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PATHS OF MAGIC - CABALIST

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[Update and revision log can be found here.](#)

This document details the cabalist, a new eldritch-themed base class in the upcoming *Paths of Magic* book by Ascension Games.

The cabalist is our first psychic caster, and the only one to be featured in *Paths of Magic* (not counting archetypes, anyway). By means of occult rituals, she leeches power from eldritch beings and outer gods to morph her body and mind in alien and bizarre ways. It has some thematic similarities to the popular warlock class in other D&D editions, but has a very different mechanical structure.

At its core, the cabalist is a stance-based class. It has two “bindings” called *formless body* and *opened mind* that function as the two stances, each offering different means of offense and defense. Generally, the *formless body* stance is intended for melee combat, while the *opened mind* stance is more about using magic and keeping your distance. As you level up, you get ways to customize the two bindings with a variety of insights, some of which grant simple statistical boosts while others grant new and unorthodox combat styles. Ideally, players will be able to either build exclusively around one of the two bindings, or create a build that rapidly switches between the two in order to use their abilities more frequently.

The cabalist’s supporting mechanics revolve around using ritual magic to their advantage. In addition to gaining plenty of bonuses to performing occult rituals, they also gain a special

ritual to cast a handful of spells at-will without consuming spell slots. This is a big point to test out in this playtest, since it can give a lot of mileage to the cabalist’s magic.

Threads will be open for discussion on [Reddit](#), the [Paizo forums](#) and the [Giant in the Playground](#) forum, where you can discuss the material in this document and give feedback. You can also give your feedback directly on this google doc by commenting, or through the [Ascension Games website](#) using the contact form there.

While opinions on the new content at first-glance are appreciated, as are theory-crafting builds and characters, actual play is far more useful. Every bit of feedback helps!

I look forward to hearing your thoughts and opinions on *Paths of Magic*!

Christopher Moore,
Lead Designer

REFERENCES

The following shorthand is used in reference to material from the *Pathfinder Roleplaying Game*, as follows:

ACG – *Advanced Class Guide*
APG – *Advanced Player’s Guide*
ARG – *Advanced Race Guide*
B(#) – *Bestiary #*
HA – *Horror Adventures*
MC – *Monster Codex*
OA – *Occult Adventures*
UC – *Ultimate Combat*
UI – *Ultimate Intrigue*
UM – *Ultimate Magic*
UW – *Ultimate Wilderness*
VC – *Villain Codex*

Spells without a superscript can be assumed to be from the *Pathfinder Roleplaying Game Core Rulebook*. Spells, items, or feats marked with an asterisk (*) are at the end of this document.

THE CABALIST

There is a power that lurks just beyond the boundary of humanity. Enigmatic and unknowable, the extent of their domain is as unfathomable as their motives. Few are aware of their existence, and among those that know, many rightfully view these mysterious entities with caution—or fear. However, there are those that would choose to entreat the overwhelming powers that lurk between the stars. Whether out of desperation, a pervasive madness, or simply the desire for knowledge, these cabalists make contact with eldritch forces to control them. Masters of occult rites, cabalists bind aspects of otherworldly beings to themselves, warping their body and mind to grow beyond the limits of humanity.

Role: A cabalist's magic focuses on manipulating the mind and body, granting them a variety of useful powers to enhance allies or hinder opponents. In the thick of battle, their bindings allow them to adapt as necessary to support themselves or mount an offensive.

Alignment: Any

Hit Die: d8

Starting Age: Self-Taught

Starting Wealth: 4d6 × 10 gp (average 140 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The cabalist's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Points Per Level: 4 + Int modifier.

Class Features

All of the following are class features of the cabalist.

Weapon and Armor Proficiency: Cabalists are proficient with all simple weapons, plus the greatsword, light flail, ranseur, rapier, sap, scythe, short sword, and warhammer. They are proficient with light armor and medium armor, but not with shields.

Spells: A cabalist casts psychic spells drawn from the cabalist spell list. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a cabalist must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a cabalist's spell equals 10 + the spell level + the cabalist's Intelligence modifier.

A cabalist can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on **Table: Cabalist**. In addition, she receives bonus spells per day if she has a high Intelligence score (see the Ability Scores section in Chapter 1 of the *Pathfinder Roleplaying Game Core Rulebook*).

A cabalist's selection of spells is limited. A cabalist begins play knowing four 0-level spells and two 1st-level spells of the cabalist's choice. At each new cabalist level, she gains one or more new spells as indicated on **Table: Cabalist Spells Known** (Unlike spells per day, the number of spells a cabalist knows is not affected by her Intelligence score. The numbers on **Table: Cabalist Spells Known** are fixed.). These new spells can be common spells chosen from the cabalist spell list, or they can be unusual spells that the cabalist has gained some understanding of through study.

Upon reaching 5th level, and at every third cabalist level thereafter (8th, 11th, and so on), a cabalist can learn a single new spell in place of one she already knows. In effect, the cabalist loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least 1 level lower than the highest-level cabalist

