadow blast* as an innate arcane spell once per day. Its level is always 1 level lower than the level of your shadowdancer focus spells. You become an expert in arcane spell attack rolls and DCs.

### **Shadowdancer**

Connecting yourself to the Black, you can dance between Athas and its reflection in the shadow realm.

### Shadowdancer dedication

Level 8

Unchanged from vanilla PF2.

### Shadow Magic

Level 10

Prerequisites: Shadowdancer dedication

You gain the ability to fuse and play with shadows by using focus spells specific to shadowdancers. You learn a shadowdancer focus spell of your choice: *dance of darkness* or *shadow jump*. If you don't already have one, you gain a focus pool of 1 Focus Point, which you can Refocus by meditating within an area of dim light or darkness. The rules for focus spells appear here.

Shadowdancer focus spells are arcane spells and as such are subjected to the rules on defiling.

You become trained in arcane spell attack rolls and spell DCs, and your spellcasting ability for these spells is Charisma.

### Shadow Sneak Attack

Level 10

Unchanged from vanilla PF2.

### Uncanny Dodge

Level 10

Unchanged from vanilla PF2.

### Additional Shadow Magic

Level 12

Unchanged from vanilla PF2.

### Shadow Illusion

Level 12

Prerequisites: Shadow Magic

With an artful eye, you shape shadows into illusory forms. You gain the *shadow illusion* focus spell. Increase the number of Focus Points in your pool by 1. You become an expert in arcane spell attack rolls and DCs.

### Shadow Power

Level 14

Prerequisites: Shadow Magic

You can focus the shadows into a powerful blast. You can cast *shadow blast* as an innate arcane spell once per day. Its level is always 1 level lower than the level of your shadowdancer focus spells. You become an expert in arcane spell attack rolls and DCs.

### Spring from the Shadows

Level 14

Unchanged from vanilla PF2.

### Sense the Unseen

Level 16

Unchanged from vanilla PF2.

### Cognitive Loophole

Level 18

Unchanged from vanilla PF2.

### Shadow Master

Level 18

Unchanged from vanilla PF2.

### **Sixth Pillar**

Unchanged from vanilla PF2.

### **Sleepwalker**

Many think of mental realms and mindscapes as rare and elaborate constructions, forgetting that everyone creates their own mental realm when they sleep, one where even the strangest occurrences seem perfectly normal. Anything is possible inside these dreamscapes, but few sapient creatures have the will and insight to take control and truly explore their unconscious mind.

Sleepwalkers dedicate themselves to unlocking the secrets of the sleeping mind, taking control of their dreams and walking through the slumbering vistas of others. Some are nefarious manipulators, whispering to the slumbering for personal gain. Others use their powers for good, seeking evildoers and those who corrupt dreams to nightmares. As their power grows, a sleepwalker's appearance gradually becomes slightly indistinct, as though they were blurred around the edges, and those who encounter them find it difficult to recall exact details about their appearance.

#### Sleepwalker dedication

Level 4

Prerequisites: expert in Psionics

You've learned to manipulate states of consciousness, beginning with your own. You can send yourself into a half-awake, daydreaming state and gain the Daydream Trance action.

**Daydream Trance** (enchantment, mental, psionic) You fall into a half-sleeping trance. This lasts for 1 minute or until you fall unconscious, whichever comes first. You can voluntarily end your trance by taking a single action, which has a concentrate trait, and succeeding at a Will save against your own class DC or spell DC, whichever is higher. Once your trance ends, you can't enter a Daydream Trance again for 1 minute. While you're in your trance, you gain the following effects:

- You gain a +1 status bonus to Will saves. This bonus increases to +2 against mental effects. If you're legendary in Psionics, the bonus against mental effects increases to +3.
- You take a –1 penalty to Perception checks and initiative rolls.

#### Infiltrate Dream

Level 6

Traits: Enchantment, Mental, Psionic

Prerequisites: Sleepwalker dedication

Entering a dream is as natural to you as stepping through a doorway. If you're adjacent to a sleeping creature, you can enter a lucid dreamlike state, a process taking 10 minutes, to mentally walk into their dreamscape. While in the target's dream, you witness its contents, plots, and emotional experiences as an observer, though nothing within the dream can perceive or interact with you. Your target becomes temporarily immune to

Infiltrate Dream for 1 week. You can't enter the dreams of a creature that doesn't have a conscious mind or doesn't dream.

While within the dream, you can attempt an Psionics check against the target's Will DC to interpret symbolism and learn information about a single topic. If the target has no knowledge of the topic, you learn they don't know about the topic unless your result is a critical failure.

**Critical Success** You learn a piece of information directly relevant to the topic unless the target would want to hide it. If so, you learn something related to the topic but not a direct answer.

**Success** You receive a hint or clue about the topic. This clue will not be inaccurate, but it's cryptic, vague, or may be understandable only with additional information.

