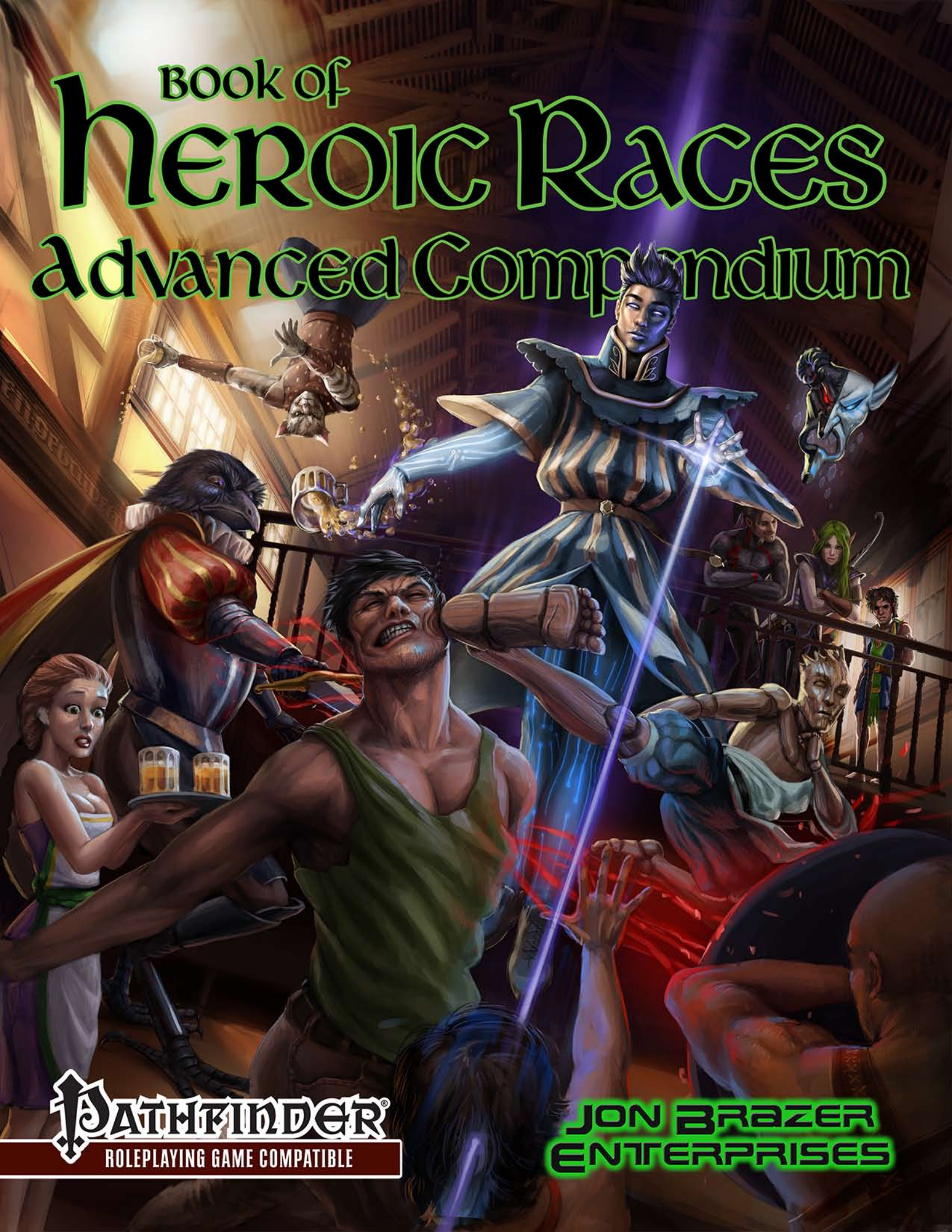


The illustration depicts a chaotic scene in a grand, ornate hall. In the center, a tall, slender figure in a blue and gold striped tunic with a high collar and a crown-like headpiece stands with arms outstretched, emitting a bright purple beam of light from his right hand. He appears to be casting a spell or using a powerful ability. To his left, a large, muscular man in a green tank top is being pushed back by the force of the light, his face contorted in pain or effort. To the right of the central figure, a large, muscular man in a blue and white tunic is also being pushed back, his face contorted in pain or effort. In the background, a woman in a white dress with a green sash stands near a balcony, looking on with a concerned expression. A large, dark, bird-like creature with a red and yellow cape is perched on a balcony to the left. A small, winged creature is flying in the air above the central figure. A man in a brown tunic is hanging upside down from a balcony on the left. A woman with green hair and a man with a crown are also visible on the balcony. The scene is filled with dynamic action and a sense of magical power.

BOOK of HEROIC RACES Advanced Compendium

PATHEFINDER
ROLEPLAYING GAME COMPATIBLE

**JON BRAZER
ENTERPRISES**

BOOK of HEROIC RACES Advanced Compendium



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Introduction

In your hands is the **Book of Heroic Races: Advanced Compendium**, a product of more than two years' worth of work by a dozen authors and three artists. This book was designed for those who want to play something beyond those races included in the *Pathfinder Core Rulebook*, which encompass over 30 years' worth of thoroughly covered ground. It is for those who, like myself, were introduced to fantasy by something other than *The Hobbit* and *The Lord of the Rings*. With it, we hope to bring some exciting new elements to your game.

Before I really get going with this introduction, I would like to make a dedication. This book is dedicated to those we lost over the past two and a half years. From the music and film artists who inspired us to the family and friends that passed away to Steve Russell of Rite Publishing, we miss you all.

I would also like to dedicate this to my wife, Janel. She has been my source of inspiration and my kick in the butt when I need it.

Lastly, I would like to dedicate this book to gamers everywhere. No matter who you are, where you come from, or how you identify yourself, this book is for you. Ultimately, the **Book of Heroic Races** is about diversity. Whether you see yourself with fur or feathers, as an old soul, as the offspring of an unholy union of human and monster, as a product of someone else's manipulation or the result of your own choices, as a technological adept surrounded by those stuck in the past, as someone whose views are sometimes called primitive, as someone who keeps another side of themselves hidden from the world, as someone who needs a little magic just to walk on land, as someone who is different from everyone around them, or as one of those who soar with the dragons, we hope that you can find some aspect of yourself in this book. This book is for you.

This book has been a true labor of love for so many writers, artists, editors, and even those who had to bear my questions about whether or not something sounded right. Without a doubt, this book has been the most passion-infused book I have ever worked on, and I would like to thank each and every single person that contributed to this book, in large and small ways. We could not have made a book this wonderful without all your help. Thank you.

Like I said above, we hope that you can find an aspect of yourself inside these pages. Take your time and enjoy reading these different races. We hope that you have the courage to play a race that speaks to you. We also hope that you try out a race you are merely curious about but have never considered before. Who knows—you may have fun with it and awaken an aspect of yourself you never knew you possessed.

The races included in this book are androids, catfolk, changelings, elans, gillmen, lizardfolk, merfolk, samsarans, skinwalkers, tengus, wyrwoods, and wyvarans. Each race's section includes a short piece of fiction, descriptions of the race and their culture, character options unique to the race, details of their deities and philosophies, new spells and psionic powers, new magic items, ways to incorporate the race into your game, and NPCs to quickly get members of the race into your game right away.

For those that are looking forward to the *Starfinder Roleplaying Game* coming out soon, we also included some new technological items and characters options for some of the races in this book. We hope that you have fun with them and are excited for this new game, and that you will consider **Jon Brazer Enterprises'** products for inclusion in your *Starfinder* game as you currently do for your *Pathfinder* game.

Dale C. McCoy, Jr.
President, Jon Brazer Enterprises
February 2017

How to Use

This book presents a number of new options you can use to create new characters for your game. However, your game master may choose to alter or disregard portions of this book, so it is best to ask him or her first before utilizing the options presented herein.

The classes and options presented here can be found in the following books:

Pathfinder Roleplaying Game Core Rulebook: barbarian, bard, cleric, druid, fighter, monk, paladin, ranger, rogue, sorcerer, wizard

Pathfinder Roleplaying Game: Advanced Players Guide (^{APG}): alchemist, antipaladin, cavalier, inquisitor, oracle, summoner, witch

Pathfinder Roleplaying Game: Ultimate Magic (^{UM}): magus

Pathfinder Roleplaying Game: Ultimate Combat (^{UC}): gunslinger, ninja, samurai

Pathfinder Roleplaying Game: Advanced Race Guide (^{ARG}): no new classes

Pathfinder Roleplaying Game: Ultimate Equipment (^{UE}): no new classes

Pathfinder Roleplaying Game: Advanced Class Guide (^{ACG}): arcanist, bloodrager, brawler, hunter, investigator, shaman, skald, slayer, swashbuckler, warpriest

Dreamscarred Press' Ultimate Psionics (^{UP}): aegis, cryptic, dread, marksman, psion, psychic warrior, soulknife, tactician, vitalist, wilder

Rogue Genius Games' Genius Guide to the Time Thief (^{TT}): time thief.

Advanced Androids



Returning Home

Without warning, he was suddenly...aware. A locomotive urge swelled inside him, and slowly, he pulled himself up from the ground for the first time, with such ease as though it were the hundredth. He blinked eyelids that were at once new and old and scanned the room, taking in a scene of strange materials, frayed wiring, and angular, metallic boxes adorned with blinking lights. A low hum seemed to hang all around him. He had no idea where he had awoken and stood still, trying to process the fact that "he" suddenly existed at all until his eyes caught sight of something peculiar: propped up in one corner of the room sat a body. He didn't know how he knew it was a body, but he did. Cautiously, he took a step—something he surprisingly found that he knew how to do—and then several more until he was in the corner, kneeling over the body.

As he examined it, he instinctively knew it to be female. Garbed in simple traveler's clothing, strange markings ran up and down her bare arms. Curiously, he extended a hand and ran his fingers along a particularly enchanting pattern, only to notice for the first time similar spiraling marks running along his own flesh. He closed his eyes reflexively, and a torrent of images and concepts flooded his mind: places, things, and types of people, a wellspring of new information that seemed to flow for an eternity. After a time, he shuddered and shook his head, opening his eyes armed with new understanding.

"He" was an android, and so, at one point, had been the figure before him, the body of which was in a state of self-repair. He, however, found himself inside an active vessel, one that had seemingly been active before, designated only as Unit Thirty-Seven. A name? It would do. He stood with a now-concrete sense of self and, realizing this place held nothing for him now, walked from the room, leaving behind the other android without another thought.

"Sev! You're daydreaming again." A familiar, melodic voice roused him from the memory and was soon followed by the never-understood—but also familiar—gesture of her hand resting on his left shoulder.

He turned his bald head to look back at the green-haired, copper-skinned elven woman, who called herself Valyndra. "Thirty-Seven, Valyndra. Thirty-Seven. You have forgotten once more," he said, his monotone voice betraying neither irritation nor the warmth of friendship. Standing, he looked across the small camp they had set, noting that his companion had done the work of stamping out the fire and gathering her things. "I see that you are ready to depart, though I must again state that your insistence that we return to the ruins is unnecessary. There is nothing we have need of there."

Shaking her head and rolling her eyes—more pointless gestures—Valyndra adjusted her pack and checked her brown leather boots. "We've been over this before, Sev. Whether you care or not, I don't think it's right to leave her there, and besides, who knows what we might find inside? You already admitted you didn't take a look around. Let's go." Grabbing her longbow, she started back toward the road, and called back, "With luck, we should make it by the day's end!"

Kneeling down, Unit Thirty-Seven retrieved his own pack and slung it over one shoulder. Unfathomable as she was, Valyndra was right, as usual. They were about eight miles from the great, ancient dome by his estimation, which meant that, by nightfall, they would have come to the place of his awakening.

As they walked, Valyndra talked on and on, as always, while Thirty-Seven turned his mind quietly toward the task at hand. Though he had faced no opposition when he left the dome five years ago, he knew gaining entry would likely prove more difficult. Logically, the ruined complex would possess defenses, though he could not be certain that any of them remained active. Even if the dome had been rendered inert, it could have become home to any number of dangers in the years since his departure. As such, his connection to the place, and his own story being that which propelled Valyndra to explore the location, meant that Unit Thirty-Seven should be the one to accompany her. Logically.

Over the course of the next several hours, they left the beaten path, cutting across vast fields of tall and wild green, narrowly avoiding confrontations with larger specimens of the local wildlife. All the while, Unit Thirty-Seven kept analyzing. After concluding that he had considered all possible outcomes regarding the dome's defenses, he began to count the minutes of their journey while the elven woman rattled on, with most of her musings barely registering to Thirty-Seven through the intensity of his focus. It wasn't until his internal clock reached the 463rd minute of their journey that her repeated and insistent calls of "Sev! Sev!" finally got his attention.

"Are you even listening to me?" she asked, pointedly, with her hands on her hips—a pose Thirty-Seven had come to learn meant she was distressed about his behavior, even if he rarely understood why.

He shook his head—stiffly. "I have been considering the possibilities for danger. We are very nearly arrived."

Valkyra sighed and smiled, letting her arms relax. "Of course you were. I had been trying to ask you about the woman—the other android...what was that word?"

"Vessel—or more accurately, chassis," he offered helpfully as he began to walk on ahead.

Catching up to him in a few quick strides and then matching his pace, Valyndra continued, “Chassis...that’s such a cold word, don’t you think, Sev? So...lifeless.”

“Logically, Valyndra,” he returned, and as the dome began to come into view on the horizon, he began once more to filter out her questions, focusing intently on the task at hand. Concealed as it was under a veil of carefully seeded wild grasses, the dome appeared to be little more than another hill on the landscape. A hidden entrance granted passage into the complex itself, which extended down into the earth for perhaps a mile. This much Thirty-Seven remembered from his own exodus, but he had no sense of the place’s purpose. Perhaps the two of them would discover it, he mused—something he did only rarely and even then undoubtedly due to Valyndra’s influence.

Before long, they had circled around to the northern side of the dome. Unit Thirty-Seven paced for several moments, examining the patterns in the grasses for signs of the entrance as Valyndra stood guard quietly, providing a moment’s reprieve for her android companion. It took some time to find the telltale signs, but when he did, he knelt down and carefully examined the seam in the door, running his hand along it to find the latch. The construction proved deceptive, however, and he was soon intently focused on the problem—so intently that he only barely registered the elf’s frantic call of “Sev!” before several hundred pounds of tiger slammed into him with a great roar.

The impact sent Thirty-Seven rolling across the ground and in the blink of an eye, the huge beast was upon him. Pinned as he now was, the android had little room to maneuver. He could just make out Valyndra in the corner of his eye, her bow trained on the pair. Hesitation held her shot, however—no doubt she was afraid of hitting the wrong target. Wrestling his arms free from the prison of the animal’s weight, he did his best to create at least a little space as it battered and clawed at his face. Unlike his companion, he had no fear—struggles such as these were his very purpose. Focused and resolute, he drew on the energy reserves of his inner nanites, and his circuitry-tattoos lit up with a bright flash. Two cackling blades of raw energy suddenly materialized in his hands; summoning all his strength, he shoved them upwards into the feline’s torso, driving the weapons through its hide. Sparks flew between them and flesh burned.

With a roar of pain, the tiger’s jaw clamped down at Thirty-Seven’s head, but the wound had dulled its ferocity, giving him enough time to shift aside and ultimately roll out from under it. He scrambled to his feet, the twin glowing blades still tightly in his grip, and the tiger looked at him in pained anger. Calmly, they circled one another, hunter and prey, affording Thirty-Seven a moment to examine

his foe more carefully. A strange viscous liquid—blood, but yet not blood—oozed from the cat’s belly wound, and the creature seemed ultimately undeterred by the damage. His own face and torso bore a number of gashes, dripping what he realized was the exact same liquid. He nodded in understanding and took a defensive posture, waiting for it to finally strike.

Moments later, however, the rapid twanging of a longbow sounded from behind him, and two arrows flew past, lodging in the beast’s skull, piercing the bone and where its brain would have been. Valyndra cried out in victory as the creature slumped to the ground, but she was soon at her friend’s side, concerned. “Sev! Are you alright?” She put her hand on his shoulder again, and he still did not understand why.

He nodded slowly, brushing the blend of oils that passed for his blood from his face with his sleeve. “Yes, I’m fine. Nothing a night’s rest won’t repair. There will probably be worse inside,” he said, shrugging off her hand and going back to the door of the complex.

“Worse? You think the place is overrun with animals?” she questioned incredulously. When Thirty-Seven declined to answer, she went over to the beast and knelt down, wondering if she could salvage its hide for tanning. As she got a clear look at the wounds in its body and the obviously synthetic material within, she gasped.

“Now you see,” he finally answered, as he managed to open the hatch into the dome. “Not a real tiger at all, but a facsimile of one. Part of the complex’s defenses. Whatever is inside will not seem so familiar.”

Valyndra rose, her face somewhat pale, and returned to Thirty-Seven’s side. “All right, then. Are we ready?” She took a deep breath and forced a smile, which had the side effect of calming her nerves.

He pulled the hatch up the rest of the way and motioned for Valyndra to go inside. “What is it that the humans say? Ladies first?” Something in her demeanor made him almost feel concerned, at least for a moment.

In spite of herself, she laughed. “They do say that, but we elves don’t! Come on, Sev, let’s go find your sister.” She leapt down into the darkness.

“She’s not my—” He started to retort, but Valyndra was already bolting ahead down below, the sound of her boots on the metal floor echoing loudly enough for him to hear up above. Shaking his head, Unit Thirty-Seven lowered himself down carefully and hurried after her.

Androids

Racial Traits

Tracing ultimately back to technological ruins, androids are not born as are most other races, but nor are they made, as are construct races such as the wyrwood or the psionically-created elans. Perhaps best thought of as “ensouled machines,” a living android is the result of a mortal soul inhabiting an effectively-immortal android body, which may have housed many souls over the centuries. Consequently, androids occupy a strange gray area between that of most humanoid races, who have bodies that deteriorate, and constructs such as golems, which lack souls altogether.

Android Racial Traits

Androids have the following racial traits.

+2 Dexterity, +2 Intelligence, –2 Charisma:

Androids have swift reflexes and are very intelligent, but have difficulty relating to others.

Humanoid: Androids are humanoids with the android subtype.

Medium: Androids are Medium creatures and receive no bonuses or penalties due to their size.

Exceptional Senses: Androids have darkvision out to a range of 60 feet and low-light vision.

Alert: Androids gain a +2 racial bonus on Perception checks.

Constructed: For the purposes of effects targeting creatures by type (such as a ranger’s favored enemy and *bane* weapons), androids count as both humanoids and constructs. Androids gain a +4 racial bonus on all saving throws against mind-affecting effects, paralysis, poison, and stun effects, are not subject to fatigue or exhaustion, and are immune to disease and sleep effects. Androids can never gain morale bonuses, and are immune to fear effects and all emotion-based effects.

Logical: Androids have problems processing emotions properly, and thus take a –4 penalty on Sense Motive checks.

Nanite Surge: An android’s body is infused with nanites. Once per day as an immediate action, an android can cause her nanites to surge, granting a bonus equal to 3 + the android’s character level on any one d20 roll; this ability must be activated before the roll is made. When an android uses this power, her circuitry-tattoos glow with light equivalent to that of a torch in illumination for 1 round.

Languages: Androids begin play speaking Common. Androids with high Intelligence can choose any additional languages they so desire (except for secret languages such as Druidic).

Physical Description: Superficially, androids resemble humans, sharing their general physical shape and other characteristics, such that in crowded urban communities, androids pass for locals with ease. Two things set these strange beings apart from humans, however, and both hint at their technological origins. An android’s eyes shimmer with a kind of metallic glow, and strange subdermal biocircuitry snakes across his skin, in patterns that resemble ritualistic or otherwise symbolic tattoos. Android bodies are entirely synthetic, made from strange materials and crafted to resemble human bones, muscles, and organs with surprising accuracy. Their bodies even contain systems of artificial nerves and veins, through which flow electrical impulses and a metallic oil not unlike blood, respectively. Androids come in the same range of shapes and sizes as



humans do, with the average android being about 6 feet tall and weighing perhaps 200 pounds.

Society: Though they share the same mysterious technological origins, androids do not often congregate the way other humanoid races do, as their general lack of empathy complicates the formation of societal bonds. As such, androids are usually solitary individuals who blend quietly into human communities and keep to themselves. Some, emotionless as they are, live instead as lone hermits or nomads, wholly unable to connect with other sentient beings. Small enclaves of androids do occasionally form near ancient ruins believed to be connected to their origins, however. Such enclaves are normally bound together through research into android history and the exploration of the places that seem to give “birth” to them.

Alignment and Religion: Steeped as they are in technological artifice, androids are most comfortable when things are codified and structured. Many androids are lawful, and because they have difficulty with empathy, they are often neutral with respect to good and evil. Chaotic androids are rare and usually anomalous. Contrary to expectations, androids can sometimes be surprisingly pious individuals. The mysteries of their origins and the strange ways that souls interface with their synthetic bodies lead many androids to seek answers from the divine. They can be found worshipping or even serving deities of knowledge. Others devote themselves to the veneration of the soul itself, since an android’s soul, rather than her body, is the truest marker of her identity. A number of these androids have begun to follow the philosophy of the Final Cause, seeking purpose and meaning behind their existence.

Names: Android common names vary about as widely as those of humans do, since most of them take human names to blend in among them. An android’s name is normally self-chosen once the individual has become accustomed to her synthetic body. In addition to this chosen name, each android has another appellation: the identifier for her body and the processes that maintain it. While the chosen name used by the soul inhabiting an android body normally changes over the centuries, this identifier is constant, conveyed to a new soul sometime after its awakening as an android by the body itself. These “names” vary considerably. One android’s body might be identified with a simple unit number, while another might be named for an animal or plant, and still another could be identified with a flowery turn of phrase or an enigmatic word pairing. Whether androids share their identifiers varies from android to android, with some never feeling cause to and others using them as nicknames, substitutions for surnames, or even as their primary name.

Identifiers: #60091, Blue Fox, Ghost, Last Horizon, Prophet, Willow.

Androids, Emotions, and Morale Bonuses

Coldly rational artificial intelligences are a common trope in speculative fiction, a trope with a lot of influence on the android race, but it’s important to remember that unlike constructs, androids are in fact humanoid beings, thanks to the souls that they possess. This means that androids are capable of feeling emotions, such as apprehension or even love. As such, we’ve decided to rename the emotionless racial trait to “logical” to better represent this important distinction.

It’s also worth noting that, when it comes to game mechanics, androids cannot benefit from morale bonuses, which has impact on a number of class abilities and spells, including but not limited to the effects of a barbarian’s rage, the bonuses provided by some cavalier orders, and the bonuses provided by a wilder’s euphoric surge. If you want to play an android character of one of these classes or who can benefit from morale bonuses provided by your party members, consider using the anomaly alternate racial trait.

Traits

The following race traits are available for androids.

Memory Banks: Your body’s circuitry maintains records which you have learned to access. You gain a +1 trait bonus on Knowledge (history) checks, and Knowledge (history) is always a class skill for you.

Overclocked: Your biological circuitry runs with extreme efficiency, making you ever ready for action. You gain a +2 trait bonus on initiative checks.

Alternate Racial Traits

Anomaly: Sometimes, a particularly volatile soul can overwhelm the technology of an android body, making the resulting individual subject to emotions, and greatly so. Anomalous androids suffer a –2 racial penalty on saving throws against all mind-affecting effects, emotion effects, and fear effects but can gain the benefits of morale bonuses and suffer no penalty on Sense Motive checks. Additionally, Bluff and Sense Motive are always class skills for them. This racial trait modifies constructed and replaces logical.

Conduit: Rarely, an android’s circuitry is built to act as a potent conduit for divine power. Androids with this trait treat their Charisma score as 2 points higher for the purpose of the channel energy and lay on hands class features, and also for oracle class features (including both spellcasting and revelations). Furthermore, conduits treat their caster level as 1 higher when casting *cure* and *inflict* spells. This racial trait replaces nanite surge.

Factual: While most androids have difficulty processing emotions, others instead have an inability to imagine things outside of physical and factual reality, making it difficult for them to deceive others. Such androids suffer a -4 penalty on Bluff checks. This racial trait replaces logical.

Ironspy: Android bodies built for stealth and infiltration employ camouflage circuitry, foregoing the capacity for a nanite surge, since the resulting display can compromise delicate missions. Androids with this trait reduce the penalty for using Stealth while moving at full speed by 5 and reduce the Stealth check penalty for sniping by 10. This racial trait replaces nanite surge.

Magitech: Some androids possess circuitry infused with magical energies, which allow them to better channel arcane power. Androids with this trait choose a bloodrager or sorcerer bloodline at 1st level and treat their Charisma score as 2 points higher for all bloodrager and sorcerer class abilities (including spellcasting) if they have that bloodline. Androids with both bloodrager and sorcerer class levels gains this benefit for both bloodlines if they have the same bloodline for each class. Additionally, magitech androids gain a +2 racial bonus on Spellcraft checks. This racial trait replaces nanite surge.

Society and Lands

Aging and Death: Though android bodies do not generally die unless deliberately destroyed, the combined

entity of an android body and the soul it houses does undergo something akin to death. As an android ages, the processes that maintain the links between her body and her soul begin to deteriorate (resulting in behavioral patterns not unlike those of elderly humans), ultimately culminating in the shutdown of the body, at which point the soul is ejected and free to journey on to whatever awaits it beyond. After a period of self-repair, android bodies normally reactivate and are re-inhabited by a new soul. Typically, an android “lives” for about a century before her body shuts down.

Androids themselves do not normally mourn their “dead,” as strong emotional attachments tend to be rare for them. When an android’s body shuts down among her fellows, the body is generally transported to a remote location so that it can undergo its self-repair routines safely. Androids favor abandoned ruins for this purpose, both technological and mundane, and those rare android communities tend to settle close enough to suitable locations that particular stretches of ruins can become known as “android graveyards” to locals aware of them.

After an android body completes its self-repair routines, it becomes ready to house a new soul, and once a soul joins with it, a new android is “born.” Typically, body and soul need only a day or two to become acclimated to one another, as android bodies were designed long ago to connect with appropriate souls with great efficiency. Once acclimated, a newly awakened android is aware of her body’s identifier and typically chooses a name for herself, drawing on the body’s memories for context. If the new android has arisen near an android settlement, she will typically be aware of this fact and seek out that community. Otherwise, she finds herself alone and must make her way in the world without guidance.

Arts and Crafts: Though androids are not widely known for their artistic endeavors, some among them become skilled tattoo artists out of practicality. With an android’s circuitry-tattoos being their most notable feature, many of them find that incorporating these patterns into actual tattoos gives them a more human appearance. Like their circuitry tattoos, these tattoos often take the form of abstract patterns, rather than pictures or words. Anomalous androids favor less abstract tattoos, however.

Communities and Settlements: Androids rarely congregate in communities. When they do, they nearly always have a greater purpose in mind, with exploration and research of ancient ruins being the most common goal that brings them together. Such settlements are usually within a day or two of some promising site to facilitate ease of research. Other sorts of android settlements are even scarcer, and these are normally formed as a defensive measure in lands where locals are particularly hostile to androids.



Table 1-1: Height/Weight Table

Gender	Base Height	Base Weight	Modifier	Multiplier
Male	4 ft. 10 in.	120 lbs.	+2d8	x5 lbs.
Female	4 ft. 5 in.	85 lbs.	+2d8	x5 lbs.

Table 1-2: Random Starting Age

Adulthood	Intuitive	Self Taught	Trained
15 years	+1d4	+1d6	+2d6

Table 1-3: Aging Effects

Middle Age	Old Age	Venerable	Max Age
35 years	53 years	70 years	70+2d20 years

Love and Mating: Androids have no practical reason to mate since they cannot reproduce, though most android bodies possess facsimiles of the necessary human organs, allowing them to engage in sexual activity, both among themselves and with other humanoid races. Even so, androids rarely do, since emotional and physical pleasures are of little import to them. Anomalous androids are more likely to develop lasting bonds and partnerships than their fellows, given that they better understand matters of the heart.