Table: Cabalist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day					
						1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+0	+2	Bindings, Knacks	2	—	—	—	—	—
2nd	+1	+3	+0	+3	Insights (Lesser)	2	—	—	—	—	—
3rd	+2	+3	+1	+3	Ritual Magic, Thaumaturgy	3	—	—	—	—	—
4th	+3	+4	+1	+4	Abnormal Recovery	3	1	—	—	—	—
5th	+3	+4	+1	+4	Insights (Lesser)	4	2	—	—	—	—
6th	+4	+5	+2	+5	Ritual Magic	4	3	—	—	—	—
7th	+5	+5	+2	+5	Quicken Bindings	4	3	1	—	—	—
8th	+6/+1	+6	+2	+6	Insights (Greater)	4	4	2	—	—	—
9th	+6/+1	+6	+3	+6	Ritual Magic	5	4	3	—	—	—
10th	+7/+2	+7	+3	+7	Guarded Rituals	5	4	3	1	—	—
11th	+8/+3	+7	+3	+7	Insights (Greater)	5	4	4	2	—	—
12th	+9/+4	+8	+4	+8	Ritual Magic	5	5	4	3	—	—
13th	+9/+4	+8	+4	+8	Aberrant Mind	5	5	4	3	1	—
14th	+10/+5	+9	+4	+9	Insights (Master)	5	5	4	4	2	—
15th	+11/+6/+1	+9	+5	+9	Ritual Magic	5	5	5	4	3	—
16th	+12/+7/+2	+10	+5	+10	Hastened Rituals	5	5	5	4	3	1
17th	+12/+7/+2	+10	+5	+10	Insights (Master)	5	5	5	4	4	2
18th	+13/+8/+3	+11	+6	+11	Ritual Magic	5	5	5	5	4	3
19th	+14/+9/+4	+11	+6	+11	Master of Rites	5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	Eldritch Nexus	5	5	5	5	5	5

spell she can cast. A cabalist can swap out only a single spell at any given level and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

Bindings (Su): Through secretive rites, the cabalist has found the means to channel eldritch might through her very being. Her body and mind are forever altered by this ritual, but such a power cannot be controlled all at once. Each of these potentials is called a binding. The cabalist's bindings grant her a +1 insight bonus to specific checks, which vary depending on the binding used. The bonus for both bindings increases to +2 at 7th level and to +3 at 13th level.

The cabalist can channel one of her bindings as a swift action. Each binding provides a different benefit to the cabalist, as follows:

- **Formless Body:** The bonus applies to the cabalist's weapon attack rolls and weapon damage rolls.

- **Opened Mind:** The bonus applies to the cabalist's AC, to concentration checks, and to caster level checks made to overcome spell resistance.

The effects of the binding last until she changes it as a swift action, losing the benefit of her current binding and gaining the other one. She also loses the benefits of her binding if she is ever rendered unconscious.

Knacks: A cabalist learns a number of knacks, or 0-level psychic spells, as noted on **Table: Cabalist Spells Known** under "Spells Known." These spells are cast like any other spell, but they do not consume any slots and may be used again.

Insights (Su): Starting at 2nd level, the cabalist discovers methods to further channel the powers of the unknown, gleaning insights from beyond to bind further eldritch strength. The cabalist gains two insights at 2nd level and every three levels thereafter, to a maximum of twelve insights at 17th level.

Insights are separated into three levels: lesser, greater, and master, which are further divided by

Table: Cabalist Spells Known

Level	Spells Known						
	0	1st	2nd	3rd	4th	5th	6th
1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	6	4	—	—	—	—	—
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	4	—	—	—	—
7th	6	5	4	2	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	4	4	—	—	—
10th	6	5	5	4	2	—	—
11th	6	6	5	4	3	—	—
12th	6	6	5	4	4	—	—
13th	6	6	5	5	4	2	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

the binding type the insight applies to (formless body or opened mind). She only gains the effects of an insight while she is using the matching binding for that insight.

At first, the cabalist can only select lesser insights. Upon reaching 8th level, she instead gains greater insights, and at 14th level she learns master insights. An insight cannot be selected more than once.

Each time a cabalist gains her two insights for a particular level, she must select one for each of her two bindings: one for formless body, and one for opened mind. She can select a lower-level insight, if so desired. If a binding calls for a saving throw, the save DC is equal to $10 + 1/2$ the cabalist's level + her Intelligence modifier.

Ritual Magic (Sp): Beginning at 3rd level, the cabalist learns how to convert traditional magic into more methodical – but risky – ritualistic incantations.

The cabalist learns a special occult ritual to cast certain spells at-will (see the Occult Rituals

section in Chapter 5 of *Pathfinder Roleplaying Game Occult Adventures* for more details). The

RITUAL SPELL

School as the spell; **Level** as the spell

Targets as the spell

Casting Time 10 minutes per level of the spell

Components V, S, and possibly M/F (if the spell has any material or focus costs)

Skill Checks one or more Knowledge checks, depending on the school and level of the spell, as follows: abjuration (arcana), conjuration (planes), divination (history), enchantment (nobility), evocation (nature), illusion (local), necromancy (religion), or transmutation (engineering). You must make one Knowledge check per level of the spell. The DC of the checks is $15 +$ the spell's level.

Range/Duration/Saving Throw/SR as the spell

Backlash: Calling upon eldritch magic repeatedly is difficult. The DC of any further uses of this ritual increases by twice the spell's level. This increase is cumulative, though it resets to its normal DC at the start of the day when the cabalist regains her spells.

Failure: The cabalist takes 2d6 damage per spell level and is fatigued. If she is already fatigued, she becomes exhausted.

has the following components, as shown in the **Ritual Spell** image above.

Upon learning this ritual, the cabalist selects two spells of 1st-level or higher from the cabalist spell list. These spells cannot have a casting time longer than 1 minute. They do not have to be spells she knows, but they must be of a level she is capable of casting. The cabalist can use her ritual to cast these selected spells at-will.

For every three levels gained after 3rd, the cabalist can select two more spells from the cabalist spell list to be castable in this manner, to a maximum of twelve spells at 18th level. Additionally, whenever she gains a level in the cabalist class, she can exchange one of her chosen ritual spells for a different one of the same level.

Spells added to the cabalist spell list by means of feats, magic items, racial abilities, and so on cannot be selected for ritual magic.

Thaumaturgy (Ex): At 3rd level, a cabalist's experience with secretive magics makes her better at understanding them. She gains a +1 bonus to any checks to learn an occult ritual or skill checks made to perform one (including her

ritual magic ability). This bonus increases by +1 for every three levels gained after 3rd, to a maximum of +6 at 18th level.