**Critical Failure** The dreams mislead you, and you learn an erroneous piece of information.

#### Vision of Foresight (1 action)

Level 6

Traits: Divination, Fortune, Psionic

Prerequisites: Sleepwalker dedication

Requirements: You're in a Daydream Trance

You use your daydreams to predict the success of actions, rapidly envisioning the possibilities. Once before the end of your next turn, you can call upon these predictions before you roll a saving throw or skill check. You can roll the saving throw or skill check twice and take the better result.

#### Dream Magic

Level 8

Prerequisites: Sleepwalker dedication

You learn dream-related magic to aid your studies. Choose *dream message* or *sleep* upon taking this feat; you learn this spell as a 4th-level innate occult spell. If you choose *sleep*, you can cast the spell only while in a Daydream Trance. You become trained in psionic spell attack rolls and spell DCs, and your spellcasting ability for these spells is Wisdom.

**Special** You can take this feat twice, gaining the spell you didn't select initially the second time.

### Waking Dream

Level 8

Prerequisites: Sleepwalker dedication

While in your trance, you can blur the line between dreams and reality for others. You gain the *waking dream* focus spell, which you can use only while you're in a Daydream Trance. You gain a pool of Focus Points with 1 Focus Point and you can Refocus by taking a nap for 10 minutes. You become trained in psionic spell attack rolls and spell DCs, and your spellcasting ability for these spells is Wisdom.

### Oneiric Influence

Level 12

Traits: Enchantment, Incapacitation, Mental, Psionic

Prerequisites: Sleepwalker dedication

While Infiltrating a Dream, you can also implant a suggestion in the target's mind. The target must attempt a Will save against your class DC or spell DC, whichever is higher, to resist your modification, which has the effects of a *subconscious suggestion* spell, but even on a critical success, the target doesn't realize you were trying to control them and may not recognize your presence in the dream. The suggestion remains in the target's subconscious for 1 week or until triggered. Their memories of carrying out the suggestion are hazy and dreamlike and they may not remember doing it unless later reminded.

### Ward Slumber

Level 12

Traits: Abjuration, Psionic

Prerequisites: Sleepwalker dedication

Just before going to sleep, you can perform a 10-minute ward to protect the slumber of up to eight creatures within 30 feet of you. All creatures affected by the ritual gain a +4 status bonus on saving throws against *nightmare*, a night hag's dream haunting, or other effects influencing dreams (such as those provided by this archetype) until your next daily preparations. They heal double the usual amount of Hit Points from resting.

### Dream Logic

Level 14

Traits: Enchantment, Mental, Psionic

Prerequisites: Sleepwalker dedication

You can transmit a sense of dreamy nonchalance. If you do something especially strange or dangerous while you're in your Daydream Trance, such as entering a restricted area or

fighting someone in the street, any creature that isn't one of your allies must attempt a Perception check against your class or spell DC (whichever is higher). On a success, it realizes something is amiss, and on a failure, it believes nothing is out of the ordinary. The creature can attempt a new check if you start doing something else strange, but not if you continue on the same course of action it already failed to notice was peculiar.

Any hostile action by you or your allies against an affected creature automatically ends the effect for that creature. The GM might allow the creature a new check if someone else brings your actions to its attention, such as if someone you're attacking calls out for help. When your trance ends, affected creatures retain their memories of events but likely still view them as unremarkable; unless they are prompted to relate the events, they might not report them.

### Shared Dream

Level 16

Prerequisites: Sleepwalker dedication

You've learned to create a shared dreamscape to communicate with others. You can cast *dream council* as an innate psionic spell.

### Ever Dreaming

Level 18

Unchanged from vanilla PF2.

### **Snarecrafter**

Unchanged from vanilla PF2.

### **Sniping Duo**

Skilled shooters who don't let their egos get in the way of their efficacy are likely to say that sniping is a two-person job. Taking down a target without giving away your position or giving the opponent a window for reprisal is difficult work that requires teamwork and coordination, as well as a tight-knit bond and shared perspective. Sniping duos live and die by the credo "two heads are better than one," focusing their skills and strategies toward deadly efficiency. Whether your spotter and partner is a fellow ranged combatant or a melee enthusiast, you've learned how to use the openings they provide to devastating effect.

### Sniping Duo dedication

Level 2

Prerequisites: trained in at least one weapon of the bow group; trained in Stealth

When you take this dedication, choose one willing, non-minion ally to act as your spotter. As part of your training in this archetype, you train your spotter in the necessary habits and techniques to use your abilities automatically; your spotter doesn't need to spend any feats of their own to grant the effects. You only gain the benefits of your Sniping Duo archetype feats if both you and your spotter are alive and conscious. You and your spotter don't grant your foes lesser cover against one another's Strikes. Whenever you or your spotter successfully Strikes a target, the other member of your duo gains a +1 circumstance bonus per weapon damage die on the damage roll of their next Strike made against that target before the end of their next turn.