Magic: Androids see magic as a tool like any other, and their natural intelligence lends well to the art of wizardry. They rarely become bards, since the subtleties of music and performance are difficult for them to grasp. Though androids do not have natural bloodlines, some of their bodies are constructed with special circuitry capable of channeling arcane power. Such “magitech” androids are often sorcerers.

Divine magic is not often practiced among androids, but as with all souls, they are occasionally driven to serve something greater than themselves. Android clerics often serve deities of knowledge, though some instead adhere to philosophies centered around the mysteries of souls or life in general. Androids rarely become druids or other divine spellcasters with ties to the natural world, synthetic as they are.

Relations: Androids have interacted with many races over the centuries and possess different relations with each.

Gnomes: Androids find gnomes to be incessantly annoying. They have no time for practical jokes and frivolity, nor do they care to answer the hundreds of questions gnomes often have about them. Gnomes find android personalities to be even duller than those of the other “big” races, and many of them try to break what they see as an android’s emotional wall through humor, only to fail miserably at the task.

Humans: Androids sometimes feel jealous of humans, since they are, in some sense, imitations of that ubiquitous race. However, their lack of emotional understanding often prevents them from realizing their own envy, causing some to lash out against or resent humans. Most androids, however, realize the benefits of blending in among humankind and so try to live peacefully in human settlements. Humans, for their part, only rarely recognize androids for what they are, with their reactions to them ranging from scientific curiosity to abject horror. Humans sometimes find their sense of identity and purpose greatly shaken when they learn of the existence of androids, which can make them suspicious or outright hostile toward them.

Samsarans: Whereas an android’s body houses many souls over the centuries, a samsaran’s soul inhabits many bodies over the same span of time. Samsarans find androids discomfiting, as they seem to them to represent something of a foil to their own existence and quest for harmony. Androids, for their part, do not understand the samsaran obsession with spiritual enlightenment and find their penchant for deriving lessons from their past lives and moralizing pointless.

Wyrwoods: Androids and wyrwoods share a certain sort of kinship, since both races are created and also highly logical beings. Androids understand wyrwoods better than they do most other races, and on the rare occasions when the two races interact, things usually proceed amicably. In mixed company, an android and a wyrwood will often engage in long discussions over some topic of mutual interest, since they think more like one another than either of them thinks like other humanoids. Androids are still more like other humanoids than wyrwoods, however, as their souls give them a measure of mortality—something completely alien to the wholly constructed wyrwoods.

Adventurers: Androids can adventure for a variety of reasons, with their motivations being about as varied as those of humans. Many of them are driven to explore ancient ruins, seeking the secrets of their own origins or

to find others of their kind, dormant and waiting for new souls. Androids also recognize the value of money and power in a practical sense and may be driven to adventure to acquire one or both of them.

Alchemist: Keenly aware that synthetic concoctions power their very existence, androids approach the practice of alchemy with great drive. Many such alchemists experiment with formulae and mutagens with the goal of better understanding the nature of their own existences.

Cryptic: An android's logical mind is highly prone to pattern-seeking, which lends those androids whose souls have a psionic spark well to the path of the cryptic. Some android cryptics, commonly called wireminds, tap into the power of their circuitry, using it to augment their psionic prowess.

Oracle: Android oracles are exceedingly rare, but every so often, a god or some other power places its mark on a soul before it joins with an android body. Such souls are normally drawn to android bodies that are suitable conduits for divine power, and once embodied, they revel in mystery and revelation with a zeal quite uncommon among androids.

Rogue: Naturally agile and keen of mind, androids make excellent rogues. Those androids with ironspy circuitry modifications often find work as agents and runners for governments and military organizations.

Slayer: Practical and often unemotional, androids find the work of the slayer less distasteful than other humanoid do. Android slayers often act as hired killers or mercenaries, tracking their prey with cold, calculating intelligence.

Racial Options

Racial Archetypes

Androids can make use of these archetypes.

Living Weapon

The civilization that created the first android bodies specialized a certain model for combat and combat alone. While many of these units have not survived to the present day, a living weapon is occasionally found deep within remote ruins. Built with specialized circuitry and nanites capable of producing weapons made from raw energy, androids of this type make masterful assassins, bodyguards, and sellswords.

Associated Class: brawler

Associated Race: android

Replaced Abilities: unarmed strike, maneuver training, knockout, brawler's strike, close weapon mastery, awesome blow, improved awesome blow

Modified Abilities: brawler's flurry

Brawler's Flurry (Ex): A living weapon can perform a brawler's flurry with any combination of unarmed strikes, weapons from the close fighter weapon group, or any energy weapons she creates. She cannot perform a brawler's flurry with a special monk weapon.

Create Energy Weapons (Su): As a move action, a living weapon can form up to two semi-solid weapons composed of raw energy, powered and reinforced by her circuitry and nanites. These weapons can take the form of a handaxe, short sword, any simple weapon, or a weapon from the close fighter weapon group. If the living weapon uses these energy weapons with her brawler's flurry or Two-Weapon Fighting, she suffers any applicable penalties as normal.

An energy weapon lasts indefinitely but dissipates if it leaves her hand or if she dismisses it as a free action. The living weapon's circuitry can maintain up to two energy weapons at once; if she attempts to create more, any existing energy weapons she is wielding dissipate.

Improved Energy Weapons (Su): At 3rd level, any energy weapons the living weapon creates possess a +1 enhancement bonus on attack and damage rolls. At 7th level and every 4 levels thereafter, this enhancement bonus improves by +1, to a maximum of a +5 enhancement bonus at 19th level.

Malleable Weapons (Ex): Once she reaches 4th level, the living weapon can create energy weapons as a swift action, rather than a move action. At 10th level, she can use a swift action to change an energy weapon she has already created from one type of weapon to another (such as from a handaxe to a short sword). At 16th level, she can create or change the type of her energy weapons as an immediate action.

Augmented Energy Weapons (Su): Beginning at 5th level, the living weapon unlocks subroutines that can direct a greater flow of power to her energy weapons. Any energy weapons she creates gain the *shock* special property, dealing 1d6 electricity damage on a successful hit. At 9th level, her energy weapons are also treated as *ghost touch* weapons. At 13th level, her energy weapons gain the *shocking burst* property, and finally, at 17th level, they gain the *keen* property.

Finishing Strike (Ex): At 16th level, the living weapon can overload her energy weapons in an attempt to instantly kill a creature. She can use this ability once per day and must decide to use it before making her attack roll. On a successful hit with an energy weapon that deals damage, the target must succeed on a Fortitude saving throw (DC 10 + 1/2 the living blade's level + the higher of her Strength or Dexterity modifiers) or die. Creatures immune to critical hits are immune to the living weapon's finishing strike.

After using this ability, any active energy weapons dissipate, and the living weapon must wait 1d4 rounds before creating further weapons.

At 20th level, the living weapon can use this ability twice per day.

Nanoshade

While androids, ensouled as they are, can harness and manipulate *ki* just as any other race can, the subtle nature of meditation can prove difficult for them. As such, over the centuries, a discipline has arisen among androids that superficially resembles the arts of ninjutsu. Where traditional ninjas harness their inner *ki* much as monks do, android nanoshades instead learn to master the nanites infused in their bodies.

Associated Class: ninja

Associated Race: android

Replaced Abilities: *ki* pool

Modified Abilities: ninja tricks, hidden master

Nanite Reserve (Ex): At 2nd level, a nanoshade gains a nanite reserve that he uses to augment his abilities. The number of points in the nanoshade's nanite reserve is equal to $1/2$ his level + his Intelligence modifier. As long as he has at least 1 point in his nanite reserve, whenever he uses his nanite surge racial ability, the nanoshade may prevent the illumination of his circuitry-tattoos as a free action. Additionally, while 1 point remains in his reserve, the nanoshade's nanites enhance his reflexes, increasing his base speed by 10 feet. At 10th level and again at 16th level, his base speed improves by an additional +10 feet so long as he has 1 point in his nanite reserve.

By spending 1 point from his nanite reserve as a swift action, a nanoshade can make one additional attack at his highest attack bonus, but he can do so only when making a full attack. In addition, he can spend 1 point from his nanite reserve as an immediate action to cause his nanites to take a rigid formation, bolstering his body against attack and granting him DR 5/— for 1 round. Finally, he can spend 1 point from his nanite reserve as an immediate action to use his nanite surge racial ability, even if he has already used it once per day.

The nanoshade's nanite reserve replenishes itself through self-repair after 8 hours of rest; these hours need not be consecutive.

Ninja Tricks: If a nanoshade chooses a ninja trick or advanced ninja trick that uses or otherwise interacts with a *ki* pool, he instead uses his nanite reserve for that ability. Additionally, the nanoshade may use his Intelligence modifier in place of his Charisma modifier for any ninja tricks and advanced ninja tricks that require it. Nanoshades can also take the following ninja trick:

DISRUPTIVE NANITES

Type poison, injury; **Save** Fortitude DC 13

Frequency 1/round for 6 rounds

Effect 1d2 Con damage; **Cure** 1 save



Intrusive Nanites (Ex): A nanoshade with this trick can spend 1 point from his nanite reserve to coat a weapon with disruptive nanites which infest any inflicted wounds, disrupting an affected creature's biology. As an immediate action on a successful attack with a weapon coated in disruptive nanites, the nanoshade can spend an additional point from his nanite reserve to increase the save DC of the poison to $10 + 1/2$ his class level + his Intelligence modifier or to increase the duration of the poison to 1 round for each class level he possess.

Hidden Master: Using the *invisibility* portion of this ability requires the use of 3 points from the nanoshade's nanite reserve. It otherwise functions as normal.

Thought Scribe

Tattoo artistry is a practical pursuit for many androids, and some psions among them take the art further, becoming specialists in the creation and use of psionic tattoos. Sometimes called thought scribes, these psions learn to weave these tattoos into their own circuitry with psionic energies, creating a reserve of psionic effects they have available at all times—even when their mental reserves are depleted.

Associated Class: psion

Associated Race: android

Replaced Abilities: discipline, discipline abilities

Psionic Circuitry (Su): The thought scribe's biological circuitry hums with psionic energy. The thought scribe's powers show up on his body in the form of tattoos that intertwine and interact with his circuitry-tattoos, not unlike a cryptic's pattern designs. When making a Spellcraft check related to a psionic power he knows, the thought scribe gains a competence bonus equal to his class level.

The thought scribe's known powers can be identified with a Spellcraft check with a DC equal to 10 + double the power's level. These tattoos do not count against the number of psionic tattoos the thought scribe can safely wear.

When the thought scribe manifests one of his powers, his circuitry-tattoos glow just as if he had used his nanite surge racial ability. He can suppress this glow by spending an additional power point whenever he manifests a psionic power.

Scribe Tattoo: At 1st level, the thought scribe gains Scribe Tattoo as a bonus feat. He does not need to meet the prerequisites for this feat.

Extended Tattoo (Su): Beginning at 2nd level, the thought scribe can use the psionic energy of his circuitry to extend the effects of his psionic tattoos. A number of times per day equal to his Intelligence modifier, he can cause any psionic tattoo he activates that does not have an instantaneous duration to function at twice its normal duration.

Swift Artistry (Ex): At 2nd level, the thought scribe can scribe psionic tattoos on his own body in one hour, rather than in one day.

Efficient Artistry (Ex): Once he has reached 7th level, the thought scribe can scribe a psionic tattoo on his own body with raw materials costing only one-fourth of the tattoo's base price, rather than one-half of the tattoo's base price.

Enhanced Tattoo (Su): Upon reaching 8th level, the thought scribe's circuitry can further enhance the power of his psionic tattoos. A number of times per day equal to his Intelligence modifier, he can cause any psionic tattoo he activates to function at a manifester level equal to his class level.

Instant Artistry (Su): At 12th level, the thought scribe gains the ability to scribe psionic tattoos instantaneously. Once per day, assuming he has the necessary materials on hand, the thought scribe can scribe a psionic tattoo on his own body as a standard action. Using this ability requires that the thought scribe expend a number of power points equal to double the cost of the power to be placed in the psionic tattoo. At 17th level, the thought scribe can use this ability twice per day.

Eternal Tattoo (Su): When a thought scribe of 14th level activates a psionic tattoo that he extends, the effects of that tattoo become permanent, sustained by his circuitry, until he chooses to make another tattoo effect permanent.

Conserve Tattoos (Su): At 20th level, the thought scribe's circuitry further reinforces his psionic tattoos, allowing them to be activated without being consumed. A number of times per day equal to his Intelligence modifier, when he activates a psionic tattoo, the tattoo is not consumed, allowing the thought scribe to activate the tattoo again.

Wiremind

Androids, being hyper-logical, naturally see the patterns and structure in all things, and those who become cryptics and investigate the hidden patterns in the world around them sometimes turn their exploration inward toward the intricate patterns of their own circuitry. These wireminds learn to spread their mind's energies throughout their biological circuitry, gaining greater insight into their own psionic potential.

Associated Class: cryptic

Associated Race: android

Replaced Abilities: trapfinding, trapmaker, swift trapper

Modified Abilities: pattern designs

Mind and Body: Through meditation, the wiremind harnesses the power of his circuitry to enhance his mental capabilities. He adds 1/2 his level to Autohypnosis checks made to memorize and to recall information (minimum +1). He also adds this bonus on Knowledge (psionics) checks.

Pattern Designs (Su): A wiremind's powers show up on his body as tattoos much as they do for other cryptics, but these designs intertwine and interact with his circuitry-tattoos, giving him an intimate familiarity with his own abilities. When making a Spellcraft check related to a psionic power he knows, the wiremind gains a competence bonus equal to his class level.

Circuitry Focus (Su): Beginning at 6th level, the wiremind can psionically focus his circuitry in the same manner which he normally gains psionic focus. Whenever he would need to expend or maintain psionic focus for an effect, he can expend or maintain his circuitry's psionic focus instead.

New Alchemist Discovery

Android alchemists can choose the following new discovery.

Nanite Storage (Ex): When the alchemist drinks a potion, he can elect to have his nanites store it instead of

immediately receiving its effects. If he does so, he can later release the potion as a swift action, gaining all its benefits as if he had drunk it normally. The alchemist can hold a potion in nanite storage for up to a number of hours equal to his Intelligence modifier.

New Barbarian/Skald Rage Power

Android barbarians can choose the following new rage power.

Nanite Reinforcement (Ex): While raging, the barbarian can expend a daily use of his nanite surge racial ability, employing them so that he can sustain a high level of exertion. When the barbarian uses this ability, he does not gain the fatigued condition at the end of his rage.

New Rogue/Slayer Talent

Android rogues and slayers can choose the following new talent.

Cloaking (Ex): The rogue or slayer's skin and circuitry-tattoos can blend in with her surroundings. For a number of minutes per day equal to her Intelligence modifier, she can gain a +4 enhancement bonus on Disguise and Stealth checks. These minutes need not be consecutive, but must be consumed in one-minute intervals. Activating this ability is a swift action.

New Advanced Rogue/Slayer Talent

Android rogues and slayers can choose the following new advanced talent.

Improved Cloaking (Ex): While the rogue or slayer's cloaking ability is active, she can slow down her body's internal functions and movement, allowing her to use Stealth to evade detection even by creatures with blindsense, blindsight, and tremorsense. Such creatures still need to make Perception checks to detect her while she is cloaked. The rogue or slayer must have the cloaking talent before choosing improved cloaking.

Racial Feats

Many androids make use of the following feats.

Conductive Body

Your body can conduct and diffuse even sudden bursts of electricity.

Prerequisite: Con 15, Toughness, android.

Benefit: You gain electricity resistance 5.

Extra Nanite Reserve

You can use your nanite reserve more often.

Prerequisite: Android, nanite reserve class feature.

Benefit: Your nanite reserve increases by 2.

Special: You can gain Extra Nanite Reserve multiple times. Its effects stack.

Extra Nanite Surge

You can use your nanite surge ability more often.

Prerequisites: Android, nanite surge racial trait.

Benefit: You can use your nanite surge one additional time per day.

Special: You can take this feat more than once. Its effects stack, granting you an additional daily use of your nanite surge each time you take it.

Formula Mastery

You have learned to store a selection of formulae within your circuitry routines and can prepare their extracts without referencing your formula book.

Prerequisites: Alchemy class feature, android.

Benefit: Each time you take this feat, choose a number of formulae that you already know equal to your Intelligence modifier. From this point on, you can prepare these extracts without referring to a formula book.

Normal: Without this feat, you must use a formula book to prepare all of your extracts.

Improved Conductive Body

Electricity energizes your nanites, accelerating your body's self-repair routines.

Prerequisite: Con 15, Conductive Body, Toughness, android.

Benefit: Whenever you take electricity damage that exceeds your electricity resistance, you gain fast healing 1 for a number of rounds equal to your Constitution modifier.

Magitech Spell (Metamagic)

You can infuse your spells with crackling energy from your circuitry.

Prerequisite: Elemental Focus (electricity) ^{APG}, android.

Benefit: A magitech spell deals 1d6 points of electricity damage per spell level, in addition to any damage it normally deals. A successful Reflex save (whether or not the spell normally allows a save) reduces this extra damage by half.

A magitech spell uses up a spell slot two levels higher than the spell's actual level.

Overcharged Strike

You can bolster your unarmed strikes with bursts of electricity from your circuitry.

Prerequisites: Con 13, Wis 13, Elemental Fist ^{APG}, Improved Unarmed Strike, android, base attack bonus +8.

Benefit: Your unarmed strikes deal an additional +2 electricity damage at all times. When you use the Elemental Fist feat to deal electricity damage with an unarmed strike, you add an additional 1d10 electricity damage on a successful critical hit.

Special: A monk of 6th level or higher can choose Overcharged Strike as one of his bonus feats. So long as he possesses the Elemental Fist feat, the monk need not meet this feat's other prerequisites to select it as a bonus feat.

Racial Equipment

Many androids make use of the following item.

Visor, Android: This visor, crafted from a transparent polymer, focuses the wearer's vision, allowing them to see more clearly than normal. Wearing an android visor provides a +2 circumstance bonus on sight-based Perception checks. **Cost** 250 gp **Weight** —

Religion

Philosophy

Though androids do not have a patron deity, a number of them have begun to follow this philosophy.

THE FINAL CAUSE

N philosophy of discovery, purpose, and souls
Priests clerics, inquisitors, monks, oracles, wizards
Domains Artifice, Knowledge, Repose, Travel
Subdomains Ancestors, Construct, Memory, Souls
Mysteries Ancestor, Lore, Metal
Inquisitions Fate, Oblivion, Persistence
Favored Weapon longbow

FAITH

Sacred Animal ant; **Symbol** winding road
Sacred Texts *Seeking the Cause*

The very existence of androids is a puzzle waiting to be solved, and over the centuries, android philosophers have spilled much metaphorical ink trying to find the solution. Throughout their metaphysical treatises, a common thread can be found: behind the cycle of android "births" and "deaths," there must exist some purpose, a purpose that has come to be called the Final Cause. Early thought presumed the existence of a deity who guided souls into suitable android bodies, but no concrete evidence of such

an entity has ever been produced, and so, logical as they are, androids abandoned this hypothesis.

Instead, androids with a certain reverence for the soul and the means by which it combines with an android body to create a living being have come to believe that there exists some "equation" or "process" underlying the cosmos that guides misdirected souls to android bodies. In accordance with the philosophy of the Final Cause, these androids further believe that each android is assigned some specific purpose upon the joining of soul and body, though this purpose is rarely explicitly known by a given android and must be sought out over the course of life. As such, adherents to the philosophy seek out new experiences, hoping for the "epiphany" that reveals to an individual android the nature of her own Final Cause. Many also devote their lives to the exploration of technological ruins and the recovery of inert android bodies, seeking anything that might lead to further understanding of the underlying "process" that guides the creation of new androids.

Adherents to the Final Cause often establish enclaves near technological ruins and other places of importance to the Cause, where they gather deactivated androids and pursue answers to the ultimate question of their existence. When a new android awakens in such an enclave, the adherents seek to offer the new individual guidance in finding meaning and purpose for her new life. Most androids cultivated in this way by the Final Cause become adherents themselves, though as is the case with all ideologies, some androids invariably reject the philosophy.

Generally, practitioners of this philosophy strive to be non-violent, seeking diplomatic and peaceful solutions to conflict whenever possible, as the destructive nature of violent resolutions can disconnect both one's self and others from their ultimate causes. Because the world does not always live up to this ideal, however, enclaves of the Final Cause recruit and train guardians called seekers (see below) who accompany expeditions into particularly dangerous locations.

Priest Archetypes

Adherents of the Final Cause can make use of this archetype.

Seeker

Though believers in the Final Cause are normally non-violent, they recognize the danger posed by expeditions into ancient ruins and forgotten places. When necessary, they call on the services of the seekers, warrior-scholars

Table 1-4: Deities

Philosophy	AL	Area of Concern	Domains	Mysteries	Favored Weapon
The Final Cause	N	discovery, purpose, souls	Artifice, Knowledge, Repose, Travel	Ancestor, Lore, Metal	longbow

who delve into dangerous places in search of forgotten lore. Though ultimately devoted to the pursuit of knowledge in the service of the Final Cause, seekers understand the unfortunate need for physical solutions when penetrating places not meant to be discovered, and they protect members of their expeditions with their lives.

Associated Class: inquisitor

Associated Race: android

Replaced Abilities: monster lore, stern gaze, *detect alignment*, track, bane, greater bane, exploit weakness

Seeker's Guile (Ex): A seeker adds her Wisdom modifier in addition to her Intelligence modifier on Knowledge (engineering) and Knowledge (geography) checks.

Seeker's Memory (Ex): Over time, every seeker learns and memorizes bits of knowledge relevant to her line of work, often gleaned from exploratory ventures. A seeker gains a competence bonus on Knowledge (arcana) and Knowledge (history) checks equal to 1/2 her class level (minimum +1).

Guide (Ex): At 2nd level, the seeker adds half her level on Survival checks. This bonus does not apply when finding or following tracks.

Locate Vessel (Sp): A seeker of 2nd level can use *locate vessel* at will as a spell-like ability.



Protective Judgment (Su): Beginning at 5th level, when the seeker uses her judgment ability, she can choose one target within 30 feet to share the benefits of the healing, protection, purity, and resiliency judgments. The target can receive the benefits of one such judgement at a time, and it must be the same one affecting the seeker. If the seeker takes a swift action to change her chosen judgment, she can also change the beneficiary of her protective judgment as part of the same action. The target must remain within 30 feet of the seeker to receive the benefits of the judgment, though if the target moves beyond 30 feet away from the seeker and moves within 30 feet again while the effect is still active, the target regains its benefits.

Greater Protective Judgment (Su): Once the seeker reaches 13th level, she can provide the target of his protective judgment with the benefits of her second judgment, chosen from the same list as normal for a protective judgment. Alternatively, she can choose a second target to receive a protective judgment, in which case both targets receive the benefits of her first judgment only. She can reassign this secondary effect (either the targets chosen or the judgments granted) whenever he changes her judgment.

Guardian Angel (Su): At 14th level, the seeker can take deadly blows for those she has sworn to protect. Whenever a target under the effects of the seeker's protective judgment is the subject of a critical hit, the seeker can elect to take the hit herself instead. The seeker must be within 30 feet of the target to use this ability. The seeker reduces the damage from the critical hit by an amount of damage equal to her class level. After the seeker uses this ability, her judgment immediately ends.

Racial Magic and Psionics

Many androids use these spells and powers, as do others that learn them.

ANIMATE CHASSIS

School transmutation; **Level** arcanist/sorcerer/wizard 3, magus 3

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one inert android body

Duration 1 min./level

Saving Throw none; **Spell Resistance** no

You activate the target android body's locomotive systems, giving it mobility and some semblance of life. The animated chassis functions as a Medium animated object ^{B1}, with the additional ability to perform a nanite surge (as the android racial ability) once during the duration of the spell. The animated chassis will attack a target that you designate, and you can also direct it to move or perform other simple actions as a move action.

Once a particular android body has been the target of this spell, it cannot be affected by it again for 24 hours.

Animate chassis can be made permanent with a *permanency* spell.

LOCATE VESSEL

School divination; **Level** arcanist/sorcerer/wizard 1, bard/skald 2, cleric/oracle/warpriest 2, inquisitor 2, magus 1

Casting Time 1 standard action

Components V, S, F/DF (an android visor)

Range long (400 ft. + 40 ft./level)

Area circle, centered on you, with a radius of 400 ft. + 40 ft./level

Duration 1 min./level

Saving Throw none; **Spell Resistance** no

You learn the number of inert android bodies within range. Additionally, you can sense the direction to the nearest of these vessels.

This spell is blocked by even a thin sheet of lead. Living androids cannot be found by this spell. *Polymorph any object* and *nondetection* can fool it.

NANITE CLOUD

School conjuration (creation); **Level** arcanist/sorcerer/wizard 6, magus 6

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect cloud of nanites spread throughout a 20-ft. radius, 20 ft. high

Duration 1 round/level

Saving Throw Reflex half; see text; **Spell Resistance** no
Nanite cloud creates a dense, violent swarm of nanites in the target area. The cloud obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment, and creatures farther away have total concealment. Beginning on the turn you cast the spell, creatures within the cloud at the end of your turn take 4d6 bludgeoning and slashing damage from the swarming nanites. A Reflex save reduces this damage by half.

If you are an android, you can expend your nanite surge as part of casting *nanite cloud*. If you do so, the damage dealt by the cloud increases to 4d8.

UPLOAD

Discipline psychoportation; **Level** nomad 9

Display Visual

Manifesting Time 1 hour

Range close (25 ft. + 5 ft./2 levels)

Targets you and one inert android body

Duration instantaneous

Saving Throw Fortitude special(see text); **Spell Resistance** no

You transfer your soul from its current body into the target android body. If you are not already an android, you become one, gaining the humanoid type and android subtype. Your racial bonuses and penalties to Strength, Dexterity, and Constitution are replaced with the android racial bonus to Dexterity. Your Intelligence, Wisdom, and Charisma scores are unchanged. If you are already an android, your type and ability scores do not change.

Regardless of your original creature type, your class levels, feats, and skills do not change once you enter your new body. Your age becomes that of an adult android appropriate to your highest class level. If you have accumulated penalties to your ability scores due to age, those penalties are removed, but any bonuses you have accrued remain. Your height and weight are determined by your new body (roll random height and weight for an android). Your physical characteristics, such as eye and hair color, are also determined by the new body.

Manifesting *upload* carries great risk. Upon the transfer of your soul to the new body, you must make a Fortitude save against the power. On a successful save, your mind and soul survive the transfer, but on a failure, the android body rejects you, resulting in your death. If you die in this way, you cannot be resurrected by any means, except via *miracle* or *wish*. Each time you manifest *upload*, you suffer a cumulative –2 penalty on this Fortitude save.

Racial Magic Items

The following magic items are made by android spellcasters.

ANDROID NULLIFIER

Aura moderate abjuration; **CL** 11th

Slot none; **Price** 52,800 gp; **Weight** —

DESCRIPTION

This small metal cube occasionally shimmers with lines of energy not unlike the illumination of an android's circuitry tattoos following a nanite surge. Once per day, an *android nullifier* can be placed on the ground and activated (a standard action), creating a stationary *antimagic field* that lasts for one minute.

When activating an *android nullifier*, an android can expend her nanite surge to create a selective *antimagic field* instead. When used in this way, the android that activates the *nullifier* and up to three other creatures can use spells, spell-like abilities, and supernatural abilities inside the *antimagic field* normally. After a *nullifier* is used to create a selective field, it becomes inert and cannot be used again, though it can be used to cover half the cost of creation for a new *android nullifier*. An inert *nullifier* exhibits only a faint abjuration aura.

CONSTRUCTION

Requirements Craft Wondrous Item, *antimagic field*, creator must be an android; **Cost** 26,400 gp

NANITE KEY

Aura faint transmutation; **CL** 3rd
Slot none; **Price** 2,400 gp; **Weight** —

DESCRIPTION

This small metallic sphere resembles a marble but hides magically enhanced nanites beneath its surface. Once per day, a *nanite key* can be pressed against a locked door or container, duplicating the effects of a *knock* spell as the nanites swarm out of the sphere and take a formation suitable to move the locking mechanism or (as in the case of magical locks, such as *arcane lock*) temporarily dispel the lock.