Abnormal Recovery (Su): At 4th level, the cabalist's body more quickly recovers from injury. She recovers twice as many hit points and ability damage from resting than normal. If she rests for a full day, she also recovers 1 point of ability drain from each of her drained ability scores, if any.

Quicken Bindings (Su): At 7th level, the cabalist may change bindings with barely a thought. She can enter a binding as a free action on her turn. She may still only do so once per round.

Guarded Rituals (Ex): At 10th level, the cabalist's expertise allows her to cast rituals more safely. As long as she is the primary caster of an occult ritual, all casters in the ritual take half as much damage from any backlash or failure effects, and they gain a +4 bonus to their saving throws against the backlash or failure effects (if they require a saving throw).

Aberrant Mind (Su): Starting at 13th level, the cabalist's mind cannot be read nor her memories altered unless she allows it. If a creature attempts to read her thoughts without her permission, its mind is flooded with paradoxical and maddening revelations. It must make a Will save (DC 10 + 1/2 the cabalist's level + her Intelligence modifier) or be confused for 1d4 rounds. This is a mind-affecting effect.

Hastened Rituals (Ex): At 16th level, the cabalist can perform ritual magic more quickly. As long as she is the primary caster, she reduces the time it takes to perform an occult ritual by half. For a typical ritual (including her ritual magic ability) this means it takes 5 minutes per level of the ritual instead of 10, while longer rituals take 30 minutes per level instead of 1 hour per level. The time between making skill checks to perform the ritual is reduced by the same amount.

Master of Rites (Ex): Upon reaching 19th level, a cabalist has become an authority of the occult. She reduces the time it takes to learn a ritual by half. She no longer requires secondary casters for any ritual she performs, and if she

chooses to include them (usually to benefit from the ritual) she may make any number of the secondary casters' skill checks herself. Finally, she is immune to the failure effects of any ritual she performs, though secondary casters are still affected as normal.

Eldritch Nexus (Su): At 20th level, the cabalist unlocks true power, finally able to completely channel the powers of the unknown, if only briefly. Once per day, she may enter into a special binding which grants her the effects of formless body and opened mind at the same time. Any insights she has that normally can only be used once per binding (such as *dual realities*) can instead be used once per round without needing to change bindings first.

Once she enters into this binding, she cannot voluntarily leave it. This binding lasts for a number of minutes equal to the cabalist's Intelligence modifier (minimum 1), after which the cabalist is reduced to 1 hit point (if her current hit points are higher than 1), staggered for 1 round, then exhausted. She cannot use eldritch nexus if she is already fatigued or exhausted, and the binding ends early if she is knocked unconscious or killed (if ended early, she is still staggered, exhausted, and reduced to 1 hit point, as mentioned above).

INSIGHTS

The following represent the insights available to cabalists. Each one is divided into three parts: level, binding, and effects. Insights are sorted first by their level, then binding type, then finally by their name.

Level: The power of the insight. A binding can be a lesser, greater, or master binding. At first, the cabalist can only select lesser bindings, but can select greater bindings at 8th level and master bindings at 14th level.

Binding: The insight's binding, which can be Formless Body or Opened Mind. The cabalist must always have an equal number of insights for each of her two bindings. The cabalist only gains the benefit of the insight while she is in the matching binding.

Effect: The benefit granted to the cabalist while she is using the matching binding for that insight. Certain insights can only be used once “per binding”. After using such an insight, she must first change to the other binding, then change back into the matching binding before that insight can be used again.

FACELESS

Level: Lesser; **Binding:** Formless Body

Effect: Upon entering the Formless Body binding, you can change your appearance into someone else. You can transform into any Small or Medium humanoid creature (similar to an *alter self* spell), but your statistics and abilities do not change. The transformation lasts as long as you remain in the binding.

FLEXILE LIMBS

Level: Lesser; **Binding:** Formless Body

Effect: Your limbs can contort and stretch abnormally. You can use your cabalist level in place of your base attack bonus to determine your CMD, and can also use your cabalist level in place of your base attack bonus to determine your CMB when performing a grapple maneuver. Your binding bonus applies to all combat maneuvers you attempt, not just those that are considered weapon attacks.

HORRIBLE VISAGE

Level: Lesser; **Binding:** Formless Body

Effect: Your body changes in unpredictable, disturbing ways. Add your binding bonus to Intimidate checks. If you use Intimidate to successfully demoralize a creature within your reach, they provoke an attack of opportunity from you. A creature can only provoke an attack of opportunity from you once per round in this way.

INHUMAN PHYSIQUE

Level: Lesser; **Binding:** Formless Body

Effect: Your binding makes you stronger than your build would otherwise imply. Add double your binding bonus to Strength checks and Strength-based skill checks. For every point of your binding bonus, you treat your Strength score as if it were +4 higher for the purpose of determining your carrying capacity and how much you can lift, drag, or carry.

RENDING STRIKES

Level: Lesser; **Binding:** Formless Body

Effect: A trace of eldritch corruption infuses your being, imparting its power onto your attacks. Whenever you successfully strike with a weapon or natural attack, the target begins to bleed, taking damage each round equal to your binding bonus. This bleed damage stacks to a maximum equal to your cabalist level.

TWISTED FORM

Level: Lesser; **Binding:** Formless Body

Effect: Your limbs mutate into hulking bludgeons, masses of writhing tendrils, or some other unnatural form. You gain two slam attacks which deal 1d6 damage on a hit (1d4 if you are Small). These are considered primary natural attacks.

UNNATURAL AGILITY

Level: Lesser; **Binding:** Formless Body

Effect: Your base movement speed is increased by 5 feet, plus an additional 5 feet per point of your binding bonus (max +20 feet).