You can change your designated spotter by spending 3 days of downtime training with another ally.

### Assisting Shot

Level 4

Unchanged from vanilla PF2.

### Triangulate

Level 4

Unchanged from vanilla PF2.

### Exploit Opening

Level 6

Unchanged from vanilla PF2.

### Targeted Redirection

Level 6

Unchanged from vanilla PF2.

### Duo's Aim (2 actions)

Level 8

Prerequisites: Sniping Duo dedication

With assistance from your spotter, you aim for an especially accurate attack. Make a ranged weapon Strike against a foe either within your spotter's melee reach or the first range increment of a ranged weapon your spotter is wielding. On this Strike, you gain a +2 circumstance bonus to the attack roll and ignore the target's concealment.

### Vantage Shot

Level 8

Unchanged from vanilla PF2.

Tag Team

Level 10

Unchanged from vanilla PF2.

Eagle Eyes

Level 12

Unchanged from vanilla PF2.

Concentrated Assault

Level 14

Unchanged from vanilla PF2.

**Sound of Death**

The “sound of death” is an Athasian colloquial expression referring to an assassination committed by a bard, by means unknown and without being caught, perfection in the art. It is surrounded by a shroud of mystery, and many rumors, often arcane in nature, are whispered in the dark about these events.

A Sound of Death character is a bard that dwells in the arcane arts in order to sharpen their assassination skills. This is done through the teachings dispensed by a secret society whose history and goals is known to its members only, if not lost forever in the sands of time. Followers of the Sound of Death use their special jagged-blade weapon as a symbol to recognize each other.

Sound of Death Dedication

Level 2

Prerequisites: bard; trained in sawtooth saber; having been trained in the teachings of the Sound of Death

You have learned how to stalk your foes and slay them with a sawtooth sabre. You become trained in Stealth and Assassin Lore; if you were already trained, you become an expert instead. Whenever your proficiency in any weapon increases to expert or beyond, you also gain that new proficiency with sawtooth sabers.

Basic Sound of Death Magic

Level 4

Prerequisites: Sound of Death Dedication, trained in arcana

You have learned limited arcane magic from your Sound of Death training. You gain the Cast a Spell activity. You’re a prepared spellcaster, able to prepare two cantrips and one



1st-level spell each day. You prepare these spells from a Sound of Death spellbook, similar to a wizard's, containing three cantrips and two 1st-level spells. All the spells in your Sound of Death spellbook, from this and later feats, must be either transmutation or illusion spells from the arcane spell list or a spell from the following list: *clairaudience*, *clairvoyance*, *darkness*, *dimension door*, *modify memory*, *obscuring mist*, *paralyze*, *see invisibility*, *true strike*. Your Sound of Death spells are arcane spells, as are any Sound of Death focus spells you gain, and are as such subjected to the rules on defiling.

You can prepare two cantrips and one 1st-level spell each day from those found in your Sound of Death spellbook. You're trained in spell attack rolls and spell DCs for casting arcane spells. Your key spellcasting ability for these spells is Charisma.

### Advanced Sound of Death Magic

Level 6

Prerequisites: Basic Sound of Death Magic

Add two 2nd-level spells to your Sound of Death spellbook. You gain a 2nd-level spell slot that you can use to prepare a spell from your Sound of Death spellbook.

At 8th level, add two 3rd-level spells to your Sound of Death spellbook. You gain a 3rd-level spell slot that you can use to prepare a spell from your Sound of Death spellbook.

At 10th level, add two 4th-level spells to your Sound of Death spellbook. You gain a 4th-level spell slot that you can use to prepare a spell from your Sound of Death spellbook.

### Crimson Shroud

Level 6

Traits: Healing, Magical, Necromancy

Frequency: A number of times per day equal to your number of class feats from the Sound of Death archetype

Prerequisites: Sound of Death Dedication

You swathe yourself in a veil of red mist for 1 minute. While the shroud is active, you gain fast healing equal to half your level. You can Interact with your shroud, swirling it around you, to gain a +1 circumstance bonus to AC until the beginning of your next turn. Finally, if you die while the shroud is active, you can choose to have your entire body vanish into red mist, leaving behind only your gear; you make this choice when you activate Crimson Shroud.

Death's Grip

Level 8

Prerequisites: Basic Sound of Death Magic

You sense if a creature you have slain in the last year has been restored to life, as long as you and that creature are on the same plane. You also gain the *Achaekek's clutch* [to be renamed] focus spell. If you don't already have one, you gain a focus pool of 1 Focus Point.

Kreen Form

Level 8

Prerequisites: Basic Sound of Death Magic

You have learned how to take the form of a kreen warrior. You gain the *mantis form* focus spell. If you don't already have one, you gain a focus pool of 1 Focus Point.