When using a *nanite key*, an android can expend her nanite surge to empower the device. If she does so, she uses her character level as the caster level for the *knock* effect, rather than the item's caster level.

CONSTRUCTION

Requirements Craft Wondrous Item, *knock*, creator must be an android; **Cost** 1,200 gp



RECONNAISSANCE ENGINE

Aura moderate illusion; **CL** 9th
Slot waist; **Price** 5,400 gp; **Weight** —

DESCRIPTION

Favored by ironspy class androids, *reconnaissance engines* are indispensable for clandestine work. A *reconnaissance engine* functions for one terrain chosen from the list of ranger favored terrains. This terrain can be changed to another terrain once per day. Wearing a *reconnaissance engine* (which straps around the waist like a belt), grants the *engine's* selected terrain as a favored terrain as if the wearer were a 5th-level ranger.

A ranger with the favored terrain class feature treats his level as five levels higher for the purposes of determining the bonuses he gains while in the favored terrain associated with the *engine* if he already possesses that favored terrain. If the character's effective ranger level with respect to the terrain would be high enough to gain the camouflage or hide in plain sight abilities, he can use those abilities while in the *engine's* assigned terrain, even if he does not normally possess them.

CONSTRUCTION

Requirements Craft Wondrous Item, *seeming*, creator must be an android ranger; **Cost** 2,700 gp

SEEKER'S VISOR

Aura faint divination; **CL** 3rd
Slot eyes; **Price** 8,370 gp; **Weight** —

DESCRIPTION

This specially-crafted android visor is favored by adherents of the Final Cause on exploratory expeditions. A *seeker's visor* grants its wearer a +5 competence bonus on Perception checks. Unlike a normal android visor, a *seeker's visor* is equipped with a special "jack" that connects to and interfaces with an android's spine. While wearing the visor, an android can use *detect magic* at will and may also use *locate vessel* once per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *detect magic*, *locate vessel*, creator must be an android with 5 ranks in Perception; **Cost** 4,185 gp

In Your Campaign

Androids are a natural fit for any setting that involves ancient technology to some degree. The secrets of their construction are long lost, and an entire campaign could center on delves into ancient ruins meant to recover these secrets and other lost technology. Such expeditions could be driven by a wealthy wizard seeking the means to create life or, if you really want to focus on androids themselves,

a research enclave that reaches out to the PCs and other mercenaries for assistance in exploring a particularly dangerous location. If you want to add a more personal touch, you might have the PCs discover a newly-activated android who asks the PCs to take them to an android enclave located on the other side of a treacherous mountain range, giving the players time to learn about the nature of the androids in a direct way.

The logical minds of androids make them well-suited to positions in your campaign world that require impartiality, and they make excellent cold or uncaring judges or guard captains. Your PCs could see such an NPC as a villain if the android's handling of the law comes across as too unfeeling, or an unlikely ally in the event that they need someone to vindicate them in the face of an authority abusing their own power against the party. In a similar way, androids make excellent arbiters and negotiators of contracts of all sorts.

Naturally, androids also make excellent mercenaries and hired killers, since they often have little empathy for their targets. If you need the PCs to feel hunted, an android assassin or slayer could make an excellent adversary, particularly for a group that likes to talk their way out of problems, as their normal techniques won't phase the android's icy demeanor. An android brawler with the living weapon archetype could prove a danger to the party in situations where they've been forced to turn over their weapons, such as in a royal court or a masquerade ball. Androids, especially those with ironspy modifications, are also favored by thieves' guilds and governments as emissaries, infiltrators, and spies, as they are generally unflinchingly loyal to the contracts of their employment.

As player characters, androids make excellent alchemists, rogues, and wizards, thanks to their Dexterity and Intelligence bonuses. Thematically, in campaigns that allow psionics, you might find manifesting better suited to your character than spellcasting, but don't forget about the conduit and magitech alternate race traits if you want to bend science fiction tropes and play a character that blends the fantastic and the technological. To further play against type, consider being an anomalous android and taking levels in barbarian, sorcerer, or even bard.

When it comes to character traits and personality, consider emphasizing the difficulty your character has in connecting with others, but try not to use this as an excuse to avoid actually roleplaying. Instead, think about an android that struggles to empathize and perhaps sometimes succeeds, allowing room for character growth. Your android could, in the same vein, strive too hard to be social and need to learn how to be "natural" with those around them.

When it comes to philosophical and metaphysical concerns, an android character might be fascinated by the bond between android body and soul, researching the means by which the connection occurs or even hoping to someday replicate the process in another manner. Such a

character might adhere to the philosophy of the Final Cause or see such musings as childish and naïve. As a member of an adventuring party that contains members of long-lived races, such as dwarves or elves, you might discuss with another player the idea that their character recognizes your android's body from the last time it was active and must come to understand that the soul they once knew no longer rests within the shell. In groups with human characters, an android ally's human-like qualities could lead to discussions on the nature of humanity itself as both human and android strive to understand one another.

NPCs

SILENT STEPS

CR 1/2

XP 200

Male android rogue 1

LN Medium humanoid (android)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSES

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 armor)

hp 11 (1d8+3)

Fort +2, **Ref** +4, **Will** -1; +4 vs. mind-affecting effects, paralysis, poison, stun effects

Defensive Abilities constructed; **Immune** disease, emotion-based effects, exhaustion, fatigue, fear, sleep

OFFENSE

Speed 30 ft.

Melee rapier +2 (1d6+2/18-20)

Ranged light crossbow +2 (1d8/19-20)

Special Attacks sneak attack +1d6

STATISTICS

Str 15, **Dex** 15, **Con** 14, **Int** 14, **Wis** 8, **Cha** 8

Base Atk +0; **CMB** +2; **CMD** 14

Feats Extra Nanite Surge

Skills Acrobatics +4, Bluff +3, Climb +4, Disguise +3, Escape Artist +4, Knowledge (dungeoneering) +6, Knowledge (local) +6, Perception +5, Sleight of Hand +4, Stealth +4; **Racial Modifiers** +2 Perception, -4 Sense Motive

Languages Common, Dwarven, Goblin

SQ nanite surge 2/day, trapfinding +1

Combat Gear *potion of disguise self*; **Other Gear** rapier, light crossbow, bolts (10), alchemist's fire (2), 44 gp

UNIT THIRTY-SEVEN

CR 3

XP 800

Male android brawler ^{ACG} (living weapon) 4

LN Medium humanoid (android)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSES

AC 18, touch 14, flat-footed 14 (+2 Dex, +4 armor, +2 dodge)

hp 38 (4d10+12)

Fort +6, **Ref** +6, **Will** +2; +4 vs. mind-affecting effects, paralysis, poison, stun effects

Defensive Abilities constructed; **Immune** disease, emotion-based effects, exhaustion, fatigue, fear, sleep

OFFENSE

Speed 30 ft.

Melee +1 *short sword* +9 (1d6+4/19–20) or +1 *short swords* brawler's flurry +7/+7 (1d6+4, 19–20)

Ranged mwk light crossbow +7 (1d8/19–20)

Special Attacks brawler's flurry

STATISTICS

Str 16, **Dex** 14, **Con** 14, **Int** 12, **Wis** 13, **Cha** 6

Base Atk +4; **CMB** +7; **CMD** 21

Feats Dodge, Improved Initiative, Weapon Focus (short sword)

Skills Acrobatics +9, Climb +10, Escape Artist +9, Perception +10, Swim +10; **Racial Modifiers** +2 Perception, –4 Sense Motive

Languages Common, Elven

SQ create energy weapons, improved energy weapons, malleable weapons, martial flexibility 5/day, martial training, nanite surge 1/day

Combat Gear *potions of bull's strength* (2), *potion of cure moderate wounds*; **Other Gear** +1 studded leather, +1 *short sword*, 15 gp

#57294

CR 5

XP 1,600

Female android sorcerer 6

N Medium humanoid (android)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSES

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 35 (6d6+12)

Fort +4, **Ref** +5, **Will** +6; +4 vs. mind-affecting effects, paralysis, poison, stun effects

Defensive Abilities constructed; **Immune** disease, emotion-based effects, exhaustion, fatigue, fear, sleep; **Resist** electricity 10

OFFENSE

Speed 30 ft.

Melee mwk dagger +3 (1d4–1/19–20)

Ranged mwk light crossbow +6 (1d6/19–20)

Special Attacks bloodline arcana

Bloodline Spell-Like Abilities (CL 6th; concentration +9)
6/day—*elemental ray* (1d6+3 electricity)

Sorcerer Spells Known (CL 6th; concentration +9)

3rd (4/day)—*haste*

2nd (6/day)—*acid arrow*, *mirror image*, *scorching ray* (electricity damage)

1st (7/day)—*burning hands* (electricity damage, DC 15), *expeditious retreat*, *locate vessel*, *mage armor*, *magic missile*

0 (at will)—*acid orb*, *dancing lights*, *detect magic*, *light*, *mage hand*, *prestidigitation*, *read magic*

Bloodline air elemental

STATISTICS

Str 8, **Dex** 15, **Con** 12, **Int** 16, **Wis** 10, **Cha** 14

Base Atk +3; **CMB** +2; **CMD** 14

Feats Combat Casting, Elemental Focus (electricity) ^{APG}, Magitech Spell

Skills Appraise +12, Knowledge (arcana) +12, Knowledge (planes) +12, Spellcraft +14, Use Magic Device +11;

Racial Modifiers +2 Perception, +2 Spellcraft, –4 Sense Motive

Languages Auran, Common, Draconic, Elven

SQ magitech (air elemental)

Combat Gear *wand of magic missile*, *wand of magic weapon*, *potions of barkskin* (2), *potions of cure light wounds* (3), *potion of invisibility*, tanglefoot bags (2);

Other Gear *cloak of resistance* +1, mwk dagger, mwk light crossbow, bolts (10), 172 gp

CYBER

CR 8

XP 4,800

Female android alchemist 9

LE Medium humanoid (android)

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +14

DEFENSE

AC 20, touch 15, flat-footed 15 (+5 armor, +5 Dex)

hp 62 (9d8+18)

Fort +7, **Ref** +11, **Will** +5; +6 bonus vs. poison, +4 vs. mind-affecting, paralysis, poison, and stun

Defensive Abilities constructed; **Immune** disease, emotion, exhaustion, fatigue, fear, sleep; **Resist** poison resistance

OFFENSE

Speed 30 ft.

Melee dagger +7/+2 (1d4+1/19–20)

Ranged +1 *light crossbow* +12 (1d8+1/19–20) or bomb +12 (5d6+3 fire) or shock bomb +12 (5d6+3 electricity)

Special Attacks bomb 12/day (5d6+3 fire, DC 17)

Alchemist Extracts Prepared (CL 9th; concentration +12)

3rd—*cure serious wounds* (2), *displacement*, *heroism*

2nd—*bear's endurance*, *cure moderate wounds* (2), *fire breath* ^{APG} (2, DC 15)

1st—*bomber's eye* ^{APG}, *cure light wounds* (2), *expeditious retreat*, *shield*, *true strike*

STATISTICS

Str 13, **Dex** 21, **Con** 12, **Int** 16, **Wis** 10, **Cha** 6

Base Atk +6; **CMB** +7; **CMD** 25

Feats Brew Potion, Defensive Combat Training, Improved Initiative, Iron Will, Point-Blank Shot, Precise Shot, Throw Anything

Skills Craft (alchemy) +15 (+24 to create alchemical items), Disable Device +19, Heal +12, Knowledge (arcana) +15, Perception +14, Sense Motive -4, Sleight of Hand +17, Spellcraft +15; **Racial Modifiers** +2 Perception, -4 Sense Motive

Languages Aklo, Common, Draconic, Elven

SQ alchemy (alchemy crafting +9), discoveries (enhance potion, infusion, nanite storage, shock bomb), exceptional senses, logical, mutagen (+4/-2, +2 natural armor, 90 minutes), nanite surge, poison use, swift alchemy

Other Gear +2 *studded leather*, +1 *light crossbow*, dagger, *belt of incredible dexterity* +2, masterwork thieves' tools

AGENT DARK

CR 13

XP 25,600

Female android slayer 7/assassin 7

LE Medium humanoid (android)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +19

DEFENSES

AC 23, touch 15, flat-footed 24 (+3 Dex, +8 armor, +1 shield, +2 deflection)

hp 94 (6d10+7d8+20)

Fort +8, **Ref** +12, **Will** +4; +4 vs. mind-affecting effects, paralysis, stun effects; +7 vs. poison

Defensive Abilities constructed, improved uncanny dodge; **Immune** disease, emotion-based effects, exhaustion, fatigue, fear, sleep

OFFENSE

Speed 30 ft.

Melee +1 *vicious handaxe* +16/+11/+6 (1d6+5/19-20, x3 plus 2d6), +1 *handaxe* +16/+11 (1d6+5/19-20, x3)

Ranged mwk composite longbow +16 (1d8+4/x3)

Special Attacks death attack (DC 19), quiet death, sneak attack +6d6, studied target (+2, two targets), true death (DC 22)

STATISTICS

Str 18, **Dex** 16, **Con** 13, **Int** 14, **Wis** 10, **Cha** 6

Base Atk +12; **CMB** +16; **CMD** 31

Feats Combat Reflexes, Double Slice, Improved Critical (handaxe), Improved Initiative, Skill Focus (Stealth), Two-Weapon Defense, Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Focus (handaxe)

Skills Bluff +15, Climb +20, Heal +10, Intimidate +15, Knowledge (local) +12, Perception +19, Survival +17,

Stealth +25; **Racial Modifiers** +2 Perception, -4 Sense Motive

Languages Common, Gnoll, Undercommon

SQ hidden weapons +7, ironspy, poison use, track +3, slayer talents (cloaking, ranger combat style [2]), stalker

Combat Gear *potions of cure serious wounds* (3); **Other Gear** +1 *vicious handaxe*, +1 *handaxe*, mwk composite longbow (+4 Str) with arrows, +2 *mithral breastplate*, *ring of protection* +2, *reconnaissance engine* (urban), 37 gp

TRANQUILITY

CR 14

XP 38,400

Male android monk (monk of the four winds ^{APG}) 15

LG Medium humanoid (android)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +23

DEFENSES

AC 22, touch 19, flat-footed 20 (+3 armor, +2 Dex, +4 monk, +3 Wis)

hp 131 (15d8+60)

Fort +13, **Ref** +13, **Will** +14; +2 vs. enchantments, +4 vs. mind-affecting effects, paralysis, stun effects

Defensive Abilities improved evasion; **Immune** constructed, disease, poison; **Resist** electricity 5; **SR** 25

OFFENSE

Speed 70 ft.

Melee +1 *unarmed strike* +17/+12/+7 (2d10+5 plus 2 electricity) or unarmed strike flurry of blows +19/+19/+14/+14/+9/+9 (2d10+5 plus 2 electricity)

Special Attacks elemental fist (15/day, 4d6 electricity), flurry of blows, quivering palm (1/day, DC 20)

STATISTICS

Str 18, **Dex** 14, **Con** 15, **Int** 10, **Wis** 16, **Cha** 8

Base Atk +11; **CMB** +19; **CMD** 38

Feats Conductive Body, Deflect Arrows, Elemental Fist (electricity) ^{APG}, Improved Conductive Body, Improved Grapple, Improved Trip, Improved Unarmed Strike, Overcharged Strike, Spring Attack, Toughness, Weapon Focus (unarmed strike)

Skills Acrobatics +20, Knowledge (religion) +18, Perception +23, Stealth +20; **Racial Modifiers** +2 Perception, -4 Sense Motive

Languages Common

SQ diamond body, diamond soul, fast movement, high jump, ki pool (10 points, lawful, magic), maneuver training, nanite surge 1/day, purity of body, slow fall 70 ft., wholeness of body

Combat Gear *dust of disappearance*, *potion of cure serious wounds*, *potion of displacement*, *potion of fly*, *potion of haste*; **Other Gear** *amulet of mighty fists* +1, *belt of giant strength* +2, *bracers of armor* +3, *cloak of resistance* +2, *headband of inspired wisdom* +2, monk's robe, 500 gp

Advanced Catfolk



Horrors From The Breach

“Glorious Sekhmet, Lioness of Light, Child of Ra, we implore thee: slake thy thirst upon the children of darkness for so long as the sun lights our way and guard us as we slumber till the dawn; for we are the children of the stars, the seekers in the sand, the—Aritsa, would you please stop that?!” The exasperated Saebul warpriest threw down his sistrum and gathered his patience, which seemed to be draining by the bucketful.

“Oh, c’mon, Rygis, lighten up!” The Faol girl hit a suspended ninth chord on the strange instrument she had cobbled together, a sound she found invigorating but which grated on the ears of Rygis Raab, who was accustomed to little more than soft chorales in his clan’s cloister of warrior-priests. Aritsa had taken the remains of a lute from their wild halfling friend, McGavyen, and run its strings into a hodgepodge of wiring, batteries, and metal prongs attached in turn to the middle octave of a magically shrunken harpsichord. The resulting sound was somewhere between a rust monster mating call and the humming of a small generator, each high-pitched note modulating at variable frequencies due to the unstable electronics that emitted the sound.

The tiger-headed catman took a deep breath and closed his eyes, trying to maintain a calm demeanor. “Aritsa, my prayer time is very important to me. It requires me to practice my devotionals without distraction. And it should be important to you, too, because without the power of Sekhmet to guide and protect us, I will have a tough time indeed patching up the next grievous wound you suffer when you botch disarming a trap.”

Aritsa scoffed, setting down the makeshift instrument, her eyes rolling back in her head. “Why you gotta keep bringing up old stuff? Sheesh, you set off ONE acid sprayer and the healer never lets you forget about it.” Aritsa was also a catfolk, but unlike Rygis, she had more humanoid features—she looked like an elf reminiscent of a feline, with decidedly less fur than the dour warpriest.

“Nor should you forget. Where we are going, there will be far worse things than crude poison darts and falling rocks to contend with,” Rygis admonished, picking up his sistrum and turning his attention back to his makeshift altar. “None of our order have ever explored a Necrofuge ruin before, but the texts handed down through the ages make clear that they are a power not to be underestimated.”

“What’s so spooky about this Cosmic Necrofuge lot, anyway?” Aritsa asked, fiddling with the dials on her synthesizer and reaching for her toolkit. “Seems to me they can’t be that much of a threat, if your people haven’t seen them in nearly ten millennia.”

“The temple histories are vague, and much of the meaning of the old hieroglyphs is indecipherable even by magic,” said Rygis. “But we know that our forebears were struck down from the stars and landed here after a great war with the Cosmic Necrofuge. The two empires spanned the stars,

continually at war with one another. The Lioness of Light and Apep, the Eater of Souls, have long fought their battle, on this plane of existence as in others. Although the records say that Sekhmet’s faithful were triumphant in the end, they caution that Apep sleeps dreamless in his dark kingdom beyond the light of the most distant stars, waiting to call forth his servants from beyond the veil of death to strike once more.”

Aritsa stretched in her work chair, her prehensile tail wrapping around a wrench and making an adjustment to her musical toy. “Sounds to me like this Apep dropped the ball, then, if this ship has done nothing but collect sand for the last 27 centuries. I mean, sure, they may have left some defenses in place—a lot of the old starship temples were littered with traps when we first found ‘em, too. But once we get past those traps, this is gonna be easy-peasy. We’ll get our money, and you’ll get to report back to your matron and be a clan hero.”

“Somehow I do not believe that our expedition will be that simple, although I sincerely hope that you are correct. Hopefully Emadeus’ examination of the exterior will yield enough intelligence for us to breach the ship’s hull safely.” Rygis glanced worriedly at the clockwork timepiece on Aritsa’s workbench. “He and the others should have been back by now.”

As if on cue, a groan sounded from the half-rusted hinges of the great metal door to Aritsa’s workshop, announcing the arrival of their compatriots. A dark-skinned wood elf in green dragonhide armor and a pale, balding human wearing purple robes with gold trimming rushed breathlessly into the main room of the small underground bunker. The elf, Tipanya, was the first to speak. “Aritsa, get ready to maglock the doors! They’re coming!”

Aritsa bolted up from her workbench. “What?! Who’s coming? Where’s McGavyen?”

“No time!” the human yelled, following up his shout with a flurry of arcane words and releasing an arc of flame into the exit corridor behind him. Two large, loping shapes had entered the tunnel mere moments before, and a terrifying electronic shriek went up as the fire engulfed their bodies. One dropped to the ground, writhing in panic, but the other kept coming. In the light of the tunnel entrance, Rygis could see two more stalking into the tunnel. Suddenly, the door slammed shut behind them, plunging the area back into the soft fluorescent light of Aritsa’s overhead worklamps. A nearly-fluid shape popped out from the stone walls of the bunker’s entry corridor, coalescing into a lizardlike form. A wet smacking sound echoed off stone and metal as the lizard’s lingual lash snagged the loping monster in the rear and drew it closer to its mouth. From the lizard’s back leapt a diminutive figure brandishing a pair of sickles, and the halfling hunter, McGavyen, slashed his blades against one of the monstrosities.

Aritsa was the first to adjust her eyes to the change in light levels, and she now saw all too clearly the horrors that had

invaded her hideout: they looked like dire rats, but there the comparison lost all adequacy. Chunks of rotting flesh had fallen from their bones, leaving exposed sinew and festering wounds. Bands of metal circumscribed their bodies, and strange apparatuses sat atop their heads, crackling with electricity and pulsating as a vile, glowing green liquid pumped in and out of the devices. Fear gripped the young tech rigger—an emotion only eclipsed by her irrepressible will to survive. She reached down to her belt and yanked free a conglomeration of wiring, metal, and chemicals, pressing a red button on the device's side and lobbing it between the two creatures in the middle of the corridor. A split second later, the mechanical cries of the wretched beasts were silenced by the deafening roar of an explosion. The corridor was now plastered with blood and viscera. Aritsa smiled to herself, satisfied with her aim—but that satisfaction died as she realized that the monsters were still moving toward them despite their grievous wounds.

The rat-beast in the lead charged over Emadeus, knocking the arcanist to the floor and clawing at his eyes. It reared back on its haunches and gave another terrifying electronic squeal as it eyed Aritsa—and then Rygis dropped onto its back from the rafter above, sinking his fangs deep into the creature's foul flesh, severing the cables that joined it to the strange machinery. The monster tried to roll on its back and pin the catman, but the Saebul rolled with it, planting his foot atop the creature's exposed belly and driving his electrified energy lance deep into its gut.

Emadeus, meanwhile, regained his footing and let loose a mass of webbing with a word of arcane power, pinning a rat-beast to the wall. McGavyen took advantage, driving his sickle into the monster's throat, nearly severing its head. Two down, Aritsa thought, and two to go. Tipanya moved to engage the next assailant alongside Rygis, who laid a hand on Emadeus, closing up a gash on the arcanist's forehead. The rat-beast lunged at the wood elf, its diseased incisors closing down on her shoulder and penetrating the dragonhide, finding purchase in muscles and veins.

Tipanya screamed in pain, but the scream turned into a sylvan song of savagery, and the melodic tone of her low alto voice drove her companions to fight on. She grabbed the rat-beast by its tail and twisted her body, throwing the creature off her. Rygis struck at the beast as it flew past him but scored only a glancing blow. The other rat-beast advanced, challenging the catman warpriest. It emitted another high-pitched squeal amplified by the strange circuitry wired into its brain, and Rygis dropped to his knees, covering his ears and wincing in pain.

Tipanya moved to flank the creature and to give Emadeus a clear shot with his spells. Behind them, they heard a clang ring off the bolted metal door—more were trying to batter their way inside, and Aritsa's magnetic lock couldn't handle a sustained assault. Tipanya ignored the racket, striking repeatedly with her curveblade at the rat-beast threatening Rygis. It seized and collapsed, and a bolt of acid came

soaring over the wood elf's shoulder, destroying the rat-beast's electronic crown.

McGavyen shouted from the entrance, "Fall back! Fall back! They're going to breach the—oof!" The metal door collapsed, pinning the halfling and his chameleon companion beneath its weight, and another half-dozen rat-beasts flooded into the bunker. Emadeus and Tipanya grabbed the still-shaken Rygis and dragged him into the center of the workshop. The wood elf looked askance at the Faol catgirl, who was hooking her musical synthesizer up to another of her strange gadgets. "Aritsa, what in the Nine Hells are you doing?! This is no time to be playing with your toys!"

"Oh yeah?" the Faol girl said with a sly grin. "Watch this." With a flick of her wrist and a jerk of her pliers, she finished her haphazard rewiring. She breathed a quick prayer to Bannaigh and, with all of her force, hit a discordant series of tritones in rapid succession on the synthesizer's keyboard.

The wiring did its trick. The echoing walls of the bunker carried the sound all too clearly, disorienting the inhabitants of the workshop, but the effect on the cybernetic rat-beasts was even more pronounced. The aberrant beings writhed in pain, shrieking in disharmony against the wail of the synthesizer. One by one, they rolled into balls, seeking relief from the sonic onslaught. Several of their mechanical headgear pieces broke from the tenor of the notes, the glass ampules shattering and spilling forth the goo that sustained the horrors.

Aritsa smiled and released the keys. As she did so, Rygis rose to his feet, grasping the golden, chalice-shaped charm around his neck and shouting, "Slake thy thirst upon the children of darkness!" His bright aura filled the chamber, and positive energy coursed through the necrotic flesh of the rat-beasts, burning them with the light of Sekhmet and leaving only ash, metal, and bone behind.

The adventurers paused in stunned silence, waiting for their breath—and their hearing—to return. Aritsa was first to speak. "Where in the Washerwoman's white skivvies did those things come from?"

"We were followed," McGavyen said, wiping blood and ichor from his sickles and petting his chameleon in reassurance.

Tipanya frowned. "Emadeus' magic breached the hull, and those...creatures emerged from the craft. Investigating this shipwreck might be more dangerous than we originally thought."

Rygis arched an eyebrow and turned to Aritsa. "It would seem that the Cosmic Necrofuge left behind more than just traps and treasures for us to contend with."

"Yeah, yeah," the catgirl said. "No need to rub it in. You told me so." She grabbed her haversack and shoved her synthesizer into its magically-generated depths, along with some extra bombs. "Looks like I'll be needing this after all. Let's go."

Catfolk

Racial Traits

Catfolk as a people are usually joyously optimistic, and occasionally hedonistic, individuals. They tend to be very quirky and self-expressive, and often adopt phrases, affectations, or styles of dress from others with whom they interact, even people not of their own race. Highly inquisitive of anything novel or strange, they seek out new experiences with zeal. Despite emphasizing curiosity and individuality as virtues, however, few people would describe the average catfolk as flighty or undisciplined. Indeed, they can focus upon a task with uncanny intensity and tenacity when the need arises.

Physical Description: All catfolk stand between 5 and 6 feet tall and have retractable claws and a tail. Two distinct types of catfolk are prevalent among the race's many populations, however.

One evolutionary branch, the Saebul, is comprised of cat-headed humanoids, with distinct feline bone structure, eyes, movable external ears, and thick fur. All manner of markings and colorations found in cats are present in this subspecies. They tend to be tall, hardy, and muscular.

The other branch, known as the Faol, more closely resembles humans, with smaller, more lithe builds and less

fur, but retains obvious ties to their feline ancestors. Their skin color varies as much as that of humans, although with pronounced pigmentation markings reminiscent of vitigilo but mimicking the stripes and spots of cat species.

Society: Catfolk possess a strong sense of community, and their social organization, usually called a clan, is largely matriarchal. Female catfolk hold positions of power and prestige in communities more often than males, and often act as arbiters of law; males are more common among the soldiers of a catfolk community, and are unlikely to hold political power unless they are highly decorated warriors or accomplished spellcasters. In less-developed catfolk societies, the females hunt for food while the males act as protectors of the clan's territory. Male catfolk also act as dignitaries and ambassadors in talks between neighboring clans, negotiating agreements and arguing disputes in strict accordance with their matrons' instructions.

