# THE CONQUEROR'S HANDBOOK

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Section 1

# INTRODUCTION

## FOREWARD

### What is The Conqueror's Handbook?

*The Conqueror's Handbook* is a collection of archetypes, *Spheres of Might* talents, and class options for any kind of game using *Spheres of Power* or *Spheres of Might*. The primary focus of the book is to introduce new options for martially focused characters and bring more diverse options specifically to the Berserker sphere and Warleader sphere.

This book has three major subthemes, all under the umbrella of "conquest". I took inspiration from the pillaging hordes of the Goth, which led to the downfall of the Roman empire, the crusades, and the new-age expeditions into the new-world Americas. While not all the content in this book adheres strictly to these themes, I also know that not all games run in the same fashion. It's my hope that there's a little something for everyone here, and that even if you're not running a game about conquest and exploration, you find a little something that you can incorporate into your games, as either GM or a player.

This handbook is designed to be used as a companion book with the updated *Spheres of Power* system of magic materials found in *Ultimate Spheres of Power*, as well as materials from *Spheres of Might* and *The Highlander's Handbook*. Classes, class features, and spheres from these sources are not marked.

### Navigating This Book

**Section 2 - Class Options:** This section provides new archetypes and class options for glorious combatants, oathbound warriors, and other concepts based around conquering.

*Champion of the Cause:* A paladin and antipaladin archetype that receives more direct aid from their deity.

*Glory Seeker:* An occultist who draws latent power out of trophies they've claimed.

*Mercenary:* A slayer archetype that specializes in tracking down enemies and delivering lethal blows.

*Spheres Oathbound:* New oaths for the oathbound paladin archetype, including options for antipaladins. Also includes a conversion option for paladins or antipaladins using *Spheres of Power*.

**Section 3 - Basic Combat Talents:** This section provides a number of new talents, including a large expansion to the Warleader sphere and (adrenaline) talents for the Berserker sphere.

**Section 4 - Legendary Combat Talents:** This section introduces a handful of new, powerful talents that can help define unique enemies or help a hero feel heroic.

**Section 5 - Player Options:** This section introduces new martial traditions, feats, traits, and practitioner drawbacks for a number of spheres.

**Section 6 - Equipment:** Three new magic items and three legendary, major artifacts to introduce into your games and create compelling items to drive a story.

**Section 7 - GM Resources:** A section including a short, written discussion on how to run a "Game of Conquest" as well as an NPC and bestiary entry, showcasing some of the new material.

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Section 2

# Archetypes and Class Options

## Archetypes

### Champion of the Cause (Paladin and Antipaladin Archetype; Champion)

A champion of the cause is a chosen of divinity and servant of her deity's ideals. She is the hammer of justice, the sword of truth, or the wicked axe of carnage in service to the will of her deity. Where they walk, the will of her deity follows, leaving the influence and image of her deity. Receiving boons and assistance from their deity, they can be found in parties of courageous heroes, at the front or armies, or in important positions in cities and governments.

**Alignment:** A champion of the cause can be any good or evil alignment, as a paladin or antipaladin respectively.

This alters alignment.

**Proficiencies:** A champion of the cause is proficient with simple weapons, as well as light armor and bucklers. if this is this character's first level in any class, they may select a martial tradition of their choice.

This alters the paladin's or antipaladin's normal weapon and armor proficiencies.

**Casting:** At 1st level, the champion of the cause may combine spheres and talents to create magical effects. The champion of the cause is considered a Low-Caster. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

**Spell Pool:** A champion of the cause gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her level + her casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

**Blended Training:** A champion of the cause gains a combat or magic talent every time she gains a class level. Champions of the cause use their casting ability modifier as their practitioner modifier..

This replaces aura of faith or aura of sin.

**Boon of Purpose (Su):** At 4th level, once per day as a standard action, the champion of the cause can utter short prayers of conviction to her deity for a boon of purpose to overcome an obstacle. At 9th level and every 5 levels thereafter, the champion of the cause may use this ability one additional time per day.