Fading (reaction)

Level 10

Traits: Teleportation

Frequency: once per Crimson Shroud

Prerequisites: Crimson Shroud

Trigger: You are targeted with a Strike by someone you can detect while your Crimson Shroud is active.

You fade partially from reality. The attacker must attempt a DC 11 flat check; on a failure, the attack passes harmlessly through the image of your body that remains behind. An instant later you return to reality, and your Crimson Shroud ends.

Vernai Training

Level 12

Prerequisites: Death's Grip, Advanced Sound of Death Magic

To resurrect a creature you've slain, a spellcaster must counteract your influence on its death.

The DC of this check is equal to your class DC or spell DC, whichever is higher. In addition, add two 5th-level spells to your Sound of Death spellbook—both spells must be chosen from the following options: *death ward*, *drop dead*, *false vision*, *hallucination*, *illusory scene*, *mind probe*, or *sending*. You gain a 5th-level spell slot that you can use to prepare a spell from your Sound of Death spellbook.

Melodious Assault (1 action)

Level 14

Traits: Concentrate

Prerequisites: Sound of Death Dedication

Requirements: You are wielding a sawtooth saber in each hand.

You've mastered the signature assassination style of the Sound of Death. Attempt to Feint an enemy within 30 feet. If your Feint is successful, when you use Melodious Assault on subsequent turns you automatically make the target flat-footed against your melee attacks for that turn without rolling a check to Feint, so as long as you remain visible to the target and the target remains within 30 feet of you. If you use your Melodious Assault against a different target, you must attempt to Feint the target normally.

When you use Melodious Assault, your next successful Strike with a sawtooth saber that turn deals 2d6 persistent bleed damage to the target.

### **Soulforger**

Unchanged from vanilla PF2.

### **Spellmaster**

Be it arcane, divine, primal, or psionic, each magic tradition is a subject of study in which some will outperform others through the profound understanding of their discipline. You are such a spellmaster, capable of incredible feats through the original use of mundane techniques you simply better understand than others.

There is no access condition to this archetype's Dedication, as the Pathfinder Society doesn't exist on Athas. This archetype is otherwise unchanged from vanilla PF2.

### **Spell Trickster**

Athas may be a dying world, but magic sure isn't a dead art in any way. Whether in schools of the Way, in some sorcerer monarch's templarate, or through individual innovation, new ways of using magic are still found today.

#### Spell Trickster dedication

Level 2

Prerequisites: Able to cast spells; trained in Arcana, Nature, Psionics, or Religion

Your experience with magic and its traditions lets you specialize in the casting of certain spells, customizing familiar spells to create novel effects. Whenever you gain a feat from this archetype, you either learn to modify the effects of a single spell, or you change one of the modifications from a previous feat. Each time you Cast the Spell corresponding to the feat you chose, you decide whether to cast its normal or modified version. You can only apply one modification to a spell at a time, even if you know

more than one modification for that spell. Besides modifications mentioned in the feat, the spell functions as normal.

Choose up to two 4th-level spell trickster archetype feats for which you meet the spell-casting prerequisite. You gain those feats, ignoring their level prerequisite.

Agile Hand Level 4

Unchanged from vanilla PF2.

Barrier Shield Level 4

Unchanged from vanilla PF2.

Forceful Push Level 4

Unchanged from vanilla PF2.

Shining Arms Level 4

Unchanged from vanilla PF2.

Summon Ensemble Level 4

Unchanged from vanilla PF2.

Tracing Sigil Level 4

Prerequisites: Spell Trickster dedication; ability to cast Sigil

When you cast *sigil*, you can modify the spell to add the following to its standard effects: The target leaves a magical trail that you and others can try to follow. You and other creatures can attempt to Track the target, substituting an Arcana, Nature, Psionics, or Religion check (whichever matches the magical tradition of your sigil spell) for the Survival check. Much like Tracking with Survival, this must take place somewhere the target has been and follow the trail; it doesn't allow anyone to find the target from a distance. You can only have a single target marked with a modified sigil in this way. If you use this ability again on a second target, the *sigil* spell on the first target ends, and your mark fades.

Wild Lights Level 4

Unchanged from vanilla PF2.

Animate Net Level 6  
Unchanged from vanilla PF2.

Confounding Image Level 6  
Unchanged from vanilla PF2.

Disk Rider Level 6  
Unchanged from vanilla PF2.

Drenching Mist Level 6  
Unchanged from vanilla PF2.

Obscured Terrain Level 6  
Unchanged from vanilla PF2.

Uneasy Rest Level 6  
Unchanged from vanilla PF2.

Volatile Grease Level 6  
Unchanged from vanilla PF2.

Beacon Mark Level 8  
Unchanged from vanilla PF2.

Larcenous Hand Level 8  
Unchanged from vanilla PF2.

Lingering Flames Level 8  
Unchanged from vanilla PF2.