Alignment and Religion: Good- and evil-aligned catfolk are equally common, but most of their kind are chaotic by their very nature, inclined to exercise the greatest possible degree of individual freedom so long as it does not endanger their clan's well-being. Catfolk communities typically welcome worshipers of most any

Catfolk Racial Traits

Catfolk have the following racial traits.

+2 Dexterity, +2 Charisma, -2 Wisdom: Catfolk are sociable and agile, but often lack common sense.

Catfolk: Catfolk are humanoids with the catfolk subtype.

Medium: Catfolk are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Catfolk have a base speed of 30 feet.

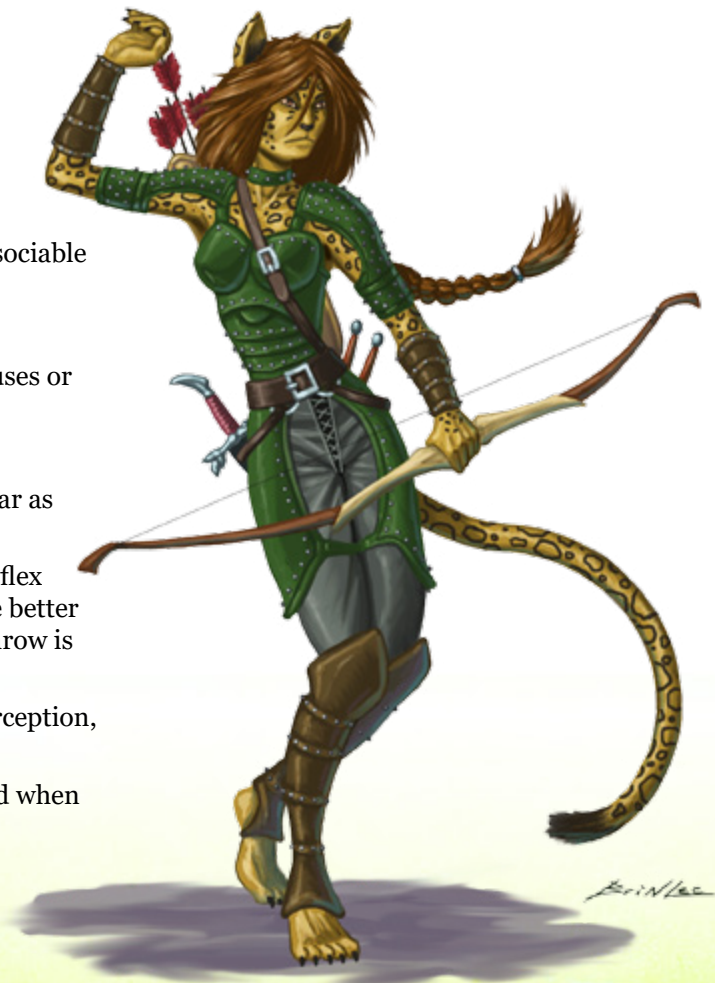
Low-Light Vision: In dim light, catfolk can see twice as far as humans.

Cat's Luck (Ex): Once per day when a catfolk makes a Reflex saving throw, he can roll the saving throw twice and take the better result. He must decide to use this ability before the saving throw is attempted.

Natural Hunter: Catfolk receive a +2 racial bonus on Perception, Stealth, and Survival checks.

Sprinter: Catfolk gain a 10-foot racial bonus to their speed when using the charge, run, or withdraw actions.

Languages: Catfolk begin play speaking Common and Catfolk. Catfolk with high Intelligence scores can choose from the following languages: Elven, Gnome, Goblin, Halfling, Orc, and Sylvan.



deity, provided that those worshipers aren't actively hostile toward their people.

Saebul clans are more likely to venerate specific deities—most commonly Sekhmet, who has formal temples in many settlements (unlike other common catfolk deities). Kellas has followers among the Saebul as well, but his most devout worshipers typically meet in strict secrecy. Bannaigh is worshiped by most forest- and mountain-dwelling Saebul, and her religion was passed on to the catfolk by elves and humans. It is not uncommon to find that a Saebul clan has absorbed the religious practices of their neighbors, especially if their clan drifted far away from centers of catfolk civilization to find new homes. Clerics, paladins, and warpriests are the most common divine casters among the Saebul.

Faol clans typically have no established patron deities, but they are quite fond of reciting well-written prayers, hosting feasts honoring gods, engaging in ritual mating, being baptized, performing rites of libation, fire-walking, or doing anything else that catches their fancy—and if a particular god seems to like that sort of thing, then so much for the better. A Faol catfolk community with neighbors of widely varying religious beliefs may be home to dozens of small shrines to different deities as they see fit. Profoundly religious Faol usually harbor a complex spiritual system reliant on ritual and superstition, and Faol divine casters tend to be druids, oracles, and shamans.

Names: Catfolk names are typically composed of two words. The first is the individual's given name; the second is that of their clan. Clanless catfolk who have been exiled or chosen a life of nomadism are forbidden to use their birth clan name, although they may adopt a new one if they are accepted into another clan. Communication among catfolk combines a complex system of body language with vocalizations—incorporating tail movement, facial twitches, muscle stretches, and other physical cues—and for this reason, catfolk names cannot be pronounced fully and properly by a non-catfolk, although they will happily provide those of other races with the closest approximation that their language can express.

Clan Names: Ashere, Bhengal, Khenas, Saka, Vaab.

Male Names: Celos, Eraol, Khol, Thaeve, Vharlan.

Female Names: Faori, Guara, Mieshka, Sitara, Zhandi.

Traits

The following race traits are available for catfolk.

Cat Napper: You're good at catching a little shut-eye in between all of your other daily activities to ensure that you get plenty of rest each day. Any nap of at least a 1-hour duration during the day may be subtracted from the usual eight hours of rest needed to recover hit points normally. If you take at least four such naps in addition to a normal

8-hour rest, you recover hit points and ability damage at double the normal rate (as if you had spent a full day of downtime resting in bed).

Impressive Stance: You can appear more threatening by raising your fur and standing on your toes. You gain a +2 trait bonus to Intimidate checks.

Polydactyl: You were born with an extra digit on each hand and foot. You gain a +1 trait bonus to Climb checks and CMB checks to grapple or steal.

Alternate Racial Traits

Feline Bite: Some catfolk are adept at delivering powerful bites in combat. Catfolk with this racial trait have a bite attack they can use as a natural weapon. This bite is a primary attack that deals 1d6 points of damage. This replaces natural hunter.

Nine Lives (Su): A few catfolk exhibit a preternatural knack for avoiding or surviving perils that would kill any other being. Up to eight times over the course of their lifetime, such catfolk can use one instance of this ability to save his life as follows: If an attack or effect would otherwise kill him due to hit point loss, he is instead knocked unconscious and automatically stabilizes at –1 hp. If an attack or effect would otherwise kill him due to energy drain, he is instead knocked unconscious, but retains a number of negative levels equal to his hit dice minus one. If an attack or effect would kill him due to Constitution damage or drain, he is instead knocked unconscious and his Con is reduced to 1. This replaces cat's luck.

Society and Lands

Government and Leaders: Most catfolk clans are ruled by as few as three to as many as a dozen matriarchs, depending on the size of the population and the scope of their territory. Each matriarch is free to interpret and enforce clan law on a case by case basis, dispatch troops to deal with an outside threat in the event of an emergency, and engage in relations with other clans and outside entities through whatever agents she deems to appoint; appeals against a single matriarch's decision in a legal hearing may be made to the full council of clan matriarchs if the disputing parties do not accept her interpretation of clan law as valid, however.

Clan members typically claim a single matriarch as their pledged sovereign, and although they are answerable to all of the clan's matriarchs, vows of allegiance form the basis of each ranking catwoman's power within the community—in theory, all matriarchs are equal in rank, but in practice, those with the most followers dominate politically and socially. Matriarchs are typically chosen from among catwomen who excel at hunting and defending territory from outside forces, explorers who scout out new locations and establish friendly ties with neighboring races,

or members of arcane, religious, and spiritual orders. When a matriarch dies, another is swiftly chosen to replace her from among the best candidates in the female population.

Matriarchs are occasionally ousted from their positions of power, usually by a coalition of other matriarchs in the clan, and typically only due to egregious violations of clan law. Additionally, if the individual catfolk (both males and females) who swear allegiance to a given matriarch find her leadership unsuitable, they may freely switch allegiance to another matriarch within the clan. Catmen may also choose to abandon their birth clan altogether and seek out new matriarchs to whom they can pledge allegiance if they feel that their ideals or needs are better met by rival clans; indeed, some conflicts between clans may be solved bloodlessly if a majority of males defect en masse of their own volition. A matriarch whose followers have all abandoned her may find herself exiled, or may choose nomadism of her own volition. Some ex-matriarchs will seek out another clan to join. Acceptance of an outside female into a new clan is exceptionally rare, however, and

with that acceptance usually comes the loss of considerable social status which the ex-matriarch may be loathe to accept, pushing her toward a life of adventuring and exploration rather than climbing back up the ladder of clan hierarchy.

Language and Script: Catfolk linguistics are an extremely complex form of communication. Combining subtle body cues with felid vocalizations, the language is nearly impossible for other species to emulate and comprehend in totality. What a catfolk does and how he or she moves when speaking is as important, if not more so, than what they say, and this subtlety is often lost on foreign diplomats and visitors from the outside world. A small handful of other species with the proper appendages can simulate the language, including the kitsune and vanaras, as well as tieflings who possess tails and most ratfolk (although relations with this race are weak, since they tend to look a little too much like prey to the average catfolk). Strangely enough, lizardfolk are markedly adroit at simulating catfolk kinesics, although native speakers say they come across as robotic and stilted despite usually being grammatically correct.

Catfolk writing is exceptionally rare; Saebul who come from clans that worship Sekhmet adopted a system of hieroglyphics inherited from the religion's alien forebears, but most Faol rely more on a strong oral tradition to pass on their knowledge. Magical scripts are used by catfolk, although the inscription of scrolls is quite rare (as are wizards in general). Catfolk approach written languages with the same eclectic zeal as they do most other interests, however, and have inherited a great deal of scripts from neighboring races. Forest-dwelling catfolk, in particular, love to use elven and halfling trail markings and will carve messages and warnings into trees to aid both themselves and their humanoid neighbors when exploring new territory.

Love and Mating: Catfolk may take spouses from time to time out of deep affection for a long-time partner, but their relationships are rarely monogamous. Females often establish a hierarchy among themselves that relies on the number of males with whom each catwoman has had children to denote their own desirability and influence (indicating that her genes will be passed on to many other clan families as a result of her status). The sharing of sexual partners is a regular occurrence among most catfolk commoners, although clan matriarchs typically disdain the practice, preferring to keep a small cadre of venerated warriors or esteemed counselors strictly within her own purview and refusing to share those partners with other females. Homosexuality is viewed as a curiosity among catfolk, but is not a taboo by any means; play is universal among their people from infancy into old age, and childhood friendships and strong bonds between hunting partners often develop into romantic relationships that transcend even gender lines.



Table 2-1: Height/Weight Table

Gender	Base Height	Base Weight	Modifier	Multiplier
Male	4 ft. 10 in.	120 lbs.	+2d8	x5 lbs.
Female	4 ft. 5 in.	85 lbs.	+2d8	x5 lbs.

Table 2-2: Random Starting Age

Adulthood	Intuitive	Self Taught	Trained
15 years	+1d4	+1d6	+2d6

Table 2-3: Aging Effects

Middle Age	Old Age	Venerable	Max Age
35 years	53 years	70 years	70+2d20 years

Relations: Catfolk, as a general rule, treat their neighbors as well as those neighbors treat them. If their borders and customs are respected, they return that respect in kind, and strong political and military allegiances are often formed between catfolk and other races who have lived in harmony for a few generations.

Changelings: Changelings are a rare sight in catfolk territory, but clans who revere the goddess Bannaigh consider changelings to be rare and precious gifts from the Washerwoman. Changeling children who have been abandoned by their human parents are often taken in by catfolk and raised as one of their own, and catfolk matriarchs who are skilled in the practice of magic prize changeling proteges as adept students of spellcraft.

Halflings: Catfolk get on exceedingly well with halflings, with whom they share a zeal for new experiences and a keen sense of humor. Halfling diplomats are always treated as honored guests by a clan's matriarchs when formal negotiations between the races are necessary, and many a halfling visitor to a clan's territory has remarked that other "big folk" could learn a thing or two about grace and dignity from the catfolk.

Humans: Relationships between catfolk and humans are perhaps the most complex; when catfolk territory borders small human villages and towns, relations between the two races are typically amicable, but large cities and expansionist governments founded by humans are less well-received by catfolk neighbors. If a human empire invades territory belonging to a clan (knowingly or not), the matriarchs will typically send a diplomatic envoy to explain the humans' error and request that they cease their advancement. If such overtures are not well-received by their human neighbors, things can get ugly quite quickly. Clans who live near ancient structures belonging to the faith of Sekhmet are particularly sensitive about incursions by outsiders, and their priests will strike decisively at any human foolish enough to infiltrate a temple or spaceship wreck in search of forgotten technology.

Tengus: Tengus are not a welcome sight in most catfolk communities, especially among the Saebul. Their penchant for thievery and deception runs contrary to the catfolk's sense of honor and honesty. A few generations ago, some very sneaky tengus brokered an uneasy truce with a few Saebul clans to let refugees settle within their borders, and in a month's time, the scavenging newcomers had salvaged and sold off a considerable amount of stolen technology and artifacts from a site held holy by the worshipers of Sekhmet. The Saebul no longer tolerate their presence within their borders under any circumstances as a result of this transgression.

Adventurers: Catfolk frequently take to adventuring by virtue of their natural inquisitiveness about the world around them. Some seek honor for their clan, and others simply desire glory and gold for themselves. Warriors and priests may be sent far and wide by their matriarchs to engage threats to their clan, and specialists and magic-users are seldom satisfied by seeing just the world that their clan's lands encompass in their search for new experiences and knowledge.

Fighters: Fighters are equally pervasive in catfolk populations. Most catfolk fighters focus on claw attacks in addition to weapon training and become formidable combatants when using the racial feats included below. Much like rogues, catfolk fighters rely on their mobility and speed to win battles more than brute strength.

Rogues: Rogues are very common among catfolk due to their natural quickness and knack for surviving the odds through raw, uncanny luck. Few catfolk who live among their clans resort to theft as a matter of honor, choosing instead to develop their stealth and hone their combat instincts so as to dispatch foes quickly and decisively with sneak attacks.

Skalds: Skalds tend to be more common than bards among catfolk, especially in clans who worship Sekhmet. A strong oral tradition of the church's heroes and the deeds of the goddess herself runs among the warriors who do

her homage, and skalds are highly valued assets among patrol teams due to their ferocity, magical talent, and inspiring songs. Skalds are also commonly assigned as liaisons between clan matriarchs, since they tend to be the most well-spoken and understand the intricacies of clan etiquette.

Shamans: Shamans might seem like an unlikely class to hold representation among a race that is not known for being overly wise, but there are actually quite a few shamans among the numerous clans. Faol catfolk, in particular, are drawn to the practice of shamanism since it aligns well with their sense of eclectic spirituality and quirky superstition. Nearly every catfolk clan counts at least one shaman among the ranks of their matriarchs, and their aptitude for divination and formidable hexes make them both respected and feared by their subordinates.

Sorcerers: Catfolk arcane casters are most commonly sorcerers, and their bloodlines reflect the influence of the cultures and deities that surround them. More than a few accursed, fey, or grymalkin bloodline sorcerers are found among clans that claim Bannaigh as an honored deity, and clans allied with the faith of Sekhmet commonly sport celestial bloodlines. A rare few catfolk sorcerers carry the blood of rakshasa in their veins, and are nearly always evil-aligned. Indeed, the most feared and reviled sorcerers in catfolk legend are said to have been sired by rakshasa, and anyone who expresses such traits may find themselves subject to persecution or exile if they make any misstep that catches the attention of their clan's matriarchs.

Racial Options

Racial Archetypes

Catfolk can make use of these archetypes.

Feral Rager

Catfolk barbarians are extraordinarily dangerous opponents, harnessing their fury to accomplish amazing feats of dexterity and dodging attacks and spells that would easily hit a less-nimble target. Feral ragers are equally common among both Faol and Saebul catfolk, counting on rushing blood and pounding heartbeats to drive their battle frenzy and keep themselves light on their feet during a skirmish.

Associated Class: barbarian

Associated Race: catfolk

Replaced Abilities: trap sense, damage reduction, indomitable will

Modified Abilities: rage, greater rage, mighty rage

Rage: This ability functions as the barbarian ability of the same name, except that a feral rager gains a +2 morale bonus on Reflex saves instead of Will saves.

Slinking Dodger: At 3rd level, a feral rager gains a +1 bonus on Acrobatics and Stealth checks and a +1 dodge bonus to armor class against touch attacks. These bonuses increase by +1 every three feral rager levels thereafter (6th, 9th, 12th, 15th, and 18th level).

Mobile Defender: At 7th level, a feral rager gains a +1 insight bonus to AC in any round during which she has moved more than 5 feet. This bonus increases by +1 for every three levels beyond 7th.

Greater Rage: This ability functions as the barbarian ability of the same name, except that a feral rager gains a +3 morale bonus on Reflex saves instead of Will saves.

Impeccable Reflexes: While in rage, a feral rager of 14th level or higher gains a +4 bonus on Reflex saves to avoid or resist area effects. This bonus stacks with all other modifiers, including the morale bonus on Reflex saves she also receives during her rage.

Mighty Rage: This ability functions as the barbarian ability of the same name, except that a feral rager gains a +4 morale bonus on Reflex saves instead of Will saves.

Rage Powers: The following rage powers complement the feral rager archetype: bestial leaper ^{UC}, boasting taunt ^{APG}, chaos totem ^{APG}, come and get me ^{APG}, flesh wound ^{APG}, greater chaos totem ^{APG}, lesser chaos totem ^{APG}, no escape, raging leaper, sprint, swift foot.

Treedancer

Forest-dwelling catfolk frequently learn to use trees to their advantage, moving silently from branch to limb and stalking their enemies from above. An invading force often has no idea of the ambush it has stumbled into until they are far too deep in the woods and surrounded by the near-silent padding of feline feet dropping to the ground to strike.

Associated Class: slayer

Associated Race: catfolk

Replaced Abilities: track, swift tracker, slayer's advance

Modified Abilities: slayer talents, stalker

Combat Rappeller (Ex): Starting at 1st level, a treedancer adds 1/2 his level (minimum 1) to Acrobatics and Climb checks made to avoid falling when damaged while balancing, jumping, or climbing.

Slayer Talents: Starting at 2nd level and every 2 levels thereafter, a treedancer may select from the following list of rogue talents and ninja tricks when choosing a rogue talent in place of a slayer talent: bleeding attack, camouflage, combat trick, fast stealth, finesse rogue, hissing assault, hunter's senses, ledge walker, nimble climber, peerless maneuver, powerful sneak, rope master, slow reactions, snap shot, sniper's eye, surprise attack, terrain mastery,

trap spotter, unwitting ally, wall climber, wall scramble, or weapon training.

Stalker (Ex): At 7th level, a treedancer gains his studied target bonus on Bluff, Survival, and Stealth checks against his studied opponent.

Fast Climber (Ex): Starting at 11th level, when climbing normally, a treedancer moves at half his speed. When attempting accelerated climbing by accepting a –5 penalty on the Climb check, he can move at full speed with a successful check. If the treedancer already possesses a climb speed in excess of this amount, his climb speed is instead increased by 10 feet.

Acrobatic Assault (Ex): At 13th level, a treedancer can drop from above onto an enemy as a charge action, incurring the usual bonuses and penalties for a charge. The distance that the treedancer drops cannot exceed double his speed. With a successful Acrobatics check (base DC 15 + 2 per 10 feet of the drop), the treedancer takes no falling damage, and the target of his charge suffers the falling damage the treedancer would have suffered instead (this is in addition to any other damage dealt by the attack). Additionally, when making a melee attack in the middle of a jump, the treedancer's attack deals sneak attack damage as if the target was flat-footed.

New Rogue Talents

Catfolk can take the following rogue talents.

Fast Squeezer (Ex): A rogue with this talent can squeeze through a tight space with a successful DC 20 Escape Artist check. For every 2 by which this check result exceeds the DC, the time required to squeeze through the opening is reduced by 1 round.

Hissing Assault (Ex): When a rogue with this talent hits a creature with a melee attack in the surprise round, that creature is shaken for 1 round per 3 rogue levels attained.

Hunter's Senses (Ex): Whenever a rogue with this talent comes within 10 feet of a creature of which she was not previously aware due to a Stealth check, she receives an immediate Perception skill check to notice the creature again. This check should be made in secret by the GM.

Improved Prehensile Tail (Ex): A catfolk rogue with this talent treats her tail as an extra off hand. This allows her to make an additional attack during a full attack action with all usual penalties applying as normal. The tail can only wield light weapons and never makes more than one attack per round. This is an advanced talent (rogue level 10+), and the rogue must have the prehensile tail rogue talent before choosing this talent.

Kinesic Messenger (Ex): A rogue with this talent can deliver secret messages to another catfolk by using tail motions and the Bluff skill without doubling the amount of time needed to do so. When passing a message to another

catfolk, the DC of the check is reduced to 10 for simple messages and 15 for complex ones, and a rogue with this talent can always take 10 on the Bluff check to do so. Non-catfolk who attempt to intercept such a message and do not speak the catfolk language fluently take a –4 penalty on Sense Motive checks to do so.

Kinesic Caster (Ex): A rogue with this talent can utilize the motions of her tail to replace verbal components when casting a spell, or to replace somatic components if her hands are bound. This ability may be used a number of times per day equal to the rogue's Intelligence modifier. A rogue must either be able to cast 1st-level spells or have the major magic rogue talent before choosing this talent.

Prehensile Tail (Ex): A rogue with this talent can loosen ropes and other bindings with her tail. Escaping from rope bindings takes her only 30 seconds (5 rounds), and she ignores the binder's CMB when calculating the Escape Artist DC to do so. Escaping from a net or an *animate rope*, *command plants*, *control plants*, or *entangle* spell takes only a standard action. Additionally, the rogue may attempt



a Sleight of Hand check as a move action without taking the usual –20 penalty on the check.

Prone Skirmisher (Ex): While prone, a rogue with this talent takes no penalty on melee attacks with natural weapons, and her penalty to AC while prone is reduced to –2. At 10th level, she takes no penalty to AC while prone, and ranged attacks against her suffer a 20% miss chance while she is prone.

New Sorcerer Bloodline

Grymalkin Bloodline

One of your ancestors was a grymalkin, a primordial feline creature closely related to the fey and beloved of Bannaigh the Washerwoman. You are aloof and cunning and most deadly when confronting your enemies under the cover of darkness. You have a penchant for stalking your enemies quietly and striking at them decisively before they know what hits them.

Class Skill: Survival

Bonus Spells: *true strike* (3rd), *dust of twilight* ^{APG} (5th), *darkvision* (7th), *shadow projection* ^{APG} (9th), *suffocation* ^{APG} (11th), *mislead* (13th), *word of chaos* (15th), *discern location* (17th), *mass suffocation* ^{APG} (19th)

Bonus Feats: Agile Maneuvers, Dodge, Eldritch Claws ^{APG}, Mobility, Rending Claws ^{APG}, Spring Attack, Stealthy, Weapon Finesse

Bloodline Arcana: Whenever you cast a spell with the darkness descriptor, you gain a bonus on Bluff, Stealth, and Survival skill checks equal to the level of the spell for 1d4 rounds.

Bloodline Powers: Your grymalkin heritage allows you to stalk and subdue creatures easily under the cover of darkness, and the goddess of the grymalkin looks upon your endeavors with great favor as you grow in power.

Choking Touch (Sp): At 1st level, you can make a melee touch attack as a standard action that inflicts 1d4 points of damage + 1 for every two sorcerer levels you possess. In addition, the target is dazed for 1 round. You can use this ability a number of times per day equal to 3 + your Charisma modifier. Creatures that do not breathe are not affected by this ability.

Nightstalker (Ex): At 3rd level, you gain a bonus equal to half your level on all Stealth and Survival checks to track creatures in conditions of dim light or darker.

Lunging Strike (Ex): At 9th level, you can make melee attacks as if you possessed the Lunge feat, extending your reach by 5 feet and reducing your AC by 2 until your next turn. You may use this ability for a number of rounds per day equal to your sorcerer level. These rounds need not be consecutive.

Steal Breath (Su): At 15th level, a creature affected by your choking touch must succeed on a Fortitude save or become helpless for a number of rounds equal to your Charisma modifier. The DC of this save is equal to 10 + ½ your sorcerer level + your Charisma modifier.

Beloved of Bannaigh (Su): At 20th level, you can see perfectly in natural or magical darkness. You also gain DR 10/cold iron. Creatures of the magical beast type do not attack you unless compelled to do so through magic. Once per day, you can cast *unwilling shield* as a spell-like ability using your sorcerer level as your caster level.

Racial Feats

Many catfolk make use of the following feats.

Cat's-Paw (Combat, Teamwork)

You set up a cunning diversion when flanking your enemies, allowing an ally to benefit from your superior positioning and strike a deadly blow in your stead.

Prerequisites: Outflank, base attack bonus +6, catfolk.

Benefit: When attacking a flanked enemy, you can forego any precision damage your attack would normally deal (such as from sneak attack or studied strike) and grant that damage to your flanking partner instead. Provided you maintain your flank with that ally, the next attack that ally makes against the flanked target deals your foregone precision damage in addition to any other damage dealt by the attack.

Copy-Cat

You are adept at mimicking the abilities of your comrades, adapting their techniques into your own repertoire of skills with ease.

Prerequisites: Combat Expertise, Int 13, catfolk.

Benefit: Once per encounter as a swift action at the start of your turn, you can gain the benefit of any single feat possessed by one of your allies, provided that ally has used it since the encounter started. You need not meet any of the prerequisites for this feat. This effect lasts for 1 round, plus 1 additional round per 5 levels or hit dice you possess.

Dangerous When Cornered (Combat)

When surrounded or cut off from all escape routes, you become a fearsome feline foe.

Prerequisites: Uncanny dodge, catfolk.

Benefit: When you are flanked, or when you are unable to move from your current position without using the Acrobatics skill to move through an enemy's space, the critical threat ranges of all your attacks increase by 1, and you gain a +2 circumstance bonus to damage rolls. These bonuses still apply when opponents have you in a flanking

position even if you cannot actually be flanked (such as due to possessing the improved uncanny dodge ability).

Frightening Sneak (Combat)

Your sneak attacks strike terror into the hearts of your opponents, forcing them to flee from you in panic.

Prerequisites: Dazzling Display, Weapon Focus, base attack bonus +6, sneak attack +4d6, catfolk.

Benefit: When you successfully target a creature with a melee sneak attack, you may cause it to become frightened for a number of rounds equal to your Charisma modifier. Using this ability reduces any sneak attack damage dealt by 2d6.

Lethal Charge (Combat)

When charging, you can deliver a powerful neck bite that damages your target's spine.

Prerequisites: Str 15, Dex 13, Nimble Striker ^{ARG}, base attack bonus +10, catfolk, feline bite racial trait.

Benefit: When you hit a creature with your bite attack as part of a charge, you may forego dealing normal damage to the target and instead deal Constitution damage equal to your Strength modifier.

Pounce And Rake (Combat)

You can grab onto an enemy with your claws and maul them for as long as you can manage to hold on.

Prerequisites: Str 13, Dex 15, Claw Pounce ^{ARG}, Nimble Striker ^{ARG}, base attack bonus +10, catfolk, cat's claws racial trait ^{ARG} or Aspect of the Beast ^{APG} (claws of the beast manifestation).

Benefit: When charging, any creature hit by your claw attacks is also hit with a free grapple attack, substituting your attack roll for the combat maneuver check. This does not provoke an attack of opportunity. This round, and each subsequent round that you maintain the grapple, you deal damage to the grappled creature equal to double your claw attack damage.