WELCOME THE PAIN

Level: Lesser; **Binding:** Formless Body

Effect: When you enter into the Formless Body binding, you gain temporary hit points equal to half your cabalist level. These temporary hit points last until you leave the Formless Body binding or until depleted.

DISTORTED PSYCHE

Level: Lesser; **Binding:** Opened Mind

Effect: The workings of your mind lash out at attempts for control. When another creature uses a mind-affecting spell or ability against you (whether you make any required saving throw or not), that creature must attempt a Will save or become staggered for 1 round. Mind-affecting abilities that you willingly allow to affect you do not trigger this ability. This is a mind-affecting effect, and creatures that are immune to confusion are also immune to the effects of your distorted psyche.

DUAL REALITIES

Level: Lesser; **Binding:** Opened Mind

Effect: Your mind is open to multiple causalities, letting you subtly alter the results of actions taken. Once per binding when an opponent makes a successful attack roll against you, you can use an immediate action to force them to reroll the attack. You must do so before the damage of the attack is rolled, and they must use the new result, even if it is worse.

FORBIDDEN KNOWLEDGE

Level: Lesser; **Binding:** Opened Mind

Effect: Add your binding bonus to Intelligence checks and Intelligence-based skill checks. You can make all Intelligence-based skill checks untrained.

METHOD TO MADNESS

Level: Lesser; **Binding:** Opened Mind

Effect: Whenever a creature within 30 feet of you (including yourself) rolls to randomly determine their action when confused or insane, they must roll twice and you get to choose the result they take. While you are confused (for any reason), you can add your binding bonus to your attack rolls and damage rolls, and if the result of your confusion roll is "attack the nearest creature", you can select which creature to

attack if more than one creature is equally close to you. As a swift action or a move action, you can voluntarily confuse yourself, as the spell *confusion*. You can end confusion you impart on yourself with this insight at any time as an immediate action, but not confusion inflicted on you in any other way.

OPENED EYES

Level: Lesser; **Binding:** Opened Mind

Effect: You gain darkvision to a range of 30 feet. If you already have darkvision, its range is increased by this amount, instead. Add your binding bonus to Perception checks you make.

PSYCHIC FLARE

Level: Lesser; **Binding:** Opened Mind

Effect: While in your Opened Mind binding, you can unleash a blast of psychic energy onto a creature within 30 feet of you. This is a standard action that provokes attacks of opportunity. Make a ranged touch attack to hit the target creature. On a hit, they take damage equal to 1d4 per two cabalist levels you have plus your Intelligence modifier (minimum 1). This damage is completely mental and ignores damage reduction. This is a mind-affecting pain effect.

SENSE WEAKNESS

Level: Lesser; **Binding:** Opened Mind

Effect: As a standard action, you can peer through a creature's form to see the underlying weakness within. Make a single attack with a weapon you are wielding. For this attack, you ignore any concealment less than total concealment, and if you hit you deal an additional 2d6 precision damage per point of your binding bonus. You can use this attack once per binding.

UNCANNY AWARENESS

Level: Lesser; **Binding:** Opened Mind

Effect: A voice within your mind occasionally forewarns you of dangers. Add your binding bonus to Reflex saves and initiative checks.

ABERRANT IMMUNITY

Level: Greater; **Binding:** Formless Body

Effect: You become immune to poison and disease while in the Formless Body binding. If you were affected by a poison or disease prior to entering the binding, those effects are suspended so long as you remain in the Formless Body binding, but returns once you exit the binding (time spent in Formless Body counts against their duration).

ABHORRENT TRANSFORMATION

Level: Greater; **Binding:** Formless Body

Effect: Once per binding as a standard action, you can cause your physique to shift and distort in terrible ways. This allows you to make an Intimidate check to demoralize any creature within 30 feet that can see your abhorrent transformation.

ANOMALOUS STRUCTURE

Level: Greater; **Binding:** Formless Body

Effect: Your internal structure morphs unpredictably. You have a 50% chance of negating critical hits and sneak attacks. This does not stack with other effects that reduce the chance of being struck by a critical hit, such as the *fortification* armor property.

ERRATIC MOTION

Level: Greater; **Binding:** Formless Body

Effect: You twitch and slide eerily around, as a puppet on a string. Once per binding, you can move up to half your base speed as a swift action.

FLENSING GRASP

Level: Greater; **Binding:** Formless Body

Effect: Your limbs grow tendrils and needling suckers that grasp onto foes. Your unarmed strikes and slam attacks (if you have them) gain the constrict and grab special abilities. Your constrict ability deals the same damage as your slam or unarmed strike, whichever is higher.

FUSION OF FLESH

Level: Greater; **Binding:** Formless Body

Effect: You are no longer disabled when at 0 hit points or lower, and do not fall unconscious when below 0 hit points. While at 0 or fewer hit points, you gain fast healing equal to twice your binding bonus.

MUTABLE FORM

Level: Greater; **Binding:** Formless Body

Effect: Your limbs elongate abnormally, increasing your reach by 5 feet.

TERRIBLE WOUNDS

Level: Greater; **Binding:** Formless Body

Effect: Your inhuman strength allows you to strike with deadly effect. Double the critical range of weapon attacks and natural attacks you make. This does not stack with other effects that increase critical range, such as the Improved Critical feat or keen weapon property.

ALIEN THOUGHT

Level: Greater; **Binding:** Opened Mind

Effect: You view the world with a strange, emotionless logic. Any cabalist spells you cast are treated as affected by the Logical Spell^{OA} metamagic feat without increasing their level or casting time.

CEREBRAL AGONY

Level: Greater; **Binding:** Opened Mind

Effect: Injury inflicted upon you creates a psychic disturbance within the attacker. When another creature within 30 feet of you deals damage to you, they must make a Will save or

take 1d8 damage per point of your binding bonus. If the creature that attacked you did so due to confusion or a similar insanity, the damage inflicted is doubled and they take a -2 penalty to their saving throw against the effect. This can only affect a particular creature once per round. This is a mind-affecting pain effect.