Scattered Fire Level 8  
Unchanged from vanilla PF2.

Siphoning Touch Level 8

Unchanged from vanilla PF2.

Smoldering Explosion Level 8

Unchanged from vanilla PF2.

Steal Vitality Level 8

Unchanged from vanilla PF2.

Surrounding Flames Level 10

Unchanged from vanilla PF2.

Toppling Tentacles Level 10

Unchanged from vanilla PF2.

Choking Smoke Level 12

Unchanged from vanilla PF2.

Directed Poison Level 12

Unchanged from vanilla PF2.

## **Spy**

For the sorcerer-monarchs or their templarates, the Veiled Alliance, the Order, or whatever other secretive organization, in the city-states as in the desert, spies are everywhere, spying on everyone, under the patronage of anyone. You are such a spy, intertwined in myriads of plots, schemes, intrigues, falsehoods, and plans within plans.

This is the vanilla PF2e Lion Blade archetype, but without any access requirements. It is otherwise unchanged.

Spy Dedication Level 2

Prerequisites: trained in performance

Your spy training helps you conceal yourself and your identity. You become trained in your choice of Deception or Stealth and in Espionage Lore; if you were already trained, you become an expert instead. You never take circumstance penalties for attempting

to take a disguise of a different ancestry, age, and so on, as long as the disguised form is appropriate for your size.

### **Staff Acrobat**

Unchanged from vanilla PF2.

### **Student of Perfection**

Unchanged from vanilla PF2, except there is no access condition, as Jalmeray not an existing location on Athas. Though there is no House of Perfection on Athas per se, you still have to be a member of a martial art school or another as a prerequisite.

### **Swordmaster**

Every army has small units of elite troops for specialized operations. As a Swordmaster, you act (or acted) as such a specialist of battle and survival in a military organization or another.

Mechanically unchanged from vanilla PF2, except there is no access condition as the Pathfinder Society is not an existing organization on Athas, though you still need to be affiliated with some military organization as a prerequisite.

### **Talisman Dabbler**

Unchanged from vanilla PF2.

### **Templarite Elite Knight**

Some templarite have an elite force organized in one or more orders to fight crime, dissent, disorder and the like. The name of such elite forces, the name of their specific orders, their political standing, their exact goals and functions, etc. change from one city-state from another, but any and all of their members share some distinctive traits.

#### Templarite Elite Knight Dedication Level 6

Prerequisites: Templarite Elite Knight Armiger Dedication; lawful alignment; be a templar or a templar knight champion; member of an Templarite Elite Knight Order; passed the Templarite Elite Knight Test

You have forged your body to comply with the commands of your mind—orders steeped in the Measure and the Chain. You gain expert proficiency in Intimidation (or in another

skill in which you're trained of your choice, if you were already an expert in Intimidation). You gain the armor specialization effects of Templarate Elite Knight plate, and your resistance from that armor specialization is 1 higher than normal. In addition, you gain a +1 circumstance bonus to Intimidation checks while wearing your Hellknight plate.

### Sense Chaos

Level 8

Prerequisites: Templarate Elite Knight Dedication

You sense chaos as an unsettling feeling of nervous energy. When in the presence of an aura of chaos that is powerful or overwhelming, you eventually detect the aura, though you might not do so instantly and you can't pinpoint the location. This is a vague sense, similar to humans' sense of smell. A chaotic creature using a disguise or otherwise trying to hide its presence attempts a Deception check against your Perception DC to hide its aura from you. If the creature succeeds at its Deception check, it is temporarily immune to your Sense Chaos for 1 day.

### *Alignment Aura*

The strength of an alignment aura depends on the level of the creature, item, or spell. The auras of undead, clerics and other divine spellcasters with a patron deity, and creatures from the Outer Sphere are one step stronger than normal (faint instead of none, for example).

### *Alignment Aura*

Creature or Item Level Spell or Effect Level Aura Strength

0-5	—	None
6-10	0-3	Faint
11-15	4-7	Moderate
16-20	8-9	Powerful
21+	10	Overwhelming

### Blade of Law (2 actions)

Level 12

Prerequisites: Templarate Elite Knight Dedication

You call upon the power of law and make a weapon or unarmed Strike against a foe you have witnessed breaking or disrespecting the law or otherwise acting disorderly. The Strike deals two extra weapon damage dice if the target of your Strike is chaotic. Whether or



not the target is chaotic, you can convert the physical damage from the attack into lawful damage.

### Templarite Elite Knight's Armament

Level 12

Prerequisites: Templarite Elite Knight Dedication

You've trained with your order's weapon and your Templarite Elite Knight plate long enough to apply your expertise from other weapons and armor. If you have expert proficiency in any weapon or unarmed attack, you gain expert proficiency in your order's weapon as well. If you have expert proficiency in any armor or unarmored defense, you gain expert proficiency in Templarite Elite Knight plate as well.