Rolling Strike (Combat)

As you dart and dive through an enemy's position, you can strike at them with your weapons.

Prerequisites: Dex 13, Nimble Striker ^{ARG}, base attack bonus +4, catfolk, sprinter racial trait ^{ARG}.

Benefit: When you succeed on an Acrobatics checks to move through an enemy's space, you may make one melee attack against that enemy. This feat may only be used once per round.

Sensitive Whiskers

The sensitive hairs on your face and body grant you a preternatural acuity to sense your surroundings, even in conditions of total darkness.

Prerequisites: Wis 15, Perception 5 ranks, catfolk.

Benefit: You gain the blindsense ability out to a range of 10 feet. Additionally, you receive a +2 circumstance bonus to your AC and Reflex saves against traps and hazards.

Subduing Slap (Combat)

You can target an opponent with a vicious slap that knocks them off-balance but does not kill them.

Prerequisites: Improved Unarmed Strike, base attack bonus +4, catfolk.

Benefit: As a standard action, you may make a single unarmed strike against a creature's touch AC. Any damage dealt by the attack, including precision damage, counts as nonlethal.

Religion

Deities

Many catfolk worship the following deities.

Bannaigh

CN goddess of magic, omens, and rivers

Priests clerics, druids, hunters, oracles, rangers, shamans

Domains Chaos, Luck, Magic, Water

Subdomains Arcane, Curse, Fate, Rivers

Mysteries Lore, Nature, Waves

Favored Weapon quarterstaff

FAITH

Sacred Animal bobcat; **Symbol** a pail of water

Sacred Texts *Of Weal And Woe*

Bannaigh is a relatively new addition to the catfolk pantheon, absorbed via contact with forest-dwelling elves and humans. Also called the Washerwoman, Bannaigh appears to those she deems impressive or worthy as a beautiful humanoid woman with vaguely feline features (a combination of Faol catfolk and elf), offering warnings of future peril or revealing unknown opportunities for fortune and glory. To the foolish or unworthy, she takes the countenance of a gruesome felid hag, placing dark dooms upon those who invoke her name too casually. Several great catfolk heroes of recent generations claim to have been aided by Bannaigh, and a mad few who dishonored their clans and fell from grace mutter of being visited by her as well. She is said to be guarded by a pack of deadly fey beasts called the grymalkin. Priests of Bannaigh engage in ritual washing at dawn and water collection at dusk in obeisance to the Washerwoman, and frequently display a marked talent for divination.

Kellas

NE god of night, assassins, and hunters

Priests antipaladins, clerics, druids, inquisitors, oracles, hunters, rangers, shamans, warpriests

Domains Darkness, Death, Destruction, Strength

Subdomains Ferocity, Murder, Night, Rage

Mysteries Ancestor, Battle, Bones

Inquisitions Anger, Fervor, Persistence

Favored Weapon natural attack/unarmed strike

FAITH

Sacred Animal panther; **Symbol** claw marks on tree bark

Sacred Texts *The Slayer's Creed*

Kellas is as old as the first darkening of the moons in the skies; he is the shadow that shrouds the hunter from its prey. Wraiths, shadows, and other incorporeal undead do him homage and obey his priests' murderous commands with glee. Kellas' most fervent followers claim that their god twisted some of the goddess Bannaigh's grymalkin guardians into beings of his own creation called the Cat Sidhe, whose descendants were the first catfolk. Most catfolk outside of Kellas' faith dispute this legend and take great offense at its implications, especially if it is ever mentioned by non-catfolk. Neutral-aligned commoners still make offerings of their kills to Kellas and believe their prayers to be heard while hunting for meat or sport, while his more fanatical followers accept contract killings in his name in exchange for exorbitant fees and use the blood of their marks in savage rituals to summon the Cat Sidhe into their servitude. Kellas himself rarely manifests physically, but is said to take the form of a great black panther with yellow eyes and a single white spot on his chest when he does.

Sekhmet

LG goddess of war, triage, and libation

Priests clerics, inquisitors, paladins, warpriests

Domains Healing, Nobility, Sun, War

Subdomains Day, Leadership, Resurrection, Tactics

Mysteries Battle, Flames, Life

Inquisitions Justice, Tactics, Valor

Favored Weapon longsword

FAITH

Sacred Animal lion; **Symbol** cup of wine

Sacred Texts *To Drink The Sun*

Early catfolk societies in desert regions competed fiercely for territory and resources with other races, most notably the gnolls. The angelic figure Sekhmet, who appears as a Saebul warrior woman swathed in bright clothing and wielding a fiery longsword, sided with the catfolk, and many a great temple to her was raised among the sands in antiquity. Sekhmet is said to have manifested at the culmination of a great war between gnolls and catfolk eons ago, healing the righteous and smiting the wicked. Legend says her thirst for battle was only slaked by a draught of magic *sunwine* brewed by her high priestesses. This resulted in a strong tradition of libation among her faithful, and even dwarven visitors to catfolk lands have been known to admit—under duress—that a warpriest of Sekhmet could likely outdrink him or any of his brothers.

Priest Archetype

Ghost Hunter

In the shadows lurk terrors that escape the notice of even the most careful and observant people, even the unusually perceptive catfolk. Clan lore holds that the evil god Kellas, Lord of the Night, counts among his children such insubstantial horrors as shadows, specters, and wraiths. A ghost hunter hones her senses so as to see the unseen and aid her compatriots against these otherworldly horrors—most of which are never so much as glimpsed by those under her protection.

Associated Class: paladin

Associated Race: catfolk

Replaced Abilities: detect evil, divine grace, divine health, aura of resolve, aura of justice, aura of faith, aura of righteousness, holy champion

Divine Resilience (Su): At 1st level, a ghost hunter gains a bonus equal to her Charisma bonus (if any) on saves against all death spells and magical death effects, including energy drain and channeled negative energy.

Intuitive Defense (Ex): At 2nd level, a ghost hunter gains a dodge bonus to AC equal to her Charisma bonus (if any) against attacks from incorporeal or invisible creatures.

Table 2-4: Deities

Deity	AL	Area of Concern	Domains	Mysteries	Favored Weapon
Bannaigh	CN	magic, omens, rivers	Chaos, Luck, Magic, Water	Lore, Nature, Waves	quarterstaff
Kellas	NE	night, hunters, assassins	Darkness, Death, Destruction, Strength	Ancestor, Battle, Bones	natural attack/unarmed strike
Sekhmet	LG	war, triage, libation	Glory, Healing, Nobility, War	Battle, Flames, Life	longsword

See Invisibility (Sp): At 3rd level, a ghost hunter can use *see invisibility*, as the spell, for a number of rounds per day equal to $2 + 1/2$ her level + her Charisma modifier. These rounds need not be consecutive.

Spirit Render (Su): At 8th level, a ghost hunter threatens critical hits normally against incorporeal creatures and can affect incorporeal creatures with precision damage.

Shared Insight (Su): At 11th level, any creature that attacks an enemy with concealment within 10 feet of the ghost hunter is entitled to make its miss chance percentile roll twice to see if their attacks actually hit. This ability functions only while she is conscious, not if she is unconscious or dead.

Strike the Unseen (Su): At 14th level, a ghost hunter's weapons, including natural weapons and unarmed strikes, are treated as though they possess the *ghost touch* weapon special ability. Additionally, a ghost hunter can expend two rounds of her *see invisibility* ability to grant that ability to all allies within 30 feet. This effect persists until the start of the ghost hunter's next turn. Using this ability is a free action.

Aura of Radiance (Su): At 17th level, a ghost hunter gains resistance 15 against negative energy and immunity to death spells and magical death effects, including energy drain. Each ally within 10 feet of her gains a +2 morale bonus on attack and damage rolls against incorporeal creatures. This ability functions only while the ghost hunter is conscious, not if she is unconscious or dead.

Scourge of Spirits (Su): At 20th level, a ghost hunter becomes a bane to all things dark and occluded. Whenever she uses smite evil and successfully strikes an incorporeal undead creature, that creature is also subject to an *undead to death* effect, using her paladin level as the caster level (her weapon and holy symbol automatically count as the required material components and divine foci for the spell). After the spell effect and the damage from the attack is resolved, the smite immediately ends. In addition, she gains blindsight out to a distance of 60 feet.

Racial Magic

Many catfolk use these spells, as well as spellcasters of other races who learn from them.

Disdain Circle

School abjuration; **Level** arcanist/sorcerer/wizard 5, cleric/oracle/warrior 5, inquisitor 5, paladin 4, shaman 5, summoner 5, witch 5

Casting Time 1 standard action

Components V, S, M (a feline creature's trimmed claw nail or whisker)

Range personal



Target you

Duration 1 round/level

Saving Throw Will negates (harmless); **Spell**

Resistance no

This spell allows the caster to ignore the effects of a *protection from chaos/evil/good/law* or *magic circle against chaos/evil/good/law* spell. The caster ignores any deflection and resistance bonuses and protections from mental control bestowed by such a spell for the duration of this spell. Creatures summoned by the caster during the duration of this spell which would normally be warded away by such effects ignore that limitation as well. Additionally, the caster cannot be held by an inward-focused *magic circle* or subjected to a *dimensional anchor* effect during this spell's duration.

Toxoplasmosis

School necromancy [disease, evil] **Level** antipaladin 3, arcanist/sorcerer/wizard 4, bloodrager 4, cleric/oracle/warrior 3, druid/hunter 3

Casting Time 1 standard action

Components V, S, M (a pinch of feline dung)

Range touch

Target living creature or weapon touched

Duration instantaneous (living creature) or 1 round/level (weapon)

Saving Throw Fortitude negates; **Spell Resistance** yes
The subject contracts toxoplasmosis (see below). The disease is contracted immediately (the onset period does not apply). Alternatively, a weapon (including an unarmed strike or natural weapon) may be targeted by the spell, possibly infecting a creature damaged by that weapon with the disease.

Vengeful Clowder

School illusion (shadow) [shadow]; **Level** arcanist/sorcerer/wizard 6, bard/skald 6, shaman 6, witch 6

Casting Time 1 standard action

Components V, S, M (a pinch of black fur from a feline creature)

Range medium (100 ft. + 10 ft./level)

Target see text

Effect see text

Duration 1 round/level (D)

Saving Throw Will disbelief (if interacted with); **Spell Resistance** no

You use material from the Plane of Shadow to form a quasi-real swarm of feral cats. The swarm occupies a 5-foot by 5-foot area and manifests harmlessly in your space when it is first created. When you, or an allied creature, are targeted by an attack, spell, or other effect that deals damage, the swarm immediately moves to occupy the space of the attacker (provided it is within the spell's range), dealing damage to that creature equal to any damage inflicted by it. Half of this damage is slashing and half of it is piercing, and is treated as magic, cold iron, and silver for the purposes of overcoming damage reduction. The swarm has hit points equal to 1/5 (20%) of your total maximum hit points, an AC of 20, and possesses both the swarm and incorporeal subtypes. A disbelieving creature takes only one-fifth damage from the swarm.

New Disease

Toxoplasmosis

Type disease, injury; **Save** Fortitude DC 15

Onset 1d3 days; **Frequency** 1/day

Effect 1d3 Con damage and 1d3 Int damage, if the affected creature fails 2 consecutive saves, the creature must succeed a DC 15 Will save or develop schizophrenia^{GMG}; **Cure** 2 consecutive saves

New Racial Magic Item

The following items are made by catfolk spellcasters.

All-Gods' Prayer Kit

Aura moderate enchantment; CL 6th

Slot none; Price 7,500 gp; Weight 2 lbs.

DESCRIPTION

These kits are commonly passed down through generations of well-to-do catfolk families and are an important social necessity during large religious festivals and in meetings between clan delegates and matrons. Typically, an *all-gods' prayer kit* is kept in a box made of metal and bone, and contains a multitude of items used during religious rites: small candles of varying colors; cloying sweet and bitter incenses and oils; gem and bone totems; small packets of salt, sugar, dirt, and sand; and other items.

To activate an *all-gods' prayer kit*, the user must make a DC 15 Knowledge (religion) check and perform a ritual of prayer to a specific deity that takes 5 minutes of uninterrupted concentration. Success grants the user or an ally within 30 feet the ability to apply a +1 bonus to any one attack roll, combat maneuver check, saving throw, caster level or concentration check, or skill check within the next 8 hours as an immediate action, after discovering whether the roll was successful or not. The user must choose whether the bonus will be granted to him or her self or to an ally when the kit is activated. A given creature can only benefit from one such bonus within an 8-hour time period. This bonus is either sacred or profane, depending on the alignment of the god upon which the user has called (or the GM's discretion, in the case of neutral-aligned gods). For every 5 that the check result exceeds DC 15, the bestowed bonus increases by 1, to a maximum of +6 at DC 40. An *all-gods' prayer kit* is only usable once per day, and after every seven uses of the kit, the user must pay 1/10th of the item's price to replenish consumed materials before using it again.

The user can obtain a bonus on their Knowledge (religion) check to activate the *all-gods' prayer kit* by having a positive interaction with a worshiper of the deity to whom they choose to pray (typically determined by shifting the worshiper's attitude to Friendly with a Diplomacy check, or by performing a small service for them). For every such interaction the user has had within the 4 hours prior to activating the kit, they receive a +2 circumstance bonus to the check.

CONSTRUCTION

Requirements Craft Wondrous Item, *aid*, *moment of greatness*^{UC}; **Cost** 3,750 gp

Sunwine

Aura moderate enchantment; **CL** 5th
Slot none; **Price** 3,000 gp; **Weight** 1 lb.

DESCRIPTION

Fermented and bottled by a special sect of the high priestesses of Sekhmet at high noon during full moons, *sunwine* is both a powerful ritual intoxicant and a boon to priests of the Lioness. *Sunwine* is an extremely potent spirit and counts as 3 alcoholic beverages for the purposes of determining intoxication ^{GMG}. However, its natural and magical potency can only be retained by storing and serving the draught in vessels of rare Arcadian gold. The wine has several uses among Sekhmet's faithful. A worshiper of Sekhmet with the ability to channel positive energy who imbibes a cup of *sunwine* treats her level as 2 higher for the purposes of channeling energy and may reroll any result of 1 on her channel energy dice to either deal or heal damage for a full day after drinking. If *sunwine* is consumed by a creature with the rage ability who is actively raging, the rage immediately ends, and the creature experiences no fatigue as a result of the rage. Lastly, a piece of armor anointed with *sunwine* grants its wearer DR 5/good and lawful for 8 hours.

CONSTRUCTION

Requirements Craft Wondrous Item, *bless water*, *imbue with aura* ^{UM}, *mantle of calm* ^{ACG}, creator must worship Sekhmet; **Cost** 1,500 gp



In Your Campaign

- A large allied network of catfolk clans, whose territories border the nation in which the adventurers happen to be currently, extends an invitation to the leaders of that country to send diplomats to a great seasonal festival. The adventurers are selected to represent the nation before the clans' matriarchs. Their arrival is met with fanfare, and the clans host party after party where numerous deities are honored and rites and feasts are held to mark the occasion (this is a great opportunity to break out the rules for alcohol intoxication!). The diplomat-adventurers may be given clandestine orders by the officials who sent them, perhaps to negotiate a treaty to allow historians or soldiers access to the clans' lands, or to spy upon the matriarchs' conclave and report their findings. Unknown to all those in attendance, however, a great army of gnomish warriors led by powerful priests and mages intends to strike at the catfolk while they are off-guard and celebrating, and the adventurers find themselves thrust into a bloody conflict between two mortal enemies.
- Pervasive rumors of dark figures—shadows, ghosts, specters, and even wraiths—stalking the streets and stealing away people in the night circulate among the common folk in your adventurers' home town or city. The local clerics are powerless to stop the fiends; they strike too quickly and their numbers are too great to cow with magic, even that bestowed by the gods. Theaters and taverns shut their doors for good as people fear to step into the streets after sunset, and entire farming villages are devoured by the spectral dead, swelling their ranks to even greater magnitudes of strength. The adventurers are sent to request help from the ghost hunters, an elite force of catfolk paladins who specialize in dispatching such horrors. But their nation crossed the catfolk clans long ago by breaking a treaty and encroaching upon their lands; consequently, the ghost hunters are honor-bound to obey their matriarchs, who remain hesitant to help the humans lest they be betrayed once more. The adventurers must convince the matriarchs to lend their assistance and forge an allegiance with the paladins, or their homeland will be doomed.
- A catfolk oracle contacts the PCs on a matter of dire importance: the goddess Bannaigh has spoken to her in a vision and foretold the birth of a very special child: a changeling whose mother is one of Bannaigh's own heralds. But the cult of Kellas seeks the changeling for their own foul purposes, hoping to sacrifice the child to their dark god in exchange for a boon of power. The oracle pleads with the PCs

to help her find the child before the cultists do, but crossing Kellas' worshipers will almost certainly bring his wrath upon them all—perhaps even causing the god to dispatch one of his powerful assassins, the legendary Cat Sidhe, to eliminate these new enemies. (More information about the Cat Sidhe can be found in *The Book Of Beasts: Legendary Foes*.)

- The church of Sekhmet did not originate on this world. Her followers built great starships in the distant past and fought for planetary territory against another faction known as the Cosmic Necrofuge, a galactic consortium of mummy priests who worshiped the evil deity Apep. Outlander technologists jealously compete with catfolk tech riggers for control of the lands where these great ships crash-landed. The faithful of Sekhmet have built their temples atop some of this wreckage, and consider any intrusion by outsiders a grave violation of their sovereignty. No wreckage from the spacecrafts of the Cosmic Necrofuge has ever been found... but is that because they no longer exist—or because the explorers who have gone searching for them never came back alive?

NPCs

VHARLAN VAAB CR 1/2

XP 200

Male catfolk rogue (cutpurse ^{APG}) 1

CN Medium humanoid (catfolk)

Init +3; **Senses** low-light vision; Perception +5

DEFENSES

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)

hp 10 (1d8+2)

Fort +2, **Ref** +5, **Will** –1

Defensive Abilities nine lives

OFFENSE

Speed 30 ft.

Melee short sword +1 (1d6+1/19–20), or dagger +1 (1d4+1/19–20)

Ranged hand crossbow +3 (1d4/19–20)

Special Attacks sneak attack +1d6

STATISTICS

Str 13, **Dex** 17, **Con** 14, **Int** 12, **Wis** 8, **Cha** 10

Base Atk +0; **CMB** +1; **CMD** 14

Feats Black Cat ^{ARG}

Skills Acrobatics +7, Appraise +5, Bluff +4, Climb +5, Escape Artist +7, Knowledge (local) +5, Perception +5, Sleight of Hand +7, Stealth +9, Survival +1; **Racial**

Modifiers +2 Perception, +2 Stealth, +2 Survival

Languages Common, Catfolk, Elven

SQ measure the mark, natural hunter, sprinter

Other Gear backpack, dagger, grappling hook, hand crossbow with 20 bolts, hemp rope (50 ft.), leather armor, short sword, 13 gp

RENSHKA THE CLANNLESS CR 2

XP 600

Female catfolk aristocrat 1/warrior 3

CN Medium humanoid (catfolk)

Init +2; **Senses** low-light vision; Perception +2

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 25 (4 HD; 3d10+1d8+4)

Fort +5, **Ref** +4, **Will** +2

OFFENSE

Speed 30 ft.

Melee 2 claws +6 (1d4+1)

STATISTICS

Str 12, **Dex** 14, **Con** 13, **Int** 8, **Wis** 7, **Cha** 12

Base Atk +3; **CMB** +4; **CMD** 16

Feats Weapon Finesse, Weapon Focus (claw)

Skills Climb +7, Intimidate +8, Perception +2

Languages Catfolk, Common

SQ cat's luck, sprinter

Combat Gear *potion of invisibility*; **Other Gear** *cloak of resistance* +1, masterwork chain shirt

GRENSFIT KHOL CR 4

XP 1,200

Male catfolk sorcerer 5

NE Medium humanoid (catfolk)

Init +7; **Senses** low-light vision; Perception +2

DEFENSE

AC 15, touch 14, flat-footed 11 (+3 Dex, +1 dodge, +1 natural)

hp 30 (5d6+10)

Fort +2, **Ref** +4, **Will** +4

OFFENSE

Speed 30 ft.

Melee mwk morningstar +3 (1d8)

Sorcerer Spell-Like Abilities (CL 5th; concentration +9)

7/day—*choking touch*

Sorcerer Spells Known (CL 5th; concentration +9)

2nd (5/day)—*dust of twilight* ^{APG}, *steal breath* ^{ARG} (DC 16), *summon monster II*

1st (7/day)—*color spray* (DC 15), *feather fall*, *mage armor*, *magic missile*, *true strike*

0 (at will)—*dancing lights*, *detect magic*, *disrupt undead*, *mage hand*, *open/close* (DC 14), *ray of frost*

Bloodline grymalkin

STATISTICS

Str 10, **Dex** 16, **Con** 13, **Int** 8, **Wis** 10, **Cha** 18
Base Atk +2; **CMB** +2; **CMD** 16
Feats Combat Casting, Dodge, Eschew Materials ^B, Improved Initiative
Skills Use Magic Device +12; **Racial Modifiers** +2 Perception, +4 Stealth, +2 Survival (+4 to track in dim light or darkness)
Languages Catfolk, Common
SQ cat's luck, nightstalker, sprinter
Combat Gear *elixir of fire breath*; **Other Gear** mwk morningstar, *amulet of natural armor* +1

SITARA ASHERE

CR 7**XP 4,800**

Female catfolk paladin of Sekhmet (ghost hunter) 8
LG Medium humanoid (catfolk)
Init +3; **Senses** scent; Perception +1
Aura courage (10 ft.)

DEFENSES

AC 21, touch 13, flat-footed 18 (+8 armor, +3 Dex)
hp 56 (8d10+8)
Fort +6, Ref +5, Will +7
Defensive Abilities cat's luck, divine resilience (+4), intuitive defense (+4)

OFFENSE

Speed 30 ft.

Melee +1 *shock longspear* +12/+7 (1d8+5/x3 and 1d6 electricity) or +1 *claw blades* +10/+10/+5 (1d4+4)

Special Attacks channel positive energy (DC 18, 4d6), smite evil 3/day (+4 attack and AC, +8 damage), spirit render

Paladin Spell-Like Abilities (CL 8th; concentration +12)

At will—*see invisibility* (10 rounds/day)

Paladin Spells Prepared (CL 5th; concentration +9)

2nd—*effortless armor* ^{UC}, *weapon of awe* ^{APG}

1st—*ghostbane dirge* ^{APG} (DC 15), *veil of positive energy* ^{APG}

STATISTICS

Str 16, **Dex** 16, **Con** 10, **Int** 8, **Wis** 12, **Cha** 18
Base Atk +8; **CMB** +11; **CMD** 24
Feats Nimble Striker ^{ARG}, Rolling Strike, Two-Weapon Fighting, Weapon Focus (claw blades)
Skills Diplomacy +11, Intimidate +8
Languages Common, Catfolk
SQ aura of good, code of conduct, cat's claws, divine bond (+2 weapon, 8 minutes, 1/day), lay on hands (4d6, 8/day), mercies (diseased, fatigued), sprinter
Combat Gear *sunwine*; **Other Gear** +1 *claw blades* ^{ARG} (2), +1 *shock longspear*, +2 *undead defiant* ^{UE} breastplate, *belt of physical might* +2 (Str, Dex)

GUARA KHENAS

CR 11**XP 12,800**

Old female catfolk shaman (speaker of the past ^{ACG}) 12
NG Medium humanoid (catfolk)
Init -2; **Senses** low-light vision; Perception +12

DEFENSES

AC 10, touch 8, flat-footed 10 (+2 armor, -2 Dex)
hp 69 (12d8+12)
Fort +4, **Ref** +2, **Will** +13

OFFENSE

Speed 30 ft.

Melee +1 *spell-storing quarterstaff* +8/+3 (1d6)

Special Attacks hexes (brain drain [6d4, DC 19], charm [2 steps, 3 rounds, DC 22], shapeshift [12 minutes/day, *beast shape II*], share knowledge [4 minutes], tongues [12 minutes/day])

Shaman Spells Prepared (CL 12th; concentration +15)

6th—*vengeful clowder* (DC 19), *mass cure moderate wounds*

5th—*disdain circle*, *stoneskin*, *true seeing*

4th—*control water*, *ice storm*, *ride the waves* ^{UM}

3rd—*call lightning* (DC 16), *cure serious wounds* (2), *protection from energy*, *speak with dead*

2nd—*animal purpose training* ^{ACG}, *barkskin*, *bear's endurance*, *resist energy*, *sickening entanglement* ^{ACG} (DC 15)

1st—*charm animal* (DC 17), *charm person* (DC 17), *hex vulnerability* ^{ACG} (DC 14) *wave shield* ^{ACG} (2)

0 (at will)—*create water*, *guidance*, *know direction*, *read magic*

Spirit Lore

STATISTICS

Str 9, **Dex** 7, **Con** 10, **Int** 12, **Wis** 17, **Cha** 18

Base Atk +9; **CMB** +8; **CMD** 17

Feats Improved Iron Will, Iron Will, Leadership, Persuasive, Spell Penetration, Toughness

Skills Bluff +8, Diplomacy +16, Handle Animal +13, Heal +12, Knowledge (history, nature, religion) +10, Linguistics +10, Perception +12, Sense Motive +5, Spellcraft +10, Survival +12; **Racial Modifiers** +2 Bluff, +2 Diplomacy, +2 Sense Motive

Languages Common, Catfolk, Dwarven, Elven, Gnome, Gnoll, Sylvan

SQ cat's luck, clever cat, greater spirit (lore), spirit abilities (automatic writing 2/day, monstrous insight 7/day), mysteries of the past, nimble faller, revelations of the past (aging touch [6 Str or 12d6, 3/day], blood of heroes [+2, 3 rounds, 3/day] spirit of the warrior [6 rounds/day]), spirit magic (lore)

Combat Gear *potion of shield of faith* +5; **Other Gear** +1 *spell-storing quarterstaff* (contains *inflict critical wounds*), *bracers of armor* +2, *headband of inspired wisdom* +2, *ring of eloquence* ^{ACG}, *storyteller's dust* ^{ACG}

Advanced Changelings



Pride and Sorrow

The hag on the left of the fire pit shrieked at the hag in the middle, "Your daughter!" in horrified surprise, while the one on the right yelled, "You are not replacing us!" The left hag broke into a sprint straight at Larin. The young priestess had only a moment to utter a quick prayer of protection to her goddess, Alina. The power of the deity glowed on the shield strapped to Larin's right arm. She brought the shield up on reflex alone, just in time to deflect the hag's sharp nails. The hag staggered back for a moment and screamed as it nursed its pained hand. Larin could see the hag's solid white eyes and sickeningly brown flesh and felt revulsion rise in her stomach. Shoving the creature down, she jabbed the spear in her left hand into its neck. The hag's screams halted as it crumpled to the ground.

Agony suddenly coursed through Larin's back. She turned to find another hag digging her claws between the joints in her armor. The priestess knocked the hag away with her shielded arm and took a step back, trying to use the shield to protect the wound. The hag's face filled with a cruel joy from watching Larin's pained reaction.

"Weak. That is what she is, Sorrow. One little prick of my nails and she protects her wound instead of focusing on the fight," the hag began to taunt. "Do you really think..." The hag's words were cut short. A beam of light as bright as the sun sprang from the three candles on Larin's armor and found the hag's eyes. The hag's head jerked to the side in pain for just a moment. When she turned back towards Larin, she screamed, "You insufferable little...!" and she charged. Larin prayed her spell had worked as she took a few steps to her right. The hag continued to scream as she clawed through the air where Larin had once been. The hag continued to flail, clawing everywhere nearby, until Larin's spear found the hag's chest.

Two down, Larin thought. One to go.

Overhead, a seagull squawked and the surf crashed against the rocky shoreline. After the bird's cry, a terrible sound rose from the remaining hag's mouth that could only be described as an amused cackle. Larin looked toward her mother only to find that she had merely watched the conflict like an amused ruler being entertained at the arena.