MENTAL LINK

Level: Greater; **Binding:** Opened Mind

Effect: You force your way into the minds of other creatures. You can communicate telepathically with creatures within 30 feet of you as long as that creature understands language.

PSYCHIC LEECH

Level: Greater; **Binding:** Opened Mind

Effect: With every spell, you siphon away a portion of your foes' will. Each time a creature fails a saving throw against your cabalist spells, you gain a +1 insight bonus to the caster level of all cabalist spells you cast. This bonus stacks to a maximum of your binding bonus, and it lasts for 1 minute or until you leave the Opened Mind binding, whichever comes first.

STRANGE GEOMETRIES

Level: Greater; **Binding:** Opened Mind

Effect: You realize that perspective is but an illusion. You can view from any space within 30 feet of you at the same time. Essentially, you can treat yourself as standing in any space within 30 feet for the purpose of determining what you can see, including for effects requiring line of sight. This does not, however, grant you line of effect to whatever you see. This can allow you to see around corners, behind a barricade, or even through walls. This only affects vision, not any other senses.

TERRIBLE REVELATIONS

Level: Greater; **Binding:** Opened Mind

Effect: You speak words of madness that overwhelm the minds of nearby creatures. As a

standard action, you can speak these terrible revelations, causing any creature within 30 feet of you to become confused for 1 round. A successful Will save negates the effect. If you are babbling due to *confusion* or a similar effect, you can use this binding as part of babbling incoherently. If you do, the creatures are confused for 1d4 rounds on a failed save and staggered for 1 round on a successful save. A creature can be subjected to this effect multiple times, but once they succeed on their saving throw they cannot be affected again for 24 hours. This is a mind-affecting, language-dependent effect.

THINGS TO COME

Level: Greater; **Binding:** Opened Mind

Effect: Omens come to you instinctually, warning you of threats. You gain both the uncanny dodge and improved uncanny dodge class features, as a rogue equal to your cabalist level.

WORDS FROM BEYOND

Level: Greater; **Binding:** Opened Mind

Effect: Whispers of grand epiphanies grant you insight when needed most. Once per binding as a swift action before rolling an attack roll or skill check, you can choose to roll twice and take the better result.

BIZARRE ANATOMY

Level: Master; **Binding:** Formless Body

Effect: Your body flows around strikes to reduce injury, granting you DR 5/–.

DEVOURER

Level: Master; **Binding:** Formless Body

Effect: Innumerable mouths grow across your body, hungry for sustenance. When you succeed on an attack with an unarmed strike or natural attack, you recover hit points equal to your binding bonus. If the damage dealt was due to a grapple check or the constrict ability, the amount

recovered increases to half your cabalist level. You cannot recover more hit points than the amount of damage you dealt with the attack, nor can you recover more hit points than the attacked creature had remaining. You can only leech hit points from living creatures, and striking a creature that is immune to bleed effects prevents this ability.

EVEN DEATH MAY DIE

Level: Master; **Binding:** Formless Body

Effect: You endure injuries that you should logically have no means to survive. When you would be killed by any effect (such as by loss of hit points or a death effect), you negate that effect and are instead left at 1 hit point, regardless of your hit point amount beforehand. Once this effect occurs, you immediately exit your binding and cannot re-enter either Formless Body or Opened Mind until you recover at least half (50%) of your hit points.

GRUESOME INJURY

Level: Master; **Binding:** Formless Body

Effect: Your attacks wrack foes with debilitating pain. Whenever you score a critical hit with a weapon or natural attack, the target takes your choice of either 1d3 Strength damage or 1d3 Dexterity damage. If the weapon you use has a x3 critical multiplier, the ability damage increases to 1d4, and if the weapon has a x4 multiplier or higher, it instead increases to 1d6.

IMPOSSIBLE STRENGTH

Level: Master; **Binding:** Formless Body

Effect: A surge of aberrant power flings your enemy like a child's plaything. Once per binding, you can make a combat maneuver check against a foe within your reach, adding double your binding bonus to the check. If the combat maneuver check succeeds, the target takes damage as if you hit it with a weapon you are wielding or a natural attack, it is knocked flying 10 feet in a direction of your choice, and it falls prone. You can only push the opponent in a

straight line, and it can't move closer to you than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

TRANSCENDENT FLESH

Level: Master; **Binding:** Formless Body

Effect: Physical debilitations no longer limit you. You ignore any penalties imparted by ability score damage or drain while using the Formless Body binding. This does not make you immune to ability damage or drain, just the penalties associated with them (including any penalties imparted by having ability damage or drain equal to or greater than the associated ability score).

UNEARTHLY PRESENCE

Level: Master; **Binding:** Formless Body

Effect: Merely witnessing your form is enough to instill terror. You gain the unnatural aura universal monster ability to a range of 30 feet. Creatures within 30 feet of you that are suffering from a fear effect have the penalties from fear increased by 1 and apply that penalty to their AC, in addition to the normal effects.

WHAT LURKS BENEATH

Level: Master; **Binding:** Formless Body

Effect: Your outward appearance is merely a mask for something far worse. You count as no creature type while in the Formless Body binding. Effects that only affect specific types of creatures (such as *hold person*) fail on you. Additionally, you are immune to polymorph effects unless you allow them to affect you.

BOUND TO THE ELDRITCH

Level: Master; **Binding:** Opened Mind

Effect: Ancient magics infuse your being, preventing other magic from taking hold. You gain spell resistance equal to 12 + your cabalist level. This spell resistance cannot be voluntarily

lowered, though it is still removed upon exiting the Opened Mind binding.