### **Templarite Elite Knight Armiger**

You are presently training to become a full member of a Templarite Elite Knight order. (All vanilla Hellknight orders are available, except for the Order of the Gate.)

### Templarite Elite Knight Armiger Dedication

Level 2

Prerequisites: member of a Templarite Elite Knight Order; trained in heavy armor as well as your order's favored weapon

Access: You are member of a city-state's templarite.

Your Templarite Elite Knight training teaches you to terrorize others into compliance, but you also study the structure and hierarchy of your city-state. You must survive painful tests of your body and mind called reckonings, which steady your mind against all sorts of trauma. You gain resistance to mental damage equal to 1 + your number of class feats from the Templarite Elite Knight Armiger archetype and other Templarite Elite Knight archetypes. You become trained in Intimidation and Legal Lore; if you were already trained, you become an expert instead.

### Ardent Armiger

Level 4

Prerequisites: Templarite Elite Knight Armiger Dedication

You have been trained to resist the manipulations of fiends, and your Templarite Elite Knight discipline makes you difficult to influence. You gain a +1 circumstance bonus to saves against mental effects that specifically improve your attitude and to your Will DC against someone Coercing you, Demoralizing you, Making an Impression on you, or Making a Request of you.

If a mental effect would compel you to act in a way that violates your Templarate Elite Knight order's tenets (as determined by the GM), you can attempt to break free from the effect as a reaction triggered by receiving the violating order, and you gain a new Will save against the effect. You can attempt this new save only once for a given effect, even if you are compelled to violate your order's tenets multiple times.

### Mortification

Level 4

Prerequisites: Templarate Elite Knight Armiger Dedication

Your reckonings have prepared your body for physical punishment. Choose bludgeoning, piercing, or slashing damage, based on the nature of your physical reckonings. You gain resistance to the chosen damage type equal to your number of class feats from the Templarate Elite Knight Armiger archetype and other Templarate Elite Knight archetypes.

### Armiger's Mobility

Level 8

Prerequisites: Templarate Elite Knight Armiger Dedication; expert in heavy armor

You've learned how best to move in heavy armor. When wearing heavy armor, if you meet the Strength requirement, instead of reducing the movement penalty by 5 feet, you reduce the penalty by 10 feet (typically reducing the penalty to 0). If you have the Unburdened Iron feat, increase your Speed by 5 feet.

### Order Training

Level 8

Prerequisites: Templarate Elite Knight Armiger Dedication

You gain the lesser order benefit for the Templarate Elite Knight order to which you belong.

### Advanced Order Training

Level 12

Prerequisites: Templarate Elite Knight Armiger Dedication; Templarate Elite Knight Dedication or Templarate Elite Knight Signifier Dedication

You gain the greater order benefit for the Templarate Elite Knight order to which you belong.

### Templartrate Elite Knight Order Cross-Training

Level 12

Prerequisites: Templarate Elite Knight Armiger Dedication; Templarate Elite Knight Dedication or Templarate Elite Knight Signifier Dedication

You gain the lesser order benefit of a Templarate Elite Knight order other than the one to which you belong. This represents your time spent training with members of that order to learn their techniques and teachings. If you aren't in good standing with a given order, you can't receive their training.

**Special** You can select this feat multiple times, gaining the lesser order benefit from a different order each time by training with members of that order.

### **Templarite Elite Knight Signifier**

Not all Templarate Elite Knights dedicate themselves to physical combat. Some instead focus on spellcasting. These Templarate Elite Knight are called Signifier.

#### Templarite Elite Knight Signifier Dedication      Level 6

Prerequisites: Templarate Elite Knight Armiger Dedication; spellcasting class feature; lawful alignment; be a templar or a templar knight champion; member of an Templarate Elite Knight Order; passed the Templarate Elite Knight Test

You have bolstered your force of will with the power of the Measure and the Chain. Upon initiation, you receive a signifier mask, often devoid of eyeholes or other decorative features. The mask doesn't obscure your vision, though it makes it impossible for others to see your eyes. While wearing your signifier's mask, you gain +1 circumstance bonus to Deception checks to Lie, Intimidation checks, and Deception DCs against Sense Motive. You gain expert proficiency in Intimidation (or in another skill in which you're trained of your choice, if you were already an expert in Intimidation) as well as in your choice of Arcana, Nature, Occultism, or Religion.

#### Masked Casting (free action)      Level 8

Prerequisites: Templarate Elite Knight Signifier Dedication

Trigger: You begin casting a spell.

Requirements: You are wearing your signifier's mask.

You harness the magical energy flowing through your eyeless mask to effortlessly protect you from visual effects. You Avert your Gaze.

#### Gaze of Veracity      Level 10

Prerequisites: Templarate Elite Knight Signifier Dedication; ability to cast focus spells

You can channel your mask's power to pierce through lies and see the truth in any situation.