Larin whispered a quick prayer. The wound on her back closed, and she prepared herself for whatever

might come next. She had seen it all many times. For her goddess, Larin had looked into the eyes of cruelty and malice countless times, and each time she relied on her spear and her faith to get her through. But this once, though she had never laid eyes on the creature, Larin hoped this hag would give up her hatred and change. She had seen a hag do so before, but most of the ones she would encounter were far too bitter and spiteful to amend their ways. So, Larin prepared herself for each possibility.

"Good. I am so proud of you," the hag beamed with praise.

That was the one scenario I did not see coming, thought Larin. She struggled to remember the speech she had practiced over and over again but instead found, "Um, thanks," tumbling out of her mouth, betraying her bewilderment.

"Thanks? Why wouldn't I be proud of you?" her mother began. "You are a strong woman. You handled yourself quite well against those two, even if they were simpletons. You even managed to keep your armor in pristine appearance, even if it is a little much. In that get up, how are you supposed to attract a man? You will probably scare them all off. At least sit down, take off the helmet and let your hair flow in the breeze." The old hag's hand motioned to the rocks around the fire pit.

Larin walked over and sat down on the rock across the fire pit from her mother. She laid down her spear but kept it within reach, in case this conversation turned ugly. Even though it was heavy on her right arm, Larin made sure to keep her shield armed. She took her helmet off and sat it on her knee. "My hair does not so much 'flow' as it does 'flap.' That helmet can be really hot sometimes."

For such a ghastly face, the hag wore a sympathetic expression. "I can see that. But even if I was not there to teach you how to look your best, that does not change the fact that I am still proud of you." Her hands kept in time with her words, making each word more pronounced to the young priestess's ears.

A few sputtering noises passed Larin's lips until she finally blurted out in confusion, "I came here to kill you, and you're proud of me?"

Her mother did not lunge to attack, yell, cast a spell or even flinch. Instead, she just looked straight at Larin and said, "Did you really come here to kill me? Or did you come here for answers?"

The priestess waffled as the certainty of her objective wavered. "Well, I guess... I don't know."

"Ah, you see. A mother always knows." She continued before Larin could get a word in edgewise. "My name is Sorrow. Before I took on this less than stellar appearance, I was a changeling, just like you. You got the brown eye from me. My other eye was a sea blue. You got the hazel eye from your father. Just like you, my mother dropped me off on my father's doorstep. I know how you wanted to grow up knowing your real mother. I was the same. But now that you are old enough to know, you understand that you were better off with your father than growing up with... someone as terrifying to small children as I am. The world turned me into this. All the cruelty and bitterness in this world did this to me." As she spoke, Sorrow's gaze drifted off her daughter and to the world around her, and her hands similarly slowed.

Seizing the opportunity, Larin shot back, "Yes, and you did it right back to the world."

Sorrow's attention snapped back onto her daughter, "I did nothing to those men that they did not deserve."

"What they deserved," Larin interrupted, "was justice. They may not have been good people, but they did not deserve what you did to them." Her words were not the flowing speech she had practiced, but they were close enough for her now.

"I never do anything to anyone that they have not done to someone else first."

Larin failed to keep the bitterness out of her voice, "So is that what you did to Rihanna? What did she ever do to anyone? You took away the only mother I ever knew. Dad never recovered from that. He died mourning her."

The self-assurance in Sorrow's voice did not waver and her hands resumed their gestures as she replied, "The woman's sister—your aunt—brutally murdered my sister. She got what she deserved."

Once again, doubt crept into her thoughts, and Larin questioned the rightness of everything she had ever done. Was her desire for justice for her step-mother's death right? Should that thirst for justice have led her to Alina in pursuit of it? Was she truly only out for vengeance, just like her mother?

As Larin had done so many times before, she set her emotions aside and attempted to focus on the facts. But this time, something was different. Something

was fighting her, forcing the doubt to creep in. The realization in Larin's mind was sudden and obvious to both Larin and Sorrow: her mother's hand movements were a spell that she was concentrating on, keeping Larin focused on the hag's words and clouding her mind. That realization cleared Larin's mind, freeing her from her mother's magic.

The two women stared into each other's eyes. "It had almost worked, too. If I had but a few minutes more, you would have doubted your worthless goddess and sworn off your piety. And then, you would have been all mine. Oh well." With that, Sorrow was on her feet and racing around the fire pit.

Larin had just enough time to grab her helmet and strike her mother across the face with it. The young priestess' hand reached for her spear, but it was nowhere to be found. A metallic clang resounded behind her and Larin realized that instead of attacking, her mother had kicked the weapon down the rocky soil and into the ocean.

Sorrow began weaving magic to summon creatures to her aid. Instead of waiting to find out what sort of demons her mother would call upon, Larin used the helmet once more to strike her mother's arm, breaking the spell before she could complete it. With a moment's reprieve, Larin jammed her helmet back on her head and touched the medallion of faith around her neck, uttering a quick prayer. A crimson light sprang into Larin's left hand, forming a spear far more deadly than the one she lost.

The two fought, on and on, divine spear against toughened hide, cruel magic against holy protection. And when the shaft of light finally pierced the old hag's chest, Larin instantly regretted what she had done. The divine spear disappeared as her mother fell to the ground. The young priestess fumbled with her holy symbol, preparing to undo what she had just done when the dying hag placed a gentle hand on hers and told her not to. She patted her daughter's hand and said her last words: "I truly am proud of you."

Later that night, Larin stood over a shallow grave while two bodies burned in the fire pit. "I only wish we could have had more time together, Mother. Maybe you could have learned from me and I from you. Maybe in time you would have changed and become a loving person again. I will remember your pride in me, but I wish it did not have to live with your sorrow."

Racial Traits

Hags are not immortal. They are not particularly nurturing. They have no males among them. These three factors conspire toward their extinction—held off only by the existence of changelings. Changelings, the offspring of hags and males of other races, are always female. The fate of a changeling's father—life or death, sanity or madness—rests on the whims of the hag and her coven. Left on the doorsteps of prospective foster parents, changelings are most often raised by strangers. On those occasions where the father survives the hag's courtship, he is “gifted” with the changeling.

Physical Description: Typically tall, slender, dark haired, and attractive, changelings' heterochromatic eyes and abnormally pale skin hint at their true heritage. Changelings otherwise resemble the races of their fathers.

Society: At puberty, changelings receive “the call,” an almost undeniable wanderlust invoked by their mother and designed to draw them home. When they first hear it, changelings often depart their host community. Those who follow the call to their mother nearly always succumb to the terrible seduction of her power and transform into hags themselves. Those who resist the call or deny their mothers instinctively search for connections which bind them to their chosen life. Many find that devotion to the gods fills the void where their mother belongs, while others

form strong connections to nature or even small groups of people. The last group make the most stalwart adventuring companions, for they see their fellow adventurers as their family.



Changeling Racial Traits

Changelings have the following racial traits.

+2 Wisdom, +2 Charisma, -2 Constitution: Changelings are frail, but are clever and comely.

Medium: Changelings are Medium creatures and have no bonuses or penalties due to their size.

Humanoid: Changelings are humanoids with the changeling subtype.

Normal Speed: Changelings have a base speed of 30 feet.

Hag Racial Trait: The changeling inherits one of the following racial traits, depending on her mother's hag type:

Gaze Blindness (Mute Hag): The changeling gains a +2 racial bonus on saving throws against gaze attacks.

Heartstone Heritor (Night Hag): The changeling gains a +2 racial bonus on saving throws against disease.

Hulking Changeling (Annis Hag): The changeling gains a +1 racial bonus on melee damage.

Ice Climber (Winter Hag): The changeling gains a +5 racial bonus on Climb checks on icy or slippery surfaces.

Inscrutable (Blood Hag): The Sense Motive check DC to gain a hunch about the changeling increases by 5.

Green Widow (Green Hag): The changeling gains a +2 racial bonus on Bluff checks against creatures that are (or could be) sexually attracted to her.

Sea Lungs (Sea Hag): The changeling may hold her breath for a number of rounds equal to three times her Constitution before she risks drowning.

Wind Breaker (Storm Hag): The changeling is treated as two size categories larger for the purpose of resolving wind effects.

Claws: Changelings' fingernails are hard and sharp, granting them two claw attacks (1d4 points of damage each).

Natural Armor: Changelings have a +1 natural armor bonus.

Darkvision: Changelings can see in the dark up to 60 feet.

Languages: Changelings begin play speaking Common and the primary language of their host society. Changelings with high Intelligence scores can choose from the following: Aklo, Draconic, Dwarven, Elven, Giant, Gnoll, Goblin, and Orc.

Alignment and Religion: The alignment of a changeling is largely dependent on how she is raised and her interactions with her host community. Some changelings with a strong connection to their mother display cruel streaks in their early years. On the whole, changelings, being creatures of free will, choose their alignment with the same degree of freedom as any other person. Many changelings who deny the call devote themselves to the gods, becoming some of the most devout and fervent worshippers of their chosen deity.

Names: Changelings are named according to the convention of their host society. Changelings who heed the call often shed their old name in favor of one bestowed by their mother. Hags keep their true names secret from all but a trusted few—an exchange of true names being an important part of the ritual which binds together a hag coven. To all others hags are known by sobriquets, such as Agony, Despair, or Sorrow.

Traits

The following race traits are available for changelings.

Bitter Heart: Your difficult upbringing has hardened your heart. You gain a +2 trait bonus on saving throws against effects with the emotion descriptor.

Coven Caster: Your magic is most effective when you have allied spellcasters near. Twice per day you may cast a spell at +1 caster level if you have at least two allies within 30 feet who are capable of casting spells.

Empath: The influence of your mother is particularly strong and you develop emotional ties with other creatures to create a bulwark against her call. You can communicate basic concepts with creatures who have Intelligence 3 or greater even if you do not share a language.

Hag Eye: Your eyes bear the preternatural clarity of a hag eye. You gain a +2 trait bonus on Perception checks to notice creatures which doubles on checks to notice magical sensors.

Mesmer: Your heterochromatic eyes are mesmerizing. Once per day when you cast a spell or use an effect with the mind-affecting keyword you may increase its DC by 1. This ability only functions if the target can see your eyes.

Alternate Racial Traits

Ancestral Affinity: Changeling bloodragers and sorcerers with the accursed bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. Changeling spellcasters with the Charm domain use their domain powers and spells at +1 caster level. This racial trait replaces claws, darkvision, and the changeling's hag racial trait.

Climbing Claws: Changelings with this racial trait possess nails which are better served as an aid to climbing than as a weapon and gain a climb speed of 10 feet. This racial trait replaces claws.

Hagsight: The changeling has an innate sense of when she is being observed. Changelings with this racial trait who have a Charisma score of 15 or higher may cast *detect scrying* once per day as a spell-like ability (caster level is equal to the changeling's class level). This racial trait replaces darkvision and the changeling's hag racial trait.

Heartsick: Some changelings feel their emotions more keenly than others. They gain the sickened condition when affected by an effect with the emotion descriptor. Once per day while under such an effect, a changeling with a Charisma of 15 or higher may, as a standard action, end the effect and use *crushing despair* as a spell-like ability (caster level is equal to the changeling's class level). This racial trait replaces claws, natural armor, and the changeling's hag racial trait.

Indomitable Will: Constant resistance to the call of her mother has toughened the changeling's mind. She gains a +2 racial bonus on saving throws against mind-affecting effects. This racial trait replaces hulking changeling and natural armor.

Mist Child (Annis Hag): When the changeling has concealment or total concealment, the miss chance of attacks against her increases by 5%. This racial trait replaces hulking changeling and counts as the hag racial trait.

Object of Desire (Green Hag): The changeling adds +1 to her caster level when casting *charm person* and *charm monster*. This replaces green widow and counts as the hag racial trait.

Ocean's Daughter (Sea Hag): The changeling gains a +1 racial bonus on Swim checks. She automatically succeeds at Swim checks made to avoid nonlethal damage from swimming. This replaces sea lungs and counts as the hag racial trait.

Paternal Heritage: The influence of the changeling's father is particularly strong. The changeling counts as her father's race for any effect related to race and inherits one of the following racial traits according to her father's race. This racial trait replaces hag racial trait.

Aasimar: The changeling gains resistance 5 to acid, cold, or electricity, chosen at character creation.

Catfolk: The changeling gains a 10-foot racial bonus to her speed when using the charge, run, or withdraw actions.

Dhampir: The changeling gains a +2 racial bonus on saving throws against disease and poison.

Drow: The changeling possesses spell resistance equal to 4 plus her class level.

Duergar: The changeling gains a +2 racial bonus on saving throws against paralysis, phantasms, and poison.

Dwarf: The changeling's speed is never modified by armor or encumbrance. This counts as the slow and steady racial trait.

Elan: The changeling requires only half as much food and water to sustain herself as a normal Medium creature, and can go for 2 days plus a number of hours equal to double her Constitution score before making Constitution checks for starvation or thirst.

Elf: The changeling gains a +2 racial bonus on Perception checks.

Fetchling: Attacks against the changeling in dim light have a 50% miss chance instead of the normal 20% miss chance. This ability does not grant total concealment; it only increases the miss chance.

Fosterling: Rolls to confirm critical hits against the changeling suffer a –4 penalty.

Gillmen: The changeling gains the aquatic subtype with a swim speed of 10 feet, but can breathe both water and air.

Goblin: The changeling gains a +4 racial bonus on Ride and Stealth checks.

Gnome: The changeling gains a +2 racial saving throw bonus against illusion spells and effects.

Grippli: The changeling is always considered to have a running start when making Acrobatics checks to jump.

Halfling: The changeling gains a +2 racial bonus on saving throws against fear effects.

Hobgoblin: The changeling gains a +4 racial bonus on Stealth checks.

Ifrit: The changeling gains fire resistance 5.

Kitsune: The changeling has a bite attack that deals 1d4 points of damage.

Kobold/Umbra Kobold: The changeling has a +1 natural armor bonus from her scaly flesh. If the changeling has a natural armor bonus from another source, then the two abilities stack.

Lizardfolk: The changeling has a +1 natural armor bonus from her scaly flesh. If the changeling has a natural armor bonus from another source, then the two abilities stack.

Melodian: The changeling gains a +2 racial bonus on one type of Perform (chosen at character creation), and Perform is always a class skill for her.

Merfolk: The changeling gains the aquatic subtype with a swim speed of 10 feet, but can breathe both water and air.

Nagaji: The changeling has a +1 natural armor bonus from her scaly flesh. If the changeling has a natural armor bonus from another source, then the two abilities stack.

Orc: The changeling can remain conscious and continue fighting even if her hit point totals fall below 0. The changeling is still staggered at 0 hit points or lower and loses 1 hit point each round as normal. This counts as the ferocity racial trait.

Oread: The changeling gains acid resistance 5.

Ratfolk: The changeling gains a +2 racial bonus on Perception, and Use Magic Device checks.

Reaper: Once per day, when the changeling would die from hit point damage she does not die until the end of her next turn. If the changeling receives enough healing by then that her hit points are at an amount greater than her negative Constitution score, she becomes stable and does not die.

Samsaran: The changeling gains a +2 racial bonus on saving throws made to resist death effects and on Constitution checks made to stabilize if reduced to negative hit points.

Sashahar: The changeling gains a +2 racial bonus on saving throws against psionic powers and psi-like abilities.

Table 3-1: Height/Weight Table

Gender	Base Height	Base Weight	Modifier	Multiplier
Female	4 ft. 5 in.	85 lbs.	+2d8	x5 lbs.

Table 3-2: Random Starting Age

Adulthood	Intuitive	Self Taught	Trained
15 years	+1d4	+1d6	+2d6

Table 3-3: Aging Effects

Middle Age	Old Age	Venerable	Max Age
35 years	53 years	70 years	70+2d20 years

Strix: The changeling possesses a pair of vestigial wings that she can use to fall and glide at a safe pace. She can fall safely from any height without taking falling damage but must move 5 feet laterally for every 20 feet she falls.

Suli: The changeling gains a +2 racial bonus on Diplomacy and Sense Motive checks.

Svirfneblin: The changeling adds +1 to the DC of any illusion spells she casts.

Sylph: The changeling gains electricity resistance 5.

Tengu: The changeling has a bite attack that deals 1d3 points of damage.

Tiefling: The changeling has resist 5 to cold, electricity, or fire chosen at character creation.

Undine: The changeling gains cold resistance 5.

Ursine: The changeling gains a +2 racial bonus on saving throws against polymorph spells or effects, diseases, and ingested or inhaled poisons (but not magical diseases or poisons).

Vanara: The changeling has a long, flexible tail that she can use to carry objects. She cannot wield weapons with her tail, but the tail allows her to retrieve a small, stowed object carried on her person as a swift action.

Vishkanya: The changeling gains a racial bonus on saving throws against poison equal to half her class level (minimum 1).

Wayang: Once per day as an immediate action, a changeling can treat positive and negative energy effects

as if she were an undead creature, taking damage from positive energy and healing damage from negative energy. This ability lasts for 1 round.

Wyvaran: The changeling gains a +2 racial bonus on saving throws against paralysis and sleep effects.

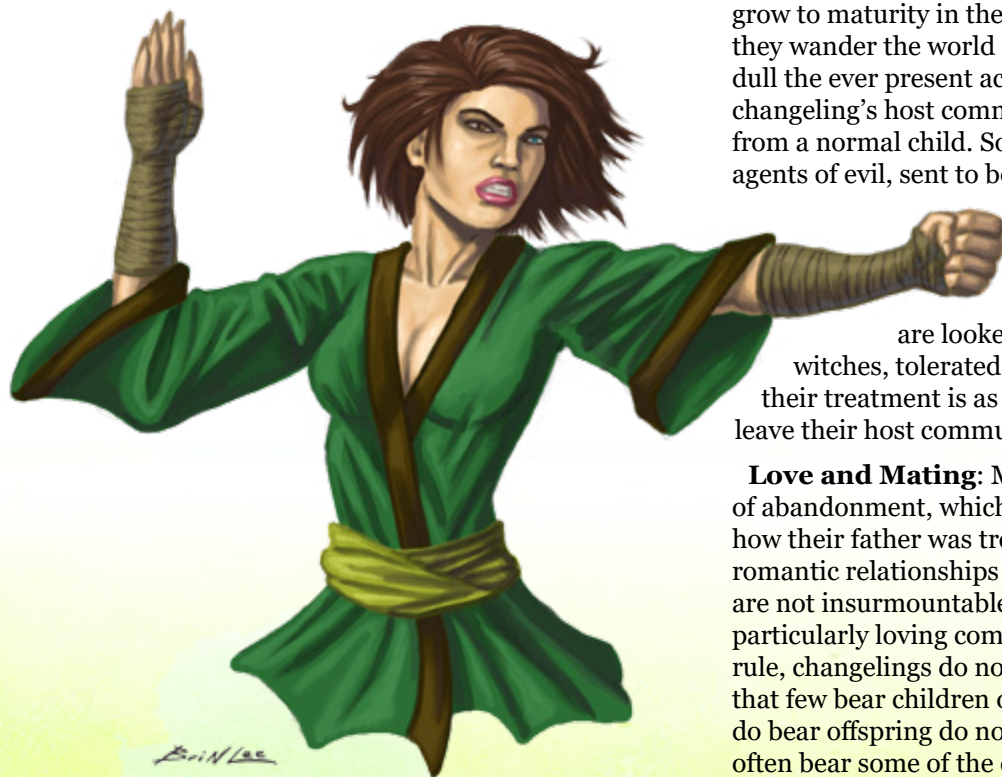
Society and Lands

Aging and Death: In the natural course of events, changelings age and die as a normal human would. Their generally adventurous and consequently dangerous lives mean that most changelings who escape the clutches of their mother meet some other untimely end. Rare is the changeling who dies of old age.

Clans and Families: The attitude of hags toward their daughters varies wildly, ranging from cold indifference to covetous obsession. Mothers on the latter end of the spectrum cause the most trouble for their daughters. From the incessant call to agents sent to retrieve the changeling, oftentimes nothing short of death can deter such a hag. During childhood, changelings experience the same range of treatment as any other foster child. Some are hidden away in shame, sometimes even kept in oubliettes and raised no better than a feral animal. Some are loved by otherwise childless couples who treat the changeling as a precious gift. Regardless of good treatment or ill, changelings almost invariably depart their homes when they receive the call.

Communities and Settlements: Changelings do not form their own communities. Instead, they spend their lives searching for their place in larger ones, first as they grow to maturity in their host community, and later as they wander the world in search of something that will dull the ever present ache of the call. During childhood, a changeling's host community often treats her differently from a normal child. Some changelings are looked upon as agents of evil, sent to bedevil their community or destroy it from within. Others are looked upon as blessed messengers from the spirit world sent to protect their host community. Still others are looked upon as fey-touched or nascent witches, tolerated but given a wide berth. Most often their treatment is as much an impetus as is the call to leave their host community behind.

Love and Mating: Many changelings deal with issues of abandonment, which coupled with the knowledge of how their father was treated by their mother can make romantic relationships difficult for them. These problems are not insurmountable so with patience and time a particularly loving companion can overcome them. As a rule, changelings do not like to settle down, which means that few bear children of their own. Those changelings who do bear offspring do not breed true although their offspring often bear some of the changelings' distinctive physical



characteristics. Some changelings fear that their mother might one day call any daughters born to them.

Magic: The magic of hags, passed to their changeling daughters, takes many forms. Some changelings harness the dormant potential for change in their body to enhance transformative magics. Some changelings inherit the preternatural clarity of a hag's eye and specialize in divination magics. Other changelings channel the need to bond with a coven into an enhanced bond with their companion creature or divine patron.

Relations: Changelings have interacted with many races over the centuries and possess different relations with each.

Elves: The elven people welcome changelings of elven descent into their communities, as they would any new addition, due to their low birth rate. Their long lifespan gives elves the confidence that they can turn their elven-blooded daughters away from their mothers.

Humans: Human host communities generally look upon changelings with suspicion and fear. This attitude is sometimes shared by their immediate families. These feelings sometimes devolve into violence or charges of witchcraft. Many human communities breathe a sigh of relief when a changeling leaves after receiving the call.

Samsarans: Samsarans perceive a dichotomy of being in changelings with which they identify. They are torn between the powerful, sometimes overwhelming call of their past lives and their current one, while changelings are torn between the call of their mother and the desire to follow their own path.

Vishkanya: As another relatively rare race of extraordinary beauty, vishkanya often look upon changelings as rivals for the same resources. Some vishkanya ruthlessly eliminate their rivals while others attempt to work with the changelings for even greater opportunity.

Adventurers: Changelings who deny their mother's call often become adventurers. The rootless existence of the adventurer is well suited to the changelings' wanderlust. Changelings often form deep bonds with their adventuring companions, treating them as an adopted family.

Slayer: A changeling that resisted her mother's call can feel a natural inclination to hunt down other hags in order to prevent them from doing the same.

Cleric: A changeling's natural intuition and force of personality lend themselves well to the life of a cleric.

Sorcerer: A changeling may decide to harness the potency of her blood and turn it to her own purpose. Such changelings most often manifest the accursed bloodline.

Warpriest: Many changelings resent the call of their mother and militantly carry the power of their god in order to oppose it.

Witch: Some changelings deny the call through a pact with an otherworldly force, ironically following a path which many see as parallel to that of their mothers.

Racial Options

Racial Archetypes

Changelings can make use of these archetypes.

HEARTSHORN WITCH

Some changelings who are rejected by their host communities turn inward, growing bitter and twisted. Some of these who become witches are taught a ritual by their patron in which they petrify and remove their own heart to use as a source for their power.

Associated Class: witch

Associated Race: changeling or hag

Replaced Abilities: familiar

Heartstone (Su): At 1st level, a heartshorn witch removes the still-beating heart from her chest and transforms it into a slightly glowing, slightly spongy, heart-shaped stone (her heartstone). As she gains power, her heartstone grows ever more stony, blackened, and twisted. Her heartstone is an object with hardness equal to her level, hit points equal to half her total hit points, and acts in all ways like a witch's familiar for the purpose of preparing and gaining spells. The heartshorn witch gains a +4 bonus on saving throws against death effects and effects with the emotion descriptor. If her heartstone is damaged then she takes an equal amount of damage (after the heartstone's hardness is applied). If her heartstone gains the broken condition she is sickened until her heartstone is no longer broken. If an effect would remove the sickened condition from the heartshorn witch while her heartstone is broken she regains it one round later. If her heartstone is destroyed then she is immediately affected by *slay living* (DC 19; her bonus to saving throws against death effects applies to this save) with a caster level equal to her class level; whether or not she saves, she is nauseated for one round after the destruction of her heartstone. If she survives, her heartstone slowly regrows over a period of 24 hours, during which time she is sickened as though her heartstone was broken; she loses her bonus on saving throws against death effects and effects with the emotion descriptor; and she cannot use her heartstone for any purpose. This time cannot be reduced by any means short of a *limited wish*, *miracle*, *wish*, or similar magic.

A damaged heartstone may be repaired with the *mending* and *make whole* spells as if it were a magic item with a caster level equal to the heartshorn witch's level. *Cure* spells and spells which heal living creatures have no effect on a heartstone. If not otherwise repaired, a damaged heartstone repairs itself when the heartshorn witch next prepares spells.

At 5th level, once per day as an immediate action, a heartshorn witch may redirect an effect which targets her to her heartstone. If the redirected effect affects objects it is resolved normally; otherwise it harmlessly dissipates.

At 10th level, once per day as a standard action, a heartshorn witch may transfer a non-instantaneous effect which currently affects her to her heartstone. If the redirected effect affects objects it is resolved normally; otherwise it dissipates harmlessly.

INCANTRIX

An incantrix gains power from both her hag mother and the powerful blood coursing through her veins. The two sources of magic combine to form an unusual mix of powers, allowing her to perceive the unseen and cloak herself in protective veils of primal magic.

Associated Class: sorcerer

Associated Race: changeling

Replaced Abilities: bloodline arcana, 9th-level bloodline power, 15th-level bloodline power

Modified Abilities: bonus spells

Bonus Spells: The following bonus spells replace the bonus spells gained from the bloodline. *pass without trace* (3rd), *see invisibility* (5th), *death ward* (11th).

Primal Dweomercraft (Su): At 1st level an incantrix uses her Charisma modifier instead of her Intelligence modifier when making Knowledge (arcana) and Spellcraft checks. She also gains the *read magic* cantrip as a bonus spell known.

Dweomersight (Sp): At 9th level an incantrix can use *arcane sight* as an immediate action for a number of rounds per day equal to her sorcerer level. These rounds do not need to be consecutive.

Dweomerward (Su): At 15th level an incantrix gains spell resistance equal to her incantrix level + 8.

New Rogue Talents

Changelings can take the following rogue talents.

Box-man (Ex): A rogue with this talent and the claws or climbing claws racial trait may use her claws as a set of masterwork thieves' tools. The circumstance bonus on Disable Device checks granted by her claws increases by an amount equal to her bonus from trap sense.

Den of Thieves (Ex): A rogue who selects this talent gains a bonus teamwork feat.

Lacerate (Ex): A rogue with this talent who inflicts bleed damage with her claws may stack bleed damage of the same type. A rogue must have the bleeding attack rogue talent and claws as a natural weapon before selecting this talent.

Solo Artist (Ex): A rogue who selects this talent may as a swift action choose an ally to treat as if they possessed the same teamwork feats as the rogue for the purpose of determining whether the rogue receives a bonus from her teamwork feats. The chosen ally does not receive any bonuses from these feats unless she actually possesses the feats herself. The ally's positioning and actions must still meet the prerequisites listed in the teamwork feat for the rogue to receive the listed bonus. This lasts for a number of rounds equal to the rogue's Charisma modifier (minimum 1).

New Bloodrager Bloodlines

ACCURSED

Somewhere in your family history, a hag's foul influence entered your bloodline. Your bloodrage taps the power of the hag within.

Bonus Feats: Accursed Critical ^{UM}, Critical Focus, Blind-Fight, Combat Casting, Diehard, Endurance, Mounted Combat.