FEEL MY PAIN

Level: Master; **Binding:** Opened Mind

Effect: Pain you inflict on yourself resonates to those around you. As a standard action, you can attack yourself, inflicting damage equal to $1d8 + \text{your Strength bonus to yourself}$; this ignores damage reduction and cannot be reduced in any way. When you do, any number of creatures within 30 feet of you of your choice take damage equal to the amount you took plus an additional $1d8$ per point of your binding bonus and become sickened for a number of rounds equal to your binding bonus. This damage is mental and ignores damage reduction. A Will save negates the sickening effect and halves the damage. If you injure yourself due to a confusion effect (by rolling to damage yourself with an item in hand), you can use this ability automatically as part of that action, and the damage you inflict on other creatures is doubled. This is a mind-affecting pain effect.

FRACTURED EXISTENCE

Level: Master; **Binding:** Opened Mind

Effect: Now aware of the multitudes of reality, you can mentally push yourself to exist outside the boundaries of the material. You constantly have concealment (20% miss chance). Abilities that normally ignore concealment (such as Blind-Fight) do not help against this miss chance: only abilities that allow sight across multiple planes of existence can negate this concealment.

FUTURES FORETOLD

Level: Master; **Binding:** Opened Mind

Effect: You have a sense of trials to come. You can always act in the surprise round and can choose your initiative result rather than rolling.

POWER OVERWHELMING

Level: Master; **Binding:** Opened Mind

Effect: Your magic saps away the defenses of your enemies. Every time you cast a cabalist spell on a creature (either targeting it or including it in the spell's area), it takes a -1 penalty to saving throws. Only apply this penalty after resolving the spell, and only once per spell (even if the spell takes place over multiple turns). The penalty stacks, to a maximum equal to your binding bonus. This penalty lasts for 1 hour, even if you leave the Opened Mind binding. You can choose not to inflict this penalty, if desired, such as when casting upon allies.

SEEK THE SENTIENT

Level: Master; **Binding:** Opened Mind

Effect: The thoughts of creatures draw you in like a moth to flame. You have blindsight to a range of 30 feet, but only to detect sentient creatures. Mindless creatures are not detected with this sense.

THOUGHTSTEALER

Level: Master; **Binding:** Opened Mind

Effect: A single touch allows you to reach into the minds of your victims to draw out their thoughts. Once per binding after successfully making an attack roll against a target, you can use an immediate action to force that creature to make a Will save. If it fails, it is stunned for 1 round, and you learn its surface thoughts as if by a *detect thoughts* spell. This is a mind-affecting effect.

UNKNOWNABLE

Level: Master; **Binding:** Opened Mind

Effect: Within your mind lies a paradox so fundamental that it defies reason. You gain the constant benefit of a *mind blank* spell while in the Opened Mind binding.

CABALIST SPELLS

Cabalists gain access to the following spells. While most of these spells are found in the *Pathfinder Roleplaying Game Core Rulebook*, those with superscripts are from other *Pathfinder Roleplaying Game* material, as outlined in the introduction of this book.

0-Level Cabalist Spells: *arcane mark*, *bleed*, *daze*, *detect magic*, *detect poison*, *detect psychic significance*^{OA}, *ghost sound*, *grave words*^{OA}, *guidance*, *know direction*, *light*, *lullaby*, *message*, *read magic*, *stabilize*, *telekinetic projectile*^{OA}, *touch of fatigue*

1st-Level Cabalist Spells: *alarm*, *alter musical instrument*^{ACG}, *ant haul*^{UC}, *anticipate peril*^{UM}, *aphasia*^{UI}, *auditory hallucination*^{UI}, *bane*, *beguiling gift*^{APG}, *bungle*^{UM}, *burst of adrenaline*^{OA}, *burst of insight*^{OA}, *cause fear*, *charge object*^{OA}, *charm person*, *chill touch*, *command*, *compel hostility*^{UC}, *comprehend languages*, *compulsive liar*^{UI}, *confusion (lesser)*, *cultural adaptation*^{UI}, *cure light wounds*, *deathwatch*, *decompose corpse*^{UM}, *deja vu*^{OA}, *demand offering*^{OA}, *detect aberration*^{APG}, *detect chaos/evil/good/law*, *detect secret doors*, *detect the faithful*^{UI}, *diagnose disease*, *discern next of kin*^{ACG}, *disguise self*, *disguise weapon*^{ACG}, *doom*, *ear-piercing scream*^{UM}, *enlarge person*, *entropic shield*, *expeditious retreat*, *fabricate disguise*^{UI}, *forbid action*^{UM}, *forced quiet*^{UM}, *fumbletongue*^{UM}, *grasping corpse*^{HA}, *hide bruises*^{VC}, *hideous laughter*, *hobble*^{VC}, *hypnotism*, *inflict light wounds*, *illusion of calm*^{UC}, *interrogation*^{UM}, *keen senses*^{APG}, *lock gaze*^{UC}, *long arm*^{ACG}, *magic aura*, *memorize page*^{ACG}, *memory lapse*^{APG}, *mindlink*^{OA}, *murderous command*^{UM}, *negative reaction*^{UC}, *object reading*^{OA}, *obscure object*, *obscure poison*^{UI}, *obscuring mist*, *paranoia*^{OA}, *protection from chaos/evil/good/law*, *psychic reading*^{OA}, *quintessence*^{OA}, *ray of enfeeblement*, *ray of sickening*^{UM}, *reduce person*, *remove sickness*^{UM}, *restore corpse*, *sculpt corpse*, *shadow weapon*^{UM}, *silent image*, *sleep*, *sow thought*^{ARG}, *summon*

monster I, *telepathic projection*^{OA}, *thought echo*^{OA}, *touch of gracelessness*^{APG}, *true strike*, *undetectable alignment*, *unseen servant*, *vanish*^{APG}, *ventriloquism*, *vocal alteration*^{UM}, *wizened appearance*^{UI}, *youthful appearance*^{UM}