Increase the number of Focus Points in your focus pool by 1. While wearing your mask, you can cast the *glimpse the truth* cleric domain spell as a divine focus spell.

### Signifier's Sight

Level 10

Prerequisites: Templarate Elite Knight Signifier Dedication

The magic flowing through your signifier's mask allows you to see in the dark, and the mask dampens the distraction caused by sudden flashes of bright light. While wearing your signifier's mask, you gain darkvision. Additionally, if you are dazzled while wearing your signifier's mask and the target is concealed only because you are dazzled, you reduce the flat check DC to target that creature from 5 to 3.

### Signifier Armor Expertise

Level 12

Prerequisites: Templarate Elite Knight Signifier Dedication

You've spent enough time helping your comrades equip medium and heavy armor that you spread your own expertise to those armors as well. If you have expert proficiency in any armor or unarmored defense, you also gain expert proficiency in medium and heavy armor.

## **Time Mage**

The flow of time is irreversible, though it can be manipulated, at a cost. Events can be erased, some other create in the flow of time. Some things can become consequences instead of cause, and vice versa, but in the end, the flow of time always lead everything to its end, especially the burnt world of Athas. For these reasons, most mages merely dabble in time magic, learning a spell or two here and there. Despite the dangers, a brave few embrace the discipline, for it offers the allure of changing what was and controlling what will be.

### Time Mage dedication

Level 6

Unchanged from vanilla PF2.

### Chronocognizance

Level 7

Traits: Skill

Prerequisites: Time Mage dedication; master in Perception

The flows and ebbs of time are obvious to you, as are the tangles that form when it's distorted. You're automatically aware if any creature that you observe is under the effects of the slowed or quickened conditions. You have a general idea when you're in the vicinity of time-manipulating phenomena, though this grants you no particular insight into the specific effects of the anomaly. Particularly subtle temporal anomalies might still escape your notice, requiring a Perception check, as determined by the GM. If you're legendary in Arcana, Nature, or Psionics, or Religion, whenever a creature that you can observe gains the benefits of *time stop* or similar effects, you can observe what happens during the stopped time, though you still can't act yourself for the duration.

Chronomancer's Secrets

Level 8

Unchanged from vanilla PF2.

Future Spell Learning

Level 8

Unchanged from vanilla PF2.

What Could Have Been

Level 8

Unchanged from vanilla PF2.

Into the Future

Level 10

Unchanged from vanilla PF2.

Read Disaster

Level 10

Unchanged from vanilla PF2.

Quickened Casting

Level 12

Unchanged from vanilla PF2.

Plot the Future

Level 16

Unchanged from vanilla PF2.

Purge of Moments

Level 16

Unchanged from vanilla PF2.

Timeline-Splitting Spell

Level 18

Unchanged from vanilla PF2.

Echoing Spell

Level 20

Unchanged from vanilla PF2.

**Trick Driver**

Unchanged from vanilla PF2.

**Undead Master**

Unchanged from vanilla PF2.

**Undead Slayer**

Undead are omnipresent on Athas, and so are those who make their goal of destroying them.

You are one of those undead slayers. You study them, learn their weaknesses, and master the tools to end them quickly and cleanly. An undead slayer doesn't simply kill monsters; they become what even monsters fear. Leave it to others to be a shield—you become the blade that strikes evil at its heart. You can identify the common types of undead by sight. You drill and practice with the special gear necessary to destroy some of the more complicated undead, like kaishargas; train in their strengths and weaknesses; and learn how to create safe houses to stash your arsenal and hide from undead.

Undead Slayer dedication

Level 2

Unchanged from vanilla PF2.

Blessed Medicine

Level 4

Unchanged from vanilla PF2.

Hunter's Sanctum

Level 4

Unchanged from vanilla PF2.

Necromantic Resistance

Level 4

Unchanged from vanilla PF2.

Slayer's Strike (2 actions)

Level 4

Traits: Divine, Flourish, Necromancy, Positive

You've dedicated yourself to studying ancient techniques and memorized minor prayers against undead to swiftly dispatch them. Make a Strike against a creature you know is undead. This counts as two attacks when calculating your multiple attack penalty. If this Strike hits, you deal one extra die of positive damage, with the same die size as the weapon or unarmed attack you used. Any further Strikes you make against the same creature before the start of your next turn using the same weapon or unarmed attack deal extra positive damage equal to the number of weapon dice. As normal, the positive damage harms only undead and creatures with negative healing.

If you're at least 10th level, increase this to two extra dice, and if you're at least 18th level, increase it to three extra dice.

Frighten Undead

Level 6

Unchanged from vanilla PF2.

Gear Up

Level 6

Unchanged from vanilla PF2.

Slayer's Blessing

Level 8

Unchanged from vanilla PF2.

Slayer's Presence

Level 10

Unchanged from vanilla PF2.