Bonus Spells: *ray of sickening* ^{UM} (7th), *touch of idiocy* (10th), *ray of exhaustion* (13th), *bestow curse* (16th)

Bloodline Powers: Your bloodrage causes your body to contort and reveal the truth of your heritage.

Horrific Visage (Su): At 1st level, your visage twists into a savage mockery of your normal features. As a free action up to three times per day, you can force one target within 30 feet to make a Will save (DC 10 + 1/2 your bloodrager level + your Constitution modifier) or be shaken for 1 round for every 2 bloodrager levels you possess (minimum 1 round). This is a mind-affecting, fear-based ability. This fear does not stack with other fear effects. At 8th level, you can use this ability up to five times per day.

Wretched Endurance (Ex): At 4th level, you gain a +2 bonus on all saving throws against charm, cold, fear, fire, and sleep effects. At 8th level, these bonuses increase to +4.

Dread Gaze (Su): At 8th level, you gain a form of the green hag's evil eye power. As a swift action once per day, you can fix your gaze on any one creature within 60 feet. The target must make a Will save (DC 10 + 1/2 your bloodrager level + your Constitution modifier) or be staggered for 1 round for every 2 bloodrager levels you possess. At 16th level, you can use this ability twice per day. At 20th level, you can use this ability three times per day.

Stormwind (Su): At 12th level, you control a powerful wind that lofts you into the air and allows you to fly with a speed of 60 feet and good maneuverability. At 20th level, your fly speed increases to 80 feet.

Whipping Winds (Sp): At 16th level, you gain *gust of wind* as an at-will spell-like ability. In place of a melee attack, you can use this ability to bull rush, disarm, or trip a creature within 30 feet using your normal combat maneuver bonus

(when used in this way, you cannot use the *gust of wind* spell's normal effects). Attempting these combat maneuvers does not provoke an attack of opportunity, but using the spell-like ability provokes attacks of opportunity as normal. Creatures with the air subtype are unaffected by this ability.

Fearsome Survival (Su): At 20th level, your hag-blood gives you considerable resilience. You gain DR 10/cold iron and spell resistance equal to 6 + your bloodrager level. You have these benefits constantly, even while not bloodraging.

CLEANSED

Somewhere in your family history, a hag's foul influence entered your bloodline. One of your ancestors cleansed that influence and your bloodrage channels that power into a potent weapon against sickness and despair.

Bonus Feats: Battle Cry ^{ACG}, Die Hard, Endurance, Great Fortitude, Improved Initiative, Mounted Combat, Skill Focus (Heal)

Bonus Spells: *remove sickness* ^{UM} (7th), *remove paralysis* (10th), *remove disease* (13th), *remove curse* (16th)

Bloodline Powers: Your blood thrums with the power to combat the unclean.

Purifying Flame (Su): At 1st level, when you deal damage with a melee attack to a creature that is able to inflict a curse, disease, energy drain, fear, or poison effect, you deal an additional 1d6 points of fire damage.

Blessed Endurance (Ex): At 4th level, you gain a +2 bonus on all saving throws against curse, disease, energy drain, fear, and poison effects. At 8th level, these bonuses increase to +4.

Breath of Fresh Air (Sp): At 8th level, you may call upon a mighty wind to sweep away foul airs. You gain *gust of wind* as a spell-like ability usable a number of times per day equal to your Constitution modifier (minimum 1).

Sympathetic Purification (Su): At 12th level, when you deal damage with a melee attack to a creature that has inflicted a curse, disease, energy drain, fear, or poison effect on one of your allies within 30 feet of you, one affected ally (your choice) receives an immediate new saving throw against that effect. A failed save does not worsen the effect.

Immolate (Su): At 16th level, when entering a bloodrage you can choose to exude an aura of fire. The aura is a 5-foot burst centered on you, and deals 2d6 + your Charisma modifier points of fire damage to creatures that end their turns within it. This ability ends all the following conditions affecting the bloodrager: confused, dazed, diseased, poisoned, and sickened.

Aura of Purity (Su): At 20th level, the power of your ancestor envelops you and radiates from you with a palpable warmth. You gain a sacred bonus on all saving throws equal to your Constitution modifier (minimum 1),

and all allies within 20 feet of you benefit from your blessed endurance bloodline power.

New Sorcerer Bloodlines

CLEANSED

Somewhere in your family history, a hag's foul influence entered your bloodline. One of your ancestors cleansed that influence and transformed her bloodline into a powerful weapon to combat sickness and despair.

Class Skill: Heal.

Bonus Spells: *remove sickness* ^{UM} (3rd), *remove paralysis* (5th), *remove disease* (7th), *remove curse* (9th), *break enchantment* (11th), *heal* (13th), *joyful rapture* ^{UM} (15th), *sunburst* (17th), *freedom* (19th)

Bonus Feats: Battle Cry ^{ACG}, Die Hard, Endurance, Great Fortitude, Improved Counterspell, Improved Initiative, Merciful Spell ^{APG}, Skill Focus (Heal)

Bloodline Arcana: Whenever you cast a spell to remove an affliction (such as *remove curse*), add your Charisma modifier to caster level checks made as part of the spell.

Bloodline Powers: Your very being rejects putrescence, and through your will you may purge it from those around you.



Beatific Visage (Su): At 1st level, as a standard action, you can draw upon the power of your ancestor to cause one ally to perceive you as having a beatific appearance. Your ally is soothed by the channeled power of your ancestor and removes the dazed, fatigued, shaken, sickened, or staggered condition. Your ally chooses which condition is removed. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Blessed Endurance (Ex): At 3rd level, you gain a +2 bonus on all saving throws against curse, disease, energy drain, fear, and poison effects. At 9th level, these bonuses increase to +4.

Purifying Gaze (Sp): At 9th level, your gaze has the power to purify the unclean. As a standard action, you may fix your gaze on an ally within 60 feet. The target is affected by *cleanse* ^{APG}. You can use this ability once per day at 9th level. At 17th level, you can use this ability twice per day. At 20th level, you can use this ability three times per day.

Heal the Rift (Sp): At 15th level, you can seal the cracks between dimensions for a number of rounds per day equal to your sorcerer level. This functions as *dimensional lock*. These rounds need not be consecutive.

Aura of Purity (Su): At 20th level, the power of your ancestor envelops you and radiates from you with a palpable warmth. You gain a sacred bonus on all saving throws equal to your Charisma modifier, and all allies within 20 feet of you benefit from your blessed endurance bloodline power.

Racial Feats

Many changelings make use of the following feats.

ACCURSED BLOOD

Your mother's blood runs strongly in you, granting you an extra measure of her power.

Prerequisite: Changeling, hag racial trait

Benefit: You gain a +2 racial bonus on saving throws against effects that cause ability damage, drain, or penalties and a +2 bonus on Spellcraft checks to identify spells with the curse or death descriptor.

ACCURSED HERITAGE

Your connection to your mother strengthens and grants you even more power while subtly putting you under the influence of her and her kind.

Prerequisite: Con 13, Accursed Blood, changeling, hag racial trait.

Benefit: You gain an extra benefit based on your hag racial trait.

Annis Hag: You gain DR 2/bludgeoning.

Blood Hag: You gain a +2 racial bonus on saving throws against fear, fire, and mind-affecting effects.

Green Hag: Add +1 to the Difficulty Class for all saving throws against spells of the charm and compulsion subschools.

Mute Hag: You may reroll a saving throw against a gaze attack. You must take the second result even if it is worse. You can use this ability a number of times per day equal to your Constitution modifier (minimum 1).

Night Hag: When infected with a disease, the first time you would take damage or drain it is reduced by a number of points equal to your Constitution modifier (minimum 1), to a minimum of 0 damage.

Sea Hag: You gain a swim speed of 15 feet.

Storm Hag: You gain resist 5 electricity.

Winter Hag: You gain resist 5 cold.

POTION LUNG

Your lungs have the ability to absorb potions like a sponge.

Prerequisite: Accursed Blood, changeling, sea lungs or ocean's daughter hag racial trait or gillmen, merfolk, or undine paternal racial trait.

Benefit: When you drink a potion, you may choose to store it in your lungs for up to one hour per class level. As a standard action that does not provoke attacks of opportunity you may consume the potion stored in your lungs. If you fail a saving throw against an inhaled poison while you have a potion stored in your lungs you may as an immediate action violently expel the potion as a useless phlegmy goo and reroll the saving throw with a bonus equal to the potion's caster level. While there is a potion stored in your lungs, your breathing is accompanied by clicking, bubbling, and rattling sounds. You can have no more than one potion stored in your lungs at any time.

Normal: Drinking a potion is a standard action that provokes an attack of opportunity.

SPELL ASSISTANT

You have a knack for helping others with their spellcasting.

Prerequisite: Accursed Blood, changeling, ability to cast 1st level spells

Benefit: You may use the aid another action to grant an adjacent ally a +2 circumstance bonus on caster level checks and concentration checks until the beginning of your next turn. The ally must remain adjacent to you to gain this benefit.

Normal: You may not use the aid another action to assist on caster level or concentration checks.

TOOTH AND CLAW

You have learned special rituals which allow you to enhance your natural weapons.

Prerequisite: Accursed Blood, changeling, any natural weapon.

Benefit: Your natural weapons count as magic for the purpose of bypassing damage reduction. Craft Magic Arms and Armor may be used to add enhancement bonuses and special abilities to each of your natural weapons as if they were masterwork weapons.

Normal: Natural weapons cannot be enchanted and do not bypass damage reduction.

Racial Equipment

Many changelings make use of the following equipment.

Eye Dye: This narrow vial holds 10 doses of viscous alchemical liquid. When dipped into a willing creature's eyes (a standard action) it causes the iris to change color (chosen when the eye dye is crafted) for 8 hours. When used in conjunction with a disguise kit, eye dye negates the –2 penalty for a changeling to disguise herself as her father's race. One dropper of eye dye contains enough for 10 applications. **Weight:** —.

Eye Dye, Specific: This functions exactly as normal eye dye, except that it has been specially crafted to mimic the eye color of a specific individual. When used in conjunction with a disguise kit to impersonate that individual, those who know what that person looks like reduce the bonus on Perception checks against the disguise by 2. One dropper of specific eye dye contains enough for 10 applications.

Weight: —.

Religion

Deities

Many changelings worship these deities.

ALINA

LG goddess of light, hearth, and purification

Priests cleric, inquisitor, oracle, paladin, warpriest

Domains Community, Good, Law, Sun

Subdomains Archon, Day, Home, Light

Mysteries Ancestor^{UM}, Battle, Flame

Inquisitions Illumination, Truth, Valor

Favored Weapon shortspear

FAITH

Sacred Animal rooster; **Symbol** three candles in a triangle, flame facing outward

Sacred Text *Five Points of Light*

Alina is said to be the first changeling who denied her mother and lived. The first of the great acts which led to her apotheosis (known as the Five Points of Light) was to slay her mother's entire hag coven. Alina detests hags and the dark places in which they hide. Priests who worship Alina in her aspect of the Hearth Mother bolster communities against the depredations of hags and bring light to push back the darkness. Inquisitors of Alina worship her aspect of the Purifying Flame and travel in teams of three across the fringes of civilization where hags are most often found. They seek to slay any hags they can and offer to take any changeling girls they come across into the care of the church. Alina's symbol represents her inversion of the hags' coven into a force for good while reminding her followers that darkness is never banished, only held at bay.

Table 3-4: Equipment

Special Substances and Items	Cost	Weight	Craft DC
Eye Dye	10 gp	—	25
Eye Dye, Specific	25 gp	—	30

Table 3-5: Deities

Deity	AL	Area of Concern	Domains	Mysteries	Favored Weapon
Alina	LG	home, illumination, purification	Community, Good, Law, Sun	Ancestor, Battle, Flame	shortspear
Elyion Arai	CG	journeys, self-discovery, well-being	Chaos, Good, Strength, Travel	Heavens, Life, Nature	quarterstaff
Yud	CE	broken agreements, gambling, incredible luck	Chaos Evil, Luck, Trickery	Dark Tapestry, Lore, Time	brass knuckles

Changeling priestesses of Alina often wear holy symbols which bear five candles instead of three, to represent the Five Points of Light.

ELYION ARAI

CG goddess of journeys, self-discovery, and well-being

Priests bard, cleric, oracle, ranger, warpriest

Domains Chaos, Good, Strength, Travel

Subdomains Exploration, Restoration, Seasons

Mysteries Heavens, Life, Nature

Favored Weapon quarterstaff

FAITH

Sacred Animal horse; **Symbol** clasped hands over a road

Sacred Text *Dangerous Journeys*

Adherents of Elyion Arai are invariably possessed of a great wanderlust. Many (particularly her changeling followers) feel disconnected from their home community or are otherwise considered the “black sheep” of their family and take to the road in order to find their place in the world. Elyion Arai teaches that one is defined by what one is not. As such, true self-knowledge can only come from traveling the world and interacting with others, defining the self against the other. She has no temples, only small shrines designed to offer shelter to travelers. Her shrines are not tended by priests, but those who use them are expected to maintain them according to their abilities. It is considered good luck to be accompanied by a priest of Elyion Arai, and they often shepherd travelers, peddlers, caravans, and ships on their way to exotic or distant locales. Travelers make offerings to her at the beginning of a journey.

YUD

CE god of broken agreements, gambling, and incredible luck

Priests cleric, inquisitor, oracle, warpriest

Domains Chaos Evil, Luck, Trickery

Subdomains Curse, Deception, Devil, Fate

Mysteries Dark Tapestry ^{UM}, Lore, Time ^{UM}

Inquisitions Fate, Heresy, Spellkiller ^{UC}

Favored Weapon brass knuckles ^{UE}

FAITH

Sacred Animal ferret; **Symbol** coin on its head

Sacred Text *Analects of Yud*

Yud’s followers care little for the rules and mores which bind together people and societies, yet take great pleasure in twisting the letter of any agreement to their favor. Yud is the patron of changelings who seek to extract as much power from their biological mother as possible and escape before becoming enthralled. A common belief holds that speaking the phrase, “I don’t like your odds,” can move Yud to influence a situation—for good or ill. Oddsmakers, barristers, and ne’er-do-wells of all stripes pay homage to Yud in order to curry his favor or avoid his ire.



Priest Archetypes

Priests of changeling deities can make use of these archetypes.

CANDLE CASTER

Associated Class: cleric

Associated Deity: Alina

Modified Abilities: domains

Candle casters emphasize Alina’s aspect as goddess of light at the expense of other areas of her portfolio. Their spells which generate light beat back ever more powerful darkness.

Domains: A candle caster must choose the Sun domain or the Light subdomain. She does not gain a second domain.

Chandler (Su): When she casts a spell with the fire or light descriptor, a candle caster may add to its potency by incorporating the lighting of candles into her spellcasting. A candle caster may light 1 candle per 3 cleric levels (minimum 1). Each candle lit during the spell's casting adds one to the cleric's caster level. If the candles are blown out (such as by a strong wind) during the spell's casting, a concentration check is required to not lose the spell (DC 10 + [2 x the spell's level]), but the increase in caster level is lost. Each candle used as part of this ability adds one tindertwig as a material component.

COINSPINNER

Associated Class: cleric

Associated Deity: Yud

Modified Abilities: channel energy, domains

For whatever reason, Yud has taken a special interest in the coinspinner and influences events around her.

Domains: A coinspinner must choose the Luck domain if she channels positive energy or the Curse subdomain if she channels negative energy. She does not gain a second domain.

Channel Energy (Su): A coinspinner's channel energy gains the benefit of luck variant channeling^{UM} without being halved.

PURIFIER

Associated Class: inquisitor

Associated Deity: Alina

Modified Abilities: judgment

Replaced Abilities: detect alignment

You channel the power of the Purifying Flame to root out and steel yourself against the unclean.

Judgment (Su): A purifier gains the following judgment in addition to the normal list of inquisitor judgments.

Cauterize (Su): When the inquisitor using this judgment fails a saving throw against a curse, disease, energy drain, fear, or poison effect, she may as an immediate action take fire damage equal to her class level and reroll the saving throw. She must accept the result of the second roll, even if it is worse. Additionally, this ends all bleed damage affecting her. Damage from this judgment may not be resisted from any source.

Lore of Purity (Sp): At 1st level a purifier is able to root out those who would ravage the body and soul. This ability functions like *detect undead* except that she is able to detect any creature that can inflict a curse, disease, energy drain, fear, or poison effect.

WAYFARER

Associated Class: ranger

Associated Deity: Elyion Arai

Modified Abilities: hunter's bond

Replaced Abilities: wild empathy, combat style

The wayfarer shepherds travelers on their journey. She teaches her companions the best ways to survive and speeds them to their destination.

Empathy (Ex): At 1st level, the wayfarer adds 1/2 her ranger level (minimum 1) to Diplomacy and Sense Motive checks.

Caravan Master (Ex): At 2nd level, the overland movement multiplier of a wayfarer and any group she leads is treated as one step better than normal (trackless becomes road or trail, and road or trail becomes highway; highway is not improved). The per hour and per day speeds of any vessel which the wayfarer pilots increase by 20%.

Traveler's Bond (Ex): At 4th level, a wayfarer forms a bond with her companions and does not gain an animal companion. When she uses her bond she also shares half of her favored terrain bonus with her allies, which does not stack with any favored terrain bonus they may possess.

Rambler (Ex): At 6th, 10th, 14th, and 18th level the wayfarer selects an additional favored terrain. Her favored terrain bonuses do not increase when she gains these additional favored terrains.

Racial Magic

Many changelings use these spells, as do other spellcasters that learn from them.

CONTINUAL DARKLIGHT

School evocation [darkness, light]; **Level** arcanist/sorcerer/wizard 2, cleric/oracle/warrior 3, inquisitor 3, witch 2

Components V, S, M (onyx dust worth 25gp)

Duration permanent

Saving Throw none; **Spell Resistance** no

As *darklight*, except as noted above.

DARKLIGHT

School evocation [darkness, light]; **Level** arcanist/sorcerer/wizard 1, bard/skald 1, cleric/oracle/warrior 1, druid/hunter 1, inquisitor 1, shaman 1, summoner 1, witch 1

Casting Time 1 standard action

Components V, M (a bit of phosphorescent fungus)

Range touch

Target object touched

Effect magical black, heatless flame

Duration 10 min./level (D)

Saving Throw none; **Spell Resistance** no

This spell causes a touched object to emit a roiling black flame which sheds no light or heat and consumes no oxygen. Creatures using darkvision perceive colors normally within a 30-foot radius of the *darklight*. This spell has no effect in an area of supernatural darkness. The effect is immobile, but it can be cast on a movable object.

Darklight can be used to counter or dispel any darkness or light spell of equal or lower spell level.

HAG ASPECT, LESSER

School transmutation; **Level** alchemist/investigator 2, arcanist/sorcerer/wizard 2, bloodrager 2, witch 2

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

You take on the aspect of a hag, including some of its physical characteristics. You gain low-light vision, damage reduction 5/bludgeoning, the benefits of *pass without trace*, and a +1 enhancement bonus to natural armor which increases by +1 for every four caster levels above 3rd (to a maximum of +4 at 15th level).

HAG ASPECT

School transmutation; **Level** alchemist/investigator 4, arcanist/sorcerer/wizard 5, bloodrager 3, witch 5

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

As *lesser hag aspect*, and in addition you gain darkvision 60 feet, damage reduction 5/bludgeoning and magic, resist electricity 10, a swim speed of 30 feet, and you grow gills which allow you to breathe underwater. In addition your natural weapons and any weapons you wield are considered magic for the purpose of overcoming damage reduction.

HAG ASPECT, GREATER

School transmutation; **Level** alchemist/investigator 6, arcanist/sorcerer/wizard 8, bloodrager 4, witch 8

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

As *hag aspect*, and in addition you gain damage reduction 10/bludgeoning and magic; immunity to electricity, charm, and fear; a +4 racial bonus on saving throws against gaze attacks and disease; and a 20 foot aura of strong wind

(*Pathfinder Roleplaying Game Core Rulebook*, Section 13 *Environment*). You are immune to the effects of this aura.

QUICKSILVER GAZE

School transmutation; **Level** alchemist/investigator 2, arcanist/sorcerer/wizard 2, bloodrager 1

Casting Time 1 standard action

Components V, S, M (two drops of mercury)

Range personal

Target you

Duration 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

A wave of quicksilver ripples across your eyes and gives them the appearance of mirrors. You gain a +4 bonus on saving throws against gaze attacks and effects with the light descriptor. As a standard action, you may meet the gaze of a creature within 30 feet and reflect their gaze back upon them. When you do so, both you and the creature must make a saving throw against the gaze attack or be subject to its effects. In order to employ this option you may not avert your gaze or close your eyes.

Racial Magic Items

The following magic items are made by changeling spellcasters.

APLOMB AMULET

Aura faint necromancy and transmutation; **CL** 5th

Slot neck; **Price** 4,500 gp; **Weight** —

DESCRIPTION

This silver locket is engraved with flowering vines that twine over its surface. When the wearer of an *aplomb amulet* uses Diplomacy to shift a creature's attitude, they can shift up to three steps rather than just two. Placing a bit of a creature (such as a hair, nail clipping, or drop of blood) within the locket gives the wearer a +5 insight bonus on Diplomacy checks to influence that creature for 24 hours, until it is removed or until a bit of another creature is placed within, whichever occurs first.

CONSTRUCTION

Requirements Craft Wondrous Item, *hex vulnerability* ^{ACG}, *honeyed tongue* ^{APG}; **Cost** 2,250 gp

EMPATHY BAND

Aura moderate divination; **CL** 7th

Slot ring; **Price** 5,000 gp; **Weight** —

DESCRIPTION

These simple platinum rings come in pairs. An *empathy band* without its mate is useless. When worn, the paired rings allow each wearer to have a general sense of the emotional state of the other wearer. A wearer of one half

of a pair, *empathy bands* gains a +5 insight bonus on Bluff checks to communicate secret messages to the wearer of the other ring and a +5 insight bonus on Sense Motive checks against the wearer of the other ring. When *empathy bands* are used as the focus component for a *shield other* spell, that spell is enlarged as if by the Enlarge Spell feat. Once per day, on command, the wearer of an *empathy band* may learn details about the wearer of the other ring of the pair as the spell *status* with a duration of 1 minute.

CONSTRUCTION

Requirements Forge Ring, *hidden speech* ^{APG}, *shield other*, *status*; **Cost** 5,000 gp

INCOGNITO CAP

Aura faint enchantment; **CL** 5th
Slot head; **Price** 2,500 gp; **Weight** 1 lb.

DESCRIPTION

This simple woolen cap cloaks the wearer in an aura of anonymity. Any creature that sees or interacts with the wearer of an *incognito cap* must make a DC 10 Intelligence check to remember anything about the wearer other than her general shape (such as humanoid), or the gist of their interactions with her. Creatures receive a cumulative +1 bonus to this check for every full hour they interact with the wearer in a 24 hour period.

CONSTRUCTION

Requirements Craft Wondrous Item, *anonymous interaction* ^{ACG}; **Cost** 1,250 gp

In Your Campaign

While not a particularly common race, changelings are nevertheless found in almost every society with which hags can interact and breed. This makes changelings extremely easy to seamlessly integrate into any campaign. They are an excellent option for a GM to use in the creation of a mysterious NPC or for a player looking to create a character that has a hint of the exotic. The most important thing to remember about a changeling character is that it should be about relationships. Even more than a normal character, a changeling's relationship with her adopted family, her host community, her host culture, her biological mother, her deity, and her adventuring companions define her. At their core changelings have a primal need to connect with others, an echo of the hag's instinct to form a coven.

There are several basic types of changelings—those who flee from the call, those who embrace the call, and those who dance with the call.

The typical changeling adventurer is one who flees from the call. She denies her biological mother and takes up a rootless existence in an attempt to escape the clutches of her mother or whatever servitors (sometimes even her

own twisted half-sisters) are sent to bring her into the fold. Such changelings often deny their true nature and the beast that they fear lurks within them. They can be plagued by nightmares of being captured by their biological mother and having their will stripped from them or of transforming into a hideous monster that turns on their loved ones. They typically turn toward the worship of a deity (most often Alina or Elyion Arai) or form close bonds with adventuring companions. Such a changeling can only run so far and so long before her past catches up with her and she is forced to deal with her mother once and for all.

Those changelings who embrace the call of their mothers most often appear as NPCs. They learn the ways of hags at their biological mother's knee and over time transform into hags themselves. Though this type of changeling is most often an NPC, you may work with a player who wishes to play this type of changeling in your campaign. Such changelings would be particularly well-suited for a campaign focused around evil or selfish characters. A changeling of this type can also make an excellent foil for a changeling who denies her mother. Sent to retrieve her wayward half-sister, she might delight in slowly stripping her half-sister of everything she holds dear. Jealousy might lead her to seek the destruction of her half-sister, who she may see as a rival for her mother's favor and power.

If you want to use a changeling without exploring her hag origins, try building on one of the other central themes of the race. Changelings seldom grow up knowing both of their biological parents and commonly will feel like outsiders. This could lead to a changeling finding it difficult to trust others. Some take that experience and explore the meaning of friendship and the depths to which someone can trust another. Such a character should start out finding it difficult to trust the other members of her adventuring party and learn to trust them over the course of the campaign.

Another possibility when roleplaying a changeling character is to explore healthy and unhealthy relationships. Such a changeling could be a good person seduced by the power of Yud, not realizing the terrible price she has paid until luck turns against her over and over again. The player and game master could work together to craft a story where, over the course of the campaign, the character comes to realize that she should leave the deity behind in favor of Alina, Elyion Arai, or another deity from the campaign setting.

And there are still other possible ideas for changeling characters. Because of a changeling's origins, she is rarely understood by those around her. An outcast of this sort might become anything from a runaway, street-wise rogue to an introverted, studious wizard. Being abandoned on the doorstep of a church or monastery by the non-hag parent could produce a changeling wholly devoted to a deity or order. With natural claws and a magical lineage, an orphan

changeling would rarely be picked on and would make a natural hero for her orphanage, standing up to bullies for her orphaned brothers and sisters.

NPCs

JOSTA

CR 1/2

XP 200

Female changeling cleric of Yud (coinspinner) 1

CE Medium humanoid (changeling)

Init -1; **Senses** darkvision 60 ft.; Perception +3

Aura chaos, evil

DEFENSES

AC 14, touch 9, flat-footed 14 (-1 Dex, +4 armor, +1 shield)

hp 6 (1d8+2)

Fort +3, **Ref** -1, **Will** +5

OFFENSE

Speed 30 ft.

Melee brass knuckles ^{UE} +1 (1d3+1) or cold iron dagger +1 (1d4+1/19-20)

Ranged light crossbow -1 (1d8/19-20) or cold iron dagger



-1 (1d4+1/19-20)

Special Attacks luck variant channel ^{UM} negative energy 5/day (DC 14, 1d6), heartsick, malign eye ^{APG} (6/day)

Changeling Spell-Like Abilities (CL 1; concentration +3)

1/day—*crushing despair* (DC 16)

Cleric Spells Prepared (CL 1; concentration +4)

1st—*bane* ^D (DC 14), *cause fear* (DC 14), *murderous command* ^{UM} (DC 14)

0 (at will)—*create water*, *detect magic*, *read magic*

Domain Luck (Curse ^{APG})

STATISTICS

Str 12, **Dex** 8, **Con** 12, **Int** 10, **Wis** 17, **Cha** 15

Base Atk +0; **CMB** +1; **CMD** 10

Feats Improved Channel

Skills Profession (gambler) +7, Sense Motive +7

Languages Common

SQ heartsick, oddsmaker

Combat Gear *scroll of entropic shield*, smoke pellet ^{UE};

Other Gear alchemist's kindness ^{UE}, brass knuckles ^{UE},

buckler, chain shirt, dagger, gold holy symbol ^{UE} of Yud,

light crossbow with 10 bolts, pickpocket's outfit, spell

component pouch, superior loaded dice ^{UE}, wrist sheath ^{UE},

45 gp

MENAFI

CR 2

XP 600

Female changeling monk (zen archer ^{APG}) 3

LN Medium humanoid (changeling)

Init +0; **Senses** darkvision 60 ft.; Perception +10

DEFENSES

AC 16, touch 15, flat-footed 14 (+1 armor, +1 Dex, +1 dodge, +3 Wis)

hp 16 (3d8+3)

Fort +4, **Ref** +4, **Will** +6; +2 against gaze attacks

Defensive Abilities AC bonus, evasion, gaze blindness

OFFENSE

Speed 40 ft., climb 10 ft.