At 4th level, the champion of the cause can manifest her boon of purpose as one of the following options:

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- *Wisdom:* This boon functions as the Augury (divine) Divination talent, using the champion of the cause's class level as her caster level.
- *Skill:* For the next 10 minutes, the champion of the cause gains a number of ranks in a skill equal to her class level, and treats the skill as a class skill for the duration. She cannot have more ranks in a skill than her total number of Hit Dice.

At 9th level, the champion of the cause adds the following boons to the list of those she can manifest.

- *Luck* This boon functions as the Bless (word) Fate talent, but she may only target herself with it. The champion of the cause may use this boon as an immediate action.
- *Swiftness*: The champion of the cause may move up to 30 feet, provoking attacks of opportunity as normal. The champion of the cause may use this boon as an immediate action.

At 14th level, the champion of the cause adds the following boons to the list of those she can manifest.

- *Divinity*: The next time the champion of the cause's hit points would be reduced to 0 or fewer by an attack or effect, she is healed for 1d6 hit points per champion of the cause class level. This healing can prevent her from falling unconscious or dying. This boon lasts for 1 hour or until triggered.
- *Zealotry*: For the next 1 minute, the champion of the cause's weapons are suffused with divine power. If the champion of the cause is good, any weapons she wields gains the *holy* weapon special ability. If the champion of the cause is evil, any weapons she wields gains the *unholy* weapon special ability. While benefiting from this boon, whenever the champion of the cause confirms a critical hit, reduces an enemy to 0 or fewer hit points, or succeeds on a saving throw, they may renew this boon's duration and share its effects with one ally she can see within 30 feet. When this boon ends, all affected creatures lose the benefits.

This ability replaces channel positive energy and aura of justice or channel negative energy and aura of vengeance.

**Incarnation Bond:** At 5th level, the champion of the cause manifests a unique divine bond with her deity, taking one of two forms. Once the form is chosen, it cannot be changed.

**Incarnation Form (Sp):** The first unique bond allows the champion of the cause to manifest features that bring her close to her deity's image. She gains the Alteration sphere as a bonus sphere and Outsider Body (body) as a bonus talent. The champion of the cause may not gain a drawback which would remove the Blank Transformation, and if she already has a drawback which would remove the Blank Transformation, she must buy off that drawback with the bonus Alteration sphere talent. The champion of the cause uses her class level as her caster level for the purposes of the Alteration sphere when targeting herself with a *shapeshift*. This stacks normally with caster levels gained from other sources. When the champion of the cause first gains this ability, she chooses one trait from the Outsider Body talent to use as her incarnation trait. Once chosen, this cannot be changed. The incarnation trait must be a trait that grants an alignment subtype matching the champion of the cause's alignment (e.g. Celestial Form or Axiomatic Form for a chaotic good champion of the cause) and not one that requires a subtype to apply (e.g. Angel Body or Daemon Body).

As a standard action, the champion of the cause may assume her incarnation form, applying the Blank Transformation to herself, her chosen incarnation trait, and a number of additional traits as though she were casting the *shapeshift* sphere effect. Her incarnation trait does not count against the maximum number of traits she may normally apply with *shapeshift*. Unlike the normal *shapeshift* sphere effect, the champion of the cause's incarnation form lasts for 10 minutes per class level, or until she chooses to dismiss it as a free action. She does not need to spend a spell point to maintain this effect without concentration, but traits that require an additional spell point must be spent when assuming your incarnation form. If the champion of the cause uses the *shapeshift* sphere effect on herself (and not through this ability), she may apply her incarnation trait as an additional talent that does not count against the maximum traits she may normally apply.

At level 8, and every 4 levels thereafter, the champion of the cause gains a bonus Alteration sphere talent.

For example, a 5th level champion of the cause that worships a deity of angels chooses the Celestial Form trait from Outsider Body (body) to use as her incarnation trait. When transforming into her incarnation form, she gains the Blank Transformation, applies the darkvision trait from the base sphere, cosmetic appearance trait from Blank Form's options, and her incarnation trait, Celestial Form, as an additional trait not counting against her maximum.