**Veiled Road Shepherd**

Though slavery is a normal part of the social order in the city-states of the Tablelands, there are still some people to oppose it, for a reason or another. You are such a person, a member of an organization or branch of an organization specializing in freeing slaves.

Veiled Road Shepherd Dedication

Level 6

Prerequisites: Charisma 14; expert in Stealth and Survival; being a member or an asset of the Veiled Alliance or of some other dissident organization.

You dedicate yourself to freeing slaves and escorting them to freedom. You gain a +5-foot status bonus to your Speed. Choose up to six other people to be your “road.” Members of your road can use your Speed for overland travel if it’s higher than their own. Members more than 60 feet from you lose all benefits (from this or other Veiled Road Shepherd feats) of being part of your road, but they regain those benefits immediately when they return. You can add or remove someone from your road by spending 10 minutes in conversation with them.

### Fierce Protector

Level 8

Prerequisites: Veiled Road Shepherd Dedication

You fight fiercely to protect your road. When you hit a creature that is adjacent to two or more members of your road with a weapon or unarmed attack, you gain a circumstance bonus to your damage roll equal to the number of weapon damage dice. When you hit a creature who has a member of your road grabbed, that member can attempt to Escape using a reaction.

### Practiced Guidance

Level 8

Prerequisites: Veiled Road Shepherd Dedication

Making one’s way to safety can be harrowing, but you have extensive practice at helping others along that path. When you roll a success to Aid a member of your road, you get a critical success instead.

### Verdant Path

Level 8

Prerequisites: Veiled Road Shepherd Dedication

You can guide your road to move without notice. When you and any of your road are Avoiding Notice, you can choose one member of your road to temporarily gain the benefits of the Quiet Allies skill feat until the group is no longer Avoiding Notice. The group rolls two checks instead of one, using the higher die roll. This is a fortune effect.

### Shepherd’s Aid

Level 10

Prerequisites: Veiled Road Shepherd Dedication



You can use the Aid reaction to help a member of your road even if you haven't prepared to do so.

### Shepherd's Drive

Level 10

Prerequisites: Veiled Road Shepherd Dedication

Your Speed bonus from Veiled Road Shepherd Dedication increases to +10 feet. Members of your road receive a +5-foot circumstance bonus to Speed.

### Cut the Bonds (1 action)

Level 12

Prerequisites: Veiled Road Shepherd Dedication; expert in a melee weapon

Select a magical effect that has made an adjacent member of your road clumsy, grabbed, paralyzed, restrained, or slowed. Attempt a counteract check using your attack modifier (including your multiple attack penalty) with a melee weapon with which you have expert proficiency. Your counteract level is half your level rounded up. On a success, you free that member from the effect; on a failure, you can't attempt to use Cut the Bonds on that effect on that road member until 24 hours have passed.

## **Vigilante**

You have two faces: a public persona, and a secret identity that lets you hide your extralegal actions from polite society. Your secret identity lets you adventure and carry out clandestine missions while keeping the civilians you care about safe. Whatever your purpose — fighting crime, inciting rebellion, sowing chaos — your vigilante identity makes you both hard to pin down and a mysterious, intriguing subject of gossip.

### Vigilante dedication

Level 2

Unchanged from vanilla PF2.

### Hidden Magic

Level 4

Prerequisites: expert in Arcana, Nature, Psionics, or Religion; Vigilante dedication

You've learned to hide the magical auras of your gear. During your daily preparations, you carefully tweak any or all of your magic items to appear non-magical. Objects adjusted in this way remain so until your next preparations. A spellcaster using *detect magic* or *read aura* must succeed at a Perception check against your Deception DC to see through your obfuscations.

<u>Minion Guise</u>	Level 4
Unchanged from vanilla PF2.	
<u>Quick Draw</u>	Level 4
Unchanged from vanilla PF2.	
<u>Safe House</u>	Level 4
Unchanged from vanilla PF2.	
<u>Social Purview</u>	Level 4
Unchanged from vanilla PF2.	
<u>Startling Appearance</u>	Level 6
Unchanged from vanilla PF2.	
<u>Quick Change</u>	Level 7
Unchanged from vanilla PF2.	
<u>Subjective Truth</u>	Level 7
Unchanged from vanilla PF2.	
<u>Many Guises</u>	Level 8
Unchanged from vanilla PF2.	
<u>Reminder of the Greater Fear</u>	Level 8
Unchanged from vanilla PF2.	
<u>Frightening Appearance</u>	Level 12
Unchanged from vanilla PF2.	
<u>Stunning Appearance</u>	Level 16
Unchanged from vanilla PF2.	

**Weapon Improviser**

Unchanged from vanilla PF2.

**Wrestler**

Unchanged from vanilla PF2.

**Zephyr Guard**

Unchanged from vanilla PF2.

**Zombie**

Unchanged from vanilla PF2.