Melee unarmed strike +3 (1d6+1)

Ranged mwk longbow +6/+6 (1d8+1/x3) or mwk longbow +7 (1d8+1/x3)

Special Attacks zen archery

STATISTICS

Str 12, **Dex** 13, **Con** 12, **Int** 10, **Wis** 17, **Cha** 10

Base Atk +2; **CMB** +3; **CMD** 16

Feats Deflect Arrows, Dodge, Improved Unarmed Strike,

Perfect Strike ^{APG}, Point Blank Master ^{APG}, Point-Blank Shot, Precise Shot, Weapon Focus (longbow)

Skills Climb +16, Knowledge (history) +8, Perception +10, Sense Motive +10; **Racial Modifiers** +8 Climb

Languages Common, Dwarven

SQ climbing claws

Combat Gear *potion of jump*, **Other Gear** *bracers of armor +1*, masterwork composite longbow (Str +1) with 20 arrows, 20 cold iron arrows, 20 silver arrows, 5 gp

ZABALA

CR 3

XP 800

Female changeling bloodrager ^{ACG} 4

NE Medium humanoid (changeling)

Init +1; **Senses** Perception +7

DEFENSES

AC 18, touch 11, flat-footed 17 (+1 Dex, +1 natural armor, +6 armor)

hp 29 (4d10+7)

Fort +5, **Ref** +2, **Will** +1; +2 against charm, cold, fear, fire, and sleep effects

Defensive Abilities blood sanctuary, uncanny dodge, wretched endurance

OFFENSE

Speed 30 ft. (40 ft. without armor)

Melee mwk greatsword +8 (2d6+4/19–20)

Special Attacks bloodline power [horrific visage (DC 16)], bloodrage (11 rounds/day)

Bloodrager Spells Known (CL 4th; concentration +5 [+6 while bloodraging])

1st (2/day)—*long arm* ^{ACG}, *shield*

Bloodline accursed

STATISTICS

Str 16, **Dex** 13, **Con** 12, **Int** 10, **Wis** 10, **Cha** 12

Base Atk +4; **CMB** +8; **CMD** 19

Feats Eschew Materials ^B, Furious Focus ^{APG}, Power Attack

Skills Acrobatics +8, Climb +10, Perception +7, Survival +7

Languages Common

SQ ancestral affinity

Other Gear +1 *breastplate*, *belt of superior maneuvers* +1 ^{ACG}, masterwork greatsword

NASREEN

CR 5

XP 1,600

Female changeling expert 7

LG Medium humanoid (changeling)

Init -1; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 14, touch 9, flat-footed 14 (+4 armor, -1 Dex, +1 natural)

hp 31 (7d8–7)

Fort +1, **Ref** +1, **Will** +6

OFFENSE

Speed 20 ft. (30 ft. without armor)

Melee 2 claws –1 (1d4–1)

Ranged +1 light crossbow +3 (1d8+1/19–20)

STATISTICS

Str 8, **Dex** 9, **Con** 8, **Int** 14, **Wis** 13, **Cha** 14

Base Atk +5; **CMB** +4; **CMD** 13

Feats Scholar, Skill Focus (Appraise), Skill Focus (Craft [alchemy]), Toughness

Skills Appraise +15, Bluff +2 (+4 vs. creatures sexually attracted to her), Craft (alchemy) +15, Diplomacy +12, Disable Device +8, Knowledge (arcana) +14, Knowledge (dungeoneering) +11, Knowledge (nobility) +8, Linguistics +12, Sense Motive +11, Use Magic Device +12; **Racial Modifiers** +2 Bluff vs. creatures sexually attracted to her

Languages Abyssal, Aklo, Catfolk, Celestial, Common, Dark Folk, Draconic, Dwarven, Orc, Sylvan, Tengu

Other Gear +1 *studded leather*, +1 *light crossbow*, *cloak of human guise* ^{UE}, masterwork thieves' tools

LUCEREI

CR 7

XP 3,200

Female changeling sorcerer (incantrix) 8

CG Medium humanoid (changeling)

Init +6; **Senses** Perception +12

DEFENSES

AC 13, touch 12, flat-footed 11 (+2 Dex, +2 natural)

hp 42 (8d6+12)

Fort +4, **Ref** +4, **Will** +7; +4 against charm, cold, fear, fire, and sleep effects

Defensive Abilities wretched endurance

OFFENSE

Speed 30 ft.

Melee mwk quarterstaff +3 (1d6–1)

Sorcerer Spells Known (CL 8; concentration +13)

4th (4/day)—*black tentacles*

3rd (6/day)—*dispel magic*, *fly*, *heroism*, *ray of exhaustion* (DC 18)

2nd (7/day)—*disfiguring touch* ^{UM} (DC 17), *false life*, *glitterdust*, *lesser hag aspect*, *quicksilver gaze*, *see invisibility*

1st (8/day)—*burning hands* (DC 16), *grease*, *mage armor*, *pass without trace*, *ray of enfeeblement* (DC 16), *unseen servant*, *youthful appearance* ^{UM}

0 (at will)—*acid splash*, *detect magic*, *disrupt undead*, *light*, *mending*, *message*, *open/close*, *prestidigitation*

Bloodline accursed ^{UM}

STATISTICS

Str 8, **Dex** 14, **Con** 11, **Int** 10, **Wis** 14, **Cha** 19

Base Atk +4; **CMB** +3; **CMD** 15

Feats Combat Casting, Eschew Materials, Extend Spell, Great Fortitude, Improved Initiative, Toughness

Skills Intimidate +18, Perception +12, Use Magic Device +18

Languages Aklo, Common

SQ ancestral affinity, bloodline arcana, primal dweomercraft

Combat Gear acid, alchemist's fire; **Other Gear** *amulet*

of natural armor +1, figuring of wondrous power (silver raven), masterwork quarterstaff

SIMONE

CR 11

XP 12,800

Female changeling warpriest of Elyion Arai 12

CN Medium humanoid (changeling)

Init -1; **Senses** darkvision 60 ft.; Perception +4

Aura chaos, good

DEFENSES

AC 23, touch 9, flat-footed 23 (+10 armor, -1 Dex, +1 natural, +3 shield)

hp 81 (12d8+24)

Fort +11, **Ref** +5, **Will** +14; +1 vs. ability damage, drain, and penalties

Defensive Ability sacred armor +2 (12 minutes)

OFFENSE

Speed 20 ft. (30 ft. without armor), climb 10 ft.

Melee +2 *trident* +13/+8 (1d10+3/x3)

Special Attacks blessings 9/day (agile feet, anarchic strike, battle companion [summon monster V], dimensional hop), channel positive energy (DC 20, 4d6), fervor (4d6), sacred weapon +6 (12 rounds)

Warpriest Spells Prepared (CL 12; concentration +16, +20 defensive or grappled)

4th—*death ward*, *divine power*, *freedom of movement*

3rd—*dispel magic*, *guiding star*^{APG}, *prayer*, *sands of time*^{UM}, *symbol of healing*^{UM}

2nd—*lesser restoration*, *resist energy*, *shard of chaos*^{UM}, *shield of fortification*^{ACG}, *spiritual weapon*, *weapon of awe*^{APG}

1st—*bless water*, *comprehend languages*, *detect undead*, *hide from undead*, *sanctuary*, *shield of faith*

o (at will)—*create water*, *detect magic*, *guidance*, *light*, *read magic*

Blessings Chaos, Travel

STATISTICS

Str 16, **Dex** 8, **Con** 14, **Int** 10, **Wis** 18, **Cha** 15

Base Atk +9; **CMB** +12; **CMD** 21

Feats Accursed Blood, Alignment Channel (lawful), Channeled Blessing^{ACG}, Combat Casting, Disruptive, Quicken Blessing^{ACG}, Spellbreaker, Step Up, Toughness, Vital Strike, Weapon Focus (trident)^B

Skills Diplomacy +17, Knowledge (religion) +15; **Racial Modifiers** +1 Swim, +8 Climb

Languages Common

SQ climbing claws, ocean's daughter

Combat Gear *pearl of power* (1st level), *wand of cure serious wounds* (25 charges); **Other Gear** +2 *full plate*, +2 *trident*, *belt of giant strength* +2, book of war prayers^{ACG}, *cloak of resistance* +1, healer's kit, holy text^{UE} (five points of light), silver holy symbol of Elyion Arai, spell component pouch, 15 gp

Advanced Elans



Sects and Violence

Geren slowly opened his eyes, enjoying the transition from his evening trance to full wakefulness. He could feel the tingle of energy permeating his body, renewing him mentally and physically from within. His hair rippled with static, and his skin shimmered in the pre-dawn light. Slowly and languidly, he stood up from the lotus position he had held for the past four hours and stretched like a housecat. The wounds from the Ratha's blade were now healed.

Absentmindedly, he ran his fingers over the small, blue hummingbird tattoo at the base of his neck. Being a follower of the Prodigy had certainly put him in danger the day before, but it did nothing to squash his devotion to the path of the first elan. The words of the *Chrysalis Manuscripts* came to his mind: "Without constantly striving to realize and exceed one's potential, of what worth is an elan's ageless existence?"

Taking a moment, he focused his mind, devoting a portion of his power towards self-nourishment. While there was every probability that food would be available today, he preferred not to risk it. Ratha had been known to resort to poison in their quest to rid the elans of "the disease of clergy."

As the sun came above the treeline, he heard sounds of stirring nearby. His companions seemed to be rising. Strange, how he had come to be so close to such short-lived beings, but their efforts to aid him and acceptance of him stirred something in his breast. That, and despite his public protestations otherwise, he was extremely attracted to the bard, Violetta.

As the others yawned and rose from their tents, Violetta appeared as if from nowhere, carrying a pair of recently deceased rabbits over one shoulder. It seemed she had gotten some hunting in while on watch. "Fortunately, the night was as dull as yesterday wasn't," she said, tossing the rabbits to Lemmy. The warrior smiled and began using his crystal blade to skin them for breakfast.

As Ildiris, the elven mage, joined them, the three fell silent and all turned toward Geren. "Well," said Lemmy, "you said you'd explain in the morning." He raised his mug in Geren's direction. "It's morning."

The elan surveyed his friends. "My friends, we have been through a lot these past few years. What I am about to tell you, I say under an oath of secrecy. You see, in order to explain, I must tell you things never shared with non-elans."

The three agreed, Lemmy going as far as to slash his palm with his dagger, swearing on his life's blood. Geren nodded and then began to speak.

"As I've told you in the past, we elans are not born as you are. Instead we seek out members of the intelligent races

that have the potential to become one of us. If we find one with the inner spark we seek, and she agrees to evolve, she is recreated as a being of psionic energy: an elan.

"The ritual process used to create an elan is a carefully kept secret. In each council there are three elan, each of who knows two-thirds of the rite. Each of them has an apprentice who has also memorized it. This ensures that the secret is protected from both theft and potential death by misadventure.

"In my particular enclave the keepers of the rite were members of my holy order, the Itinerant Order of the Becoming. We worship the first being to become an elan, who later ascended to join the ranks of the gods. We call her the Prodigy.

"The man who attacked me yesterday is a member of a sect of elans called the Ratha. They believe that since we are self-created, we are beyond the gods. They take offense at our faith and consider us a blight upon our race. Sadly, they take action on their beliefs, hunting members of our clergy like animals.

"I fear that the keepers of my enclave are being hunted. Ratha take prizes."

Geren held up a carved wooden cloak pin in the shape of a hummingbird.

"I carved this for Miklos the Keeper when I was a novice. The only way that Ratha would have it is if he had taken Miklos's life." He looked around at his friends, a sad expression on his face.

"I would not embroil you in these matters if I had a choice, but if the Ratha have come all this way for me, then a choice I do not have. I must return to my enclave to see if any remain, and I must ask your help in doing so. You see, I was Miklos's apprentice. Deep in my mind, inaccessible to conscious thought, lies his portion of the rite of creation. Our enclave was dedicated to the Prodigy, which makes all our number targets to the Ratha."

For a moment Geren's face seemed alien in its sculpted perfection. The sun, low in the sky still, seemed to reflect from his bright green eyes as he spoke. "I must return to my people to look for survivors. If there are none, I must avenge them. I would ask that you, my friends, accompany me on this quest."

Lemmy raised a steaming cup of coffee to his lips and sipped deeply. The psychic warrior furrowed his brow and looked at the others. All were taken aback by the revelations they had just heard. He turned to Geren, and spoke.

"When the Caller in Darkness nearly destroyed us all, it was you who revealed its weakness and guided my strike. When Violetta was captured by Kren, it was you who revealed the puppeteer controlling him, leading to her

rescue. We owe each other our lives, many times over. Do you really doubt that we would have your back in your time of need?" He looked at the others, who nodded agreement.

"Besides, that son of a brain mole interrupted my dinner."

Some of the tension seemed to drain away with Lemmy's quip. He enjoyed playing the part of the big, dumb meat shield even though he was far from it. When they had joined forces so long ago, had Lemmy not been the one to recognize Geren as one of the Created, despite his disguise?

Ildiris, the group's mage, raised a taciturn eyebrow. He spoke, his Common made melodious by his high elven accent. "Indeed. Without you my, sister would be dead. How may we assist you, brother?"

Days later, the four approached a sprawling estate Geren had identified as a safe house used by the people of his enclave. It was often used for secret meetings and as a place to leave messages. As a light rain fell, they made their way toward the outer wall. Nearing the gate, Violetta pointed out signs of combat. Taking a moment to ready spells and weapons, they crept toward the open portcullis.

The inner yard was a charnel house. A half dozen bodies in various states of decay were piled in one corner of the yard. Three more were hung from the interior walls, looking more recently deceased. In the center of the yard was a large pile of broken marble, obviously the smashed remains of a large statue—a statue that was once a hummingbird.

"Ratha," Geren muttered under his breath. Anger flooded his face like a thunderstorm as he and Violetta searched the area while the others stood guard.

"These were my creche brothers. We were born of the same generation. Things are far worse than I thought."

As he pointed towards the bodies, the others noticed that all of them, while not identical, looked alike. All the corpses had Geren's dark hair and aquiline features. Indeed, they all looked like brothers.

"Fascinating," whispered Ildiris.

His eyes sparkling in the overcast gloom and rain, Geren turned towards the building's entrance. He took a moment to speak a blessing over his fallen compatriots, almost spitting the words.

"Be prepared, my friends. The Rathan priest slayers are deadly and highly skilled in the Invisible Art. I fear they also have ways of interfering with my connection to the Prodigy."

"Interfering?" asked Ildiris. "I take it they can block your magic?"

"Most of them cannot block it outright, but they can create a sort of psychic static that interferes with my prayers." Geren frowned. "I fear I may need to rely on you a bit more than usual."

"Hmph, sounds like you're going to be paying our bar tabs for a few months to come," Violetta smirked. "Everybody ready? Good, let's do this!"

The interior of the estate was both opulent and trashed, signs of violence marring the exotic woods and gilded filigree of its decor. The silence within lent a sepulchral feel to the long-finished carnage.

"Reminds me of the lair of Gwalachmai, the revenant. Please, no undead. I hate undead," muttered Lemmy.

As the others nodded, four figures shimmered into existence, the sound of a distant chime ringing in the minds of the four heroes. A ball of energy struck Lemmy in the chest, sending him reeling despite his inertial armor.

The largest of the Ratha advanced on Geren, growing in size as she did so. Geren immediately recognized a battle transformation, and knew he was in trouble. Attempting to call upon his divine magic, he could already feel the static created by the Ratha, the field of doubt that had been the doom for so many of his brothers around him. Pulling a psi flare from his belt as he activated his ring of invisibility, he tossed the flare at the oncoming Ratha, watching it trail a cascade of sparks.

Violetta had begun to sing and two of the Ratha stared at her, transfixed with expressions of horror on their faces. Ildiris was bleeding and seemed unable to use his left arm, but strings of arcane syllables poured from his mouth, creating a wall between him and his opponent.

Lemmy was just standing up. He and Geren locked eyes and there was a sudden sound of shattering glass and the smell of cinnamon. Now each stood in the other's place, with Lemmy facing off against the big one that had been looming over Geren.

Arcs of purple energy spiked along Lemmy's arms and blade as he poured psionic energy into his deep crystal blade and swung. With a burst of blinding light the blow landed, carving deeply into the Ratha and then exploding, taking his legs out in the blast.

Suddenly a thought rang out in their minds. Someone else's thought.

"You must away! Many more follow these! Dispatch them and let me guide you to me. Geren, tell them to heed me."

A look of shock crossed Geren's face and he shouted telepathically to his companions. "It is so! That is the voice of my mentor, Miklos! One of the Keepers has survived!"

Racial Traits

Elans are created rather than born. Those chosen by the secretive elan councils come from a variety of races, all of whom shed their prior form to become psionically awakened, superior life forms. Drawing sustenance from their own inherent psionic energy, they do not age or require sleep. (Elans spend four hours a night in a trance state which is the equivalent of eight hours of sleep for most humanoids). They are incapable of breeding, instead “uplifting” other sentient beings to create more of their race. Among the psionic races they are sometimes referred to as the Created, which can be used as praise or an insult depending on the source.

Little is known of the ritual used to create new elans. It is a jealously guarded secret known only to the inner circle of a few of the oldest councils. These groups, called triads, are composed of three of the eldest elans. Each one has two thirds of the ritual, known only to that individual and his apprentice. These six elans are guarded by elite psychic warriors and creche defenders.

Physical Description: No matter what the base humanoid stock was, an elan’s final form resembles that of a human in height and weight. Unlike humans, they seem to brim with energy, with sparkling eyes, shining skin, and

hair that at times seems to almost have a life of its own. Elans can often pass for humans if not observed too closely or if they keep their features shrouded.

Society: While its enclaves are few and far between, there is indeed an elan society, though it is more akin to the structure of a secret society. Elans tend to recognize one another on sight, but others can have a hard time separating them from normal races. In cities and places where many people gather, elans will generally strive to find a way to meet each other, often in secret to avoid implicating each other or raising suspicions. Elans come together to share wisdom, to learn, and to help their peers. Often this learning is divided into layers, circles, strata, or other forms of separation, which leads to a mysticism surrounding the societies of elans. Sometimes elans name their order after something symbolic, such as the Brotherhood of the Heavenly Lantern; at other times a society’s name is more direct, such as with the Enlightened Order of Ksaren. Elans, if anything, are infiltrators, preferring to live within the societies of others, striving to become part of their culture and ways, avoiding standing out and gaining unwanted attention.

Little is known to non-elans about the councils that select and transform mortals into new elans. Even new elans may

Elan Racial Traits

+2 to One Ability Score: Elans gain a +2 bonus to one ability score chosen at creation to represent their varied nature.

Aberrant Blood: Elans are humanoids with the aberrant subtype.

Medium: Elans are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Elans have a base speed of 30 feet.

Aberrant Nature: Although human in appearance, elans are seen as slightly “off” by non-elans. They suffer a –1 penalty to Charisma-based skill checks when dealing with non-elans.

Naturally Psionic: Elans gain the Wild Talent ^{UP} feat as a bonus feat at 1st level. If an elan takes levels in a psionic class, she instead gains the Psionic Talent ^{UP} feat.

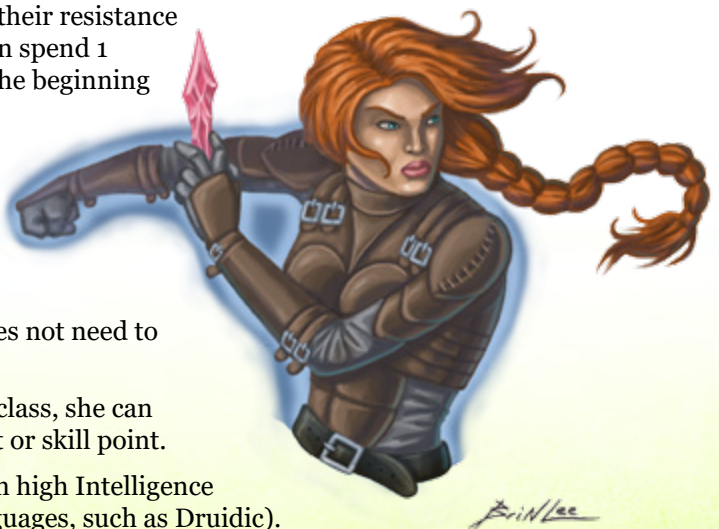
Resistance (Su): Elans can use psionic energy to increase their resistance to various forms of attack. As an immediate action, an elan can spend 1 power point to gain a +4 racial bonus on saving throws until the beginning of her next action.

Resilience (Su): When an elan takes damage, she can spend power points to reduce its severity. As an immediate action, she can reduce the damage she is about to take by 2 hit points for every 1 power point she spends.

Repletion (Su): An elan can sustain her body without need of food or water. If she spends 1 power point, an elan does not need to eat or drink for 24 hours.

Psionic Aptitude: When an elan takes a level in a favored class, she can choose to gain an additional power point instead of a hit point or skill point.

Languages: Elans begin play speaking Common. Elans with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).



not know all the members of the council that created them, as a precaution against discovery from outsiders. New elans are typically chosen, although rare cases of mortals petitioning an elan council for transformation have occurred.

Alignment and Religion: Elans do not often embrace religion, and when they do it is either to worship deities with the Knowledge domain, a psionic Godmind, or a deity known as the Prodigy. Elans do not tend to favor any particular alignment in their younger days and elans exist across all points of the moral compass. As the centuries drag on they often drift towards lawful outlooks and favor neutrality between good and evil.

Names: An elan's name is something that is chosen when he first becomes an elan. As a result, while there are similarities in names among elans of a common generation, the names themselves can vary extensively. It is said that in exceedingly rare cases an elan will keep the name from his or her former life, although there are none known who have done so. No living elan has ever been documented using his or her former name.

Elans do not have family names unless they have adopted one appropriate for the culture they live in.

Male Names: Armallo, Edalph, Ederic, Grith, Relloquin, Seldred, Vir, Zattred

Female Names: Asatra, Ciadara, Jelinka, Nelida, Quira, Tarrin, Vialle, Xian

Traits

The following race traits are available to elans.

Accord: You can synchronize your psionic field with that of another entity (any creature with an Intelligence of 3 or more). This takes one full round, during which you must be in physical contact with the subject. For the next 24 hours, you do not suffer your racial penalty on Charisma-based checks when interacting with the subject.

Aberration Affinity: Your aberrant nature allows you a greater ability to understand and relate to other aberrations. You gain a +2 trait bonus to Charisma-based checks involving aberrations, which replaces your normal -1 penalty to such checks when interacting with non-elans.

Aberrant Acuity: The elan creation process has amplified your vision and hearing. You gain a +1 trait bonus to Perception checks.

Eidetic: Memorization comes easily to you. You gain a +2 trait bonus to Autohypnosis checks made to memorize information and on such checks made to recall what you memorized at a later time.

Grace of an Elan: Your movements are more intuitive and fluid than others of your race. You gain a +1 trait bonus to your CMD and a +1 trait bonus on Perform (dance) checks.

Enhanced Creation: The elan creation process has left you with greater reservoirs of energy than others of your race. You gain 1 extra power point.

Network Adept: Your link to your collective gives you additional support. You gain a +1 trait bonus on all die rolls made when using powers with the network descriptor.

Power Affinity: As a creature of psionic energy, you have an intuitive understanding of how each discipline manifests itself. You gain a +2 trait bonus to Spellcraft checks to identify the discipline of psionic auras.

Psionic Hardness: Your created nature renders you more resistant to psionic effects. You gain a +1 trait bonus on all saves against psionic powers and effects.

Recognized: Psionic creatures react to your nature as one of the Created. You gain a +2 trait bonus to Charisma-based checks when interacting with creatures of the psionic subtype, which replaces your normal -1 penalty to such checks when interacting with non-elans.

Alternate Racial Traits

Breathless (Su): Elans with this racial trait can sustain their bodies even without breathing. They can spend 2 power points to survive without breathing for 24 hours. This racial trait replaces repletion.

Crystal Aspect (Su): Some elans can use psionic energy to protect their corporeal body. By spending 1 power point, their skin transforms into reflective crystal, granting a +2 racial bonus to Armor Class, which improves to +4 against rays. Using this ability is a swift action and the effect lasts for one round per manifester level. A number of times per day equal to the elan's Dexterity modifier, elans with this racial trait can deflect a single ray attack as if using the Deflect Arrows feat. Elans with this racial trait suffer a -2 penalty on saving throws against sonic effects that cause damage. This racial trait replaces resistance.

Flawed Creation (Su): On rare occasions, an elan becomes flawed during the creation ceremony. Though still psionically enhanced, the elan is left marred and imperfect. An elan with this trait shows visible signs of aberrant heritage and suffers a -2 racial penalty to Charisma, but gains a +4 racial bonus to either Strength, Dexterity, or Constitution, chosen at character creation. Common visible signs of this trait include rubbery skin, solid white eyes, crystalline teeth, or an eerie resonance to the elan's speech. Flawed creations are generally looked upon with mild horror by other elans. This racial trait replaces the elan's normal bonus to one ability score.

Impervious (Su): Some elans can reflexively use psionic energy to deflect blows. As an immediate action, an elan with this trait can spend 1 power point to gain a +2 natural armor bonus until the beginning of his next action. This racial trait replaces resistance.

In Tune (Su): The elan creation ritual sometimes produces elans that are greatly in tune with the psionic fields that permeate the world. Such elans receive a +2 racial bonus on all Knowledge (psionics) and Spellcraft checks. This bonus improves to +4 while maintaining psionic focus. This racial trait replaces repletion.

Regenerating Focus (Su): Once per day when an elan with this racial trait expends his psionic focus, he regains a number of power points equal to half his level. This racial trait replaces resistance.

Second Wind (Su): An elan with this racial trait can rejuvenate himself with psionic energy. He can spend 1 power point to recover from the fatigued condition or 3 power points to recover from exhaustion. This racial trait replaces repletion.

Society and Lands

Aging and Death: Elans do not age, so when an elan dies, it is usually due to accident or intentional violence. Since death is so rare among them, elans are normally shocked by even an acquaintance’s death.

Clans and Families: Not being born in the traditional sense means that the elan idea of family is a bit different from that of most humanoids. Elans tend to identify with a particular “generation” of their kindred. A generation in this case means a group of elans with similar characteristics that were created by the same council. The first elan generation, of which a few still walk the worlds, was denoted by red, curly hair and a pale complexion coupled with vibrant green eyes.

Likewise, instead of clans, elans congregate in orders and societies based on common interests and geographic proximity. While an individual elan can be of any alignment, these orders tend to be composed of elans who only differ from each other by one alignment step, two at most. This means a lawful good order might have chaotic or neutral good members, but usually not evil ones. These groups are usually kept secret from non-elans, but there are recorded exceptions. The Verdant Order, for instance,

lives in harmony with forest elves and local druids, bound together by their intense bond to the forces of nature.

Language and Script: Elans use the Common tongue as their native language, since their numbers come from members of all the humanoid races.

Relations: Because elans are created from a wide variety of races they generally do not have preferences about the races they associate with. Instead, they judge each individual by the content of their character and not by physical form. It is worth noting that this attitude combined with their aberrant nature can sometimes land them in hot water for associating with those deemed racially inferior by the surrounding population. As they grow older, elans do tend to associate more with those of lawful or neutral alignments, while in their younger days associates are often within a step or two of the elan’s own alignment.

Adventurers: Those selected to become elans are often naturally inquisitive and curious, making them ready nomads and explorers. Exploration allows them to challenge themselves and therefore grow and develop in their abilities. If anything, elans can fear becoming placid, for