**Incarnation Ally (Sp):** The second unique bond allows the champion of the cause to gain the assistance of a herald of her deity. She gains the Bound Creature casting boon, even if she does not have the Focus Casting drawback, and her bound creature companion does not lose

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the extraplanar subtype. The champion of the cause uses her class level as her caster level with the Conjuration sphere when determining the statistics and abilities of her bound companion. If the champion of the cause does not have the Focus Casting drawback, she does not suffer a chance of spell failure if her companion is not within medium range, dismissed, or dead. If the champion of the cause already possessed the Bound Creature casting boon prior to gaining this ability, she gains a bonus Conjuration (form) talent for her bound creature and her bound creature regains the extraplanar subtype.

The bound creature the champion of the cause gains from this ability serves as her incarnation ally. Unlike other bound creatures, the incarnation ally may be resummoned without spending a spell point when you rest to regain spell points if they were killed, and may be resummoned by spending a spell point if they are banished. The champion of the cause gains the Planar Creature (type) talent as a bonus talent, and applies it to her incarnation ally, choosing an alignment group appropriate to her own.

At level 8, and every 4 levels thereafter, the champion of the cause gains a bonus Conjuration sphere talent. If she chooses a (form) talent, it must apply to her incarnation ally. She may not select Extra Companion with the bonus talents granted from this ability.

*Note:* A champion of the cause who does not worship a traditional alignment-based deity, such as an elemental lord or a deity of nature, may choose a different Alteration talent for their incarnation form or Conjuration (form) talent for their Incarnation Ally, subject to GM discretion. For the incarnation form ability, a champion of the cause who chooses an Alteration talent which grants a (transformation) would choose one trait from that talent to use for their incarnation form. For example, a champion of the cause who worships a dragon deity could choose Dragon Transformation as their bonus Alteration talent instead of Outsider Body, and would choose one of the two traits granted by Dragon Transformation for their incarnation form base talent. For settings where a deity or outsider group does not conform to the normal alignment subtypes (such as a setting with evil angels or good demons), a GM may find it appropriate to change the subtype granted by Outsider Body to better fit their setting.

This ability replaces divine bond or fiendish boon.

# Glory Seeker (Occultist Archetype)

Often decorated in their trophies and spoils of war, glory seekers are unique occultists who channel their psychic energy through trophies and keepsakes from former conquests and victories. What they may lack in their ability to harness their implements, glory seekers more than make up with their ingenuity and combat experience. Glory seekers tend to throw themselves towards conflict and unexplored territory in search of new trophies and riches.

**Class Skills:** A glory seeker adds Knowledge (local), Knowledge (geography), and Intimidate to his list of class skills, instead of Fly, Knowledge (planes), and Use Magic Device.

This alters the occultist's class skills.

**Proficiencies:** Glory seeker are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

This alters weapon and armor proficiencies.

**Combat Training (Ex):** A glory seeker is considered a Proficient practitioner, gaining spheres and talents as appropriate. Glory seekers use Intelligence as their practitioner modifier.

This ability replaces the focus powers normally gained at 3rd, 7th, 11th, 15th, and 19th level.

**Spoils of War (Su):** At 1st level, the glory seeker draws out power from objects he has taken in battle and conquest. He can select an object he has claimed from a defeated enemy, taken from a settlement, or otherwise won through his own efforts to serve as a spoil of war. Each spoil of war functions as the glory seeker's implement for its associated implement school. A spoil of war that fits multiple implement categories can only function for one implement school at a time but can be attuned to another appropriate implement school when the glory seeker regains mental focus. Spoils of war can be integrated into another item, such as an ornament or magic item, but otherwise do not take up an item slot unless worn and used for their normal benefits. A glory seeker can collect as many spoils of war as he desires, but still selects one appropriate item from that school's list to be his implement for the day for each implement school he knows.

Some spoils of war take the shape of an otherwise normally usable item, such as a sword or shield. The glory seeker does not need to wield or present a spoil of war to benefit or use its focus powers, or cast spells from its

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