2nd-Level Cabalist Spells: *accelerate poison*^{APG}, *alter self*, *analyze aura*^{OA}, *animate dead (lesser)*^{UM}, *anonymous interaction*^{ACG}, *ant haul (communal)*^{UC}, *anticipate thoughts*^{OA}, *apport object*^{OA}, *audiovisual hallucination*^{UI}, *augury*, *aversion*^{OA}, *babble*^{OA}, *blindness/deafness*, *blood biography*^{APG}, *bloodbath*^{HA}, *boneshaker*^{HA}, *brow gasher*^{UC}, *build trust*^{UI}, *bear's endurance*, *bull's strength*, *catatonia*^{OA}, *codespeak*^{UI}, *confess*^{APG}, *contact entity I*^{HA}, *create treasure map*^{APG}, *cure moderate wounds*, *dark whispers*^{UI}, *darkness*, *darkvision*, *daze monster*, *death knell*, *deflect blame*^{UI}, *delay pain*^{UM}, *delay poison*, *detect magic (greater)*, *detect mindscape*^{OA}, *detect thoughts*, *disfiguring touch*^{UM}, *disguise other*^{UM}, *dress corpse*^{UI}, *dust of twilight*^{APG}, *enshroud thoughts*^{OA}, *enter image*^{APG}, *enthrall*, *erase*, *escape alarm*^{VC}, *euphoric cloud*^{ACG}, *extreme flexibility*^{ACG}, *false belief*^{UI}, *false life*, *flickering lights*^{HA}, *focused scrutiny*^{ACG}, *fog cloud*, *fox's cunning*, *gentle repose*, *haunting mists*^{UM}, *hidden presence*^{UI}, *hidden speech*^{APG}, *hold person*, *hoodwink*^{VC}, *hypnotic pattern*, *implant*

false reading^{OA}, *inflict moderate wounds*, *inflict pain*^{OA}, *instigate psychic duel*^{OA}, *invisibility*, *knock*, *languid venom*^{UI}, *locate object*, *mad hallucination*^{UM}, *mental block*^{OA}, *minor image*, *misdirection*, *muffle sound*^{ACG}, *object possession (lesser)*^{OA}, *oneiric horror*^{OA}, *outbreak*^{VC}, *pernicious poison*^{UM}, *phantasmal affliction*^{UI}, *pilfering hand*^{UC}, *protective penumbra*^{UM}, *psychic reading*^{OA}, *qualm*^{UC}, *quick change*^{HA}, *rage*, *remove paralysis*, *resist energy*, *restoration (lesser)*, *scare*, *see invisibility*, *sense fear*^{HA}, *sense madness*^{HA}, *share memory*^{UM}, *shield other*, *silence*, *silent table*^{ACG}, *status*, *stricken heart*^{ACG}, *suggestion*, *summon monster II*, *symbol of exsanguination*^{HA}, *tongues*^{UC}, *touch of idiocy*, *twilight haze*^{ACG}, *unadulterated loathing*^{UM}, *voluminous vocabulary*^{UI}, *whispering wind*

3rd-Level Cabalist Spells: *adjustable disguise*^{ACG}, *age resistance (lesser)*^{UM}, *animate*

dead, appearance of life^{HA}, apport animal^{OA}, assume appearance^{HA}, aura alteration^{OA}, aura of the unremarkable^{UI}, aura sight^{ACG}, bestow curse, borrow corruption^{HA}, clairsaudience/clairvoyance, cognitive block^{OA}, complex hallucination^{UI}, confusion, contact entity II^{HA}, contagion, contagious zeal^{OA}, coordinated effort^{APG}, countless eyes^{UM}, crushing despair, cure serious wounds, cursed treasure^{VC}, darkvision (communal)^{UC}, daylight, deep slumber, deeper darkness, delay poison (communal) UC, demanding message^{UI}, detect anxieties^{UI}, detect desires^{UI}, dispel magic, dreadscape^{HA}, excruciating deformation^{UM}, false future^{UI}, fear, fearsome duplicate^{ARG}, flesh puppet^{HA}, geas (lesser), horrific doubles^{HA}, howling agony^{UM}, hypercognition^{OA}, illusion of treachery^{UI}, illusory script, inflict serious wounds, instant fake^{UI}, invisibility sphere, locate weakness^{UC}, mad sultan's melody^{HA}, magic aura (greater)^{UI}, major image, malicious spite^{UM}, mindlocked messenger^{ACG}, mindscape door^{OA}, monstrous physique I^{UM}, neutralize poison, nixie's lure^{ARG}, node of blasting^{OA}, nondetection, oneiric horror (greater)^{OA}, pain strike^{APG}, pierce disguise^{ACG}, protection from energy, ray of exhaustion, remove blindness/ deafness, remove curse, remove disease, resist energy (communal) UC, retrocognition^{OA}, rigor mortis^{HA}, riding possession^{OA}, sands of time^{UM}, screaming flames^{HA}, scrying, sealed life^{OA}, secret page, seek thoughts^{APG}, selecting alarm^{UI}, speak with dead, symbol of laughter^{ACG}, synaptic pulse^{OA}, synaptic scramble^{OA}, synesthesia^{OA}, summon monster III, temporary graft^{HA}, thaumaturgic circle^{OA}, they know^{UI}, tongues (communal)^{UC}, trade items^{UI}, triggered suggestion^{ACG}, undead anatomy I^{UM}, undetectable trap^{UI}, vampiric touch, virulent miasma^{VC}, vision of hell^{UM}, wall of nausea^{ACG}, waves of blood^{HA}, witness^{UM}

4th-Level Cabalist Spells: adjustable polymorph^{ACG}, age resistance^{UM}, amnesia^{VC}, assume appearance (greater)^{HA}, black tentacles, charm monster, charm person (mass)^{UI}, command (greater), conditional curse^{UI}, contact entity III^{HA}, contact other plane, contingent venom^{UI}, create mindscape^{OA}, cure critical

wounds, curse of disgust^{UM}, curse of the outcast^{UI}, darkvision (greater)^{UM}, daze (mass)^{UM}, detect scrying, divination, dream, enervation, enlarge person (mass), erase impressions^{OA}, eyes of the void^{ACG}, false life (greater)^{UM}, feast on fear^{ACG}, flesh puppet horde^{HA}, forbid action (greater)^{UM}, forgetful slumber^{ARG}, hallucinatory terrain, hold monster, hunger for flesh^{HA}, illusion of treachery (greater)^{UI}, illusory wall, impossible angles^{HA}, inflict critical wounds, decollate^{HA}, invisibility (greater), locate creature, majestic image^{UI}, meticulous match^{UI}, mind probe^{OA}, mind swap^{OA}, mindwipe^{OA}, modify memory, monstrous physique II^{UM}, nondetection (communal)^{UC}, object possession^{OA}, persistent vigor^{ACG}, pessimism^{HA}, phantasmal asphyxiation^{HA}, phantasmal killer, possession^{OA}, protection from energy (communal)^{UC}, quieting weapons^{UI}, reduce person (mass), restoration, rigor mortis^{HA}, scripted hallucination^{UI}, sending, sleepwalk^{APG}, slough^{HA}, solid fog, summon monster IV, symbol of sleep, telekinetic maneuver^{OA}, telepathy^{OA}, thoughtsense^{OA}, torpid reanimation^{HA}, treasure stitching^{APG}, wall of blindness/deafness^{ACG}, vicarious view^{UI}, zone of silence

5th-Level Cabalist Spells: age resistance (greater)^{UM}, blood ties^{HA}, break enchantment, charnel house^{HA}, cloak of dreams^{APG}, cloudkill, commune, compelling rant^{HA}, contagion (greater)^{UM}, cure light wounds (mass), curse (major)^{UM}, dispel magic (greater), dominate person, dream council^{OA}, dream scan^{OA}, entrap spirit^{OA}, false vision, feeblemind, flesh wall^{HA}, foe to friend^{APG}, foster hatred^{OA}, glimpse of truth^{UI}, inflict pain (mass) OA, inflict light wounds (mass), legend lore, locate gate^{HA}, mage's decree^{UI}, mind fog, mirage arcana, mislead, monstrous physique III^{UM}, nightmare, object possession (greater)^{OA}, overwhelming poison^{UI}, pain strike (mass)^{APG}, persistent image, phantasmal putrefaction^{HA}, phobia^{HA}, polymorph, pox of rumors^{UI}, prying eyes, psychic asylum^{OA}, psychic surgery^{OA}, remote viewing^{OA}, repress memory^{OA}, retrocognition^{OA}, seeming, sleepwalking suggestion^{HA}, song of discord, suggestion (mass), summon monster V, symbol of fear, symbol of pain, symbol of persuasion, synapse

overload^{OA}, synaptic pulse (greater)^{OA}, telekinesis, triggered hallucination^{UI}, undead anatomy II^{UM}, unwilling shield^{APG}, vile dog transformation^{HA}, waves of fatigue, withdraw affliction^{OA}, wither limb^{HA}

6th-Level Cabalist Spells: banishment, banshee blast^{ACG}, bear's endurance (mass), bull's strength (mass), charm monster (mass), circle of death, contact entity IV^{HA}, create mindscape (greater)^{OA}, create undead, cruel jaunt^{HA}, cure moderate wounds (mass), curse of night^{HA}, decapitate^{HA}, demanding message (mass)^{UI}, dream travel^{OA}, explode head^{OA}, eyebite, false vision (greater)^{UI}, fox's cunning (mass), frightful aspect^{UC}, geas/ quest, harm, heal, inflict moderate wounds (mass), insanity, invisibility (mass), monstrous physique IV^{UM}, night terrors^{HA}, permanent hallucination^{UI}, permanent image, plague storm^{UM}, plundered power^{HA}, possession (greater)^{OA}, primal regression^{OA}, prognostication^{UI}, programmed image, project image, screen, scrying (greater), sealed life (greater)^{OA}, summon monster VI, symbol of insanity, symbol of stunning, symbol of weakness, synesthesia (mass)^{OA}, true seeing, undead anatomy III^{UM}, unshakable zeal^{OA}, veil, vision, waves of exhaustion

CABALIST FEATS

This section details some new feats that will be featured in *Paths of Magic* that will benefit the cabalist class.

Extra Ritual Magic

You have a broader study of rituals to perform.

Prerequisite: Ritual magic class feature

Benefit: Choose another two spells from the cabalist spell list of 1st level or higher that are of a level you can cast. You can now cast those spells using your ritual magic class feature.

Special: You can gain this feat multiple times.

Flash of Insight

A sudden revelation grants you new power, but only for a moment.

Prerequisite: Binding class feature, insight class feature, cabalist level 7th

Benefit: Once per day as a move action, you can gain two insights that you qualify for. One must be for the *formless body* binding and one must be for the *opened mind* binding. You only have access to these two insights for 1 minute, after which they are lost.

Steady Rituals

Consistency is key to a successful ritual.

Prerequisite: Cabalist level 3rd

Benefit: Reduce the penalty caused by interrupting an occult ritual you are performing by half.

Once per day, you may take 10 on a skill check to perform an occult ritual, even if conditions would normally prevent you from doing so. You can do so an additional time per day for every two cabalist levels gained past 3rd.

Sudden Binding

You shift between eldritch powers in an instant.

Prerequisite: Binding class feature

Benefit: Once per day, you may switch between your two bindings as an immediate action, even if it's not your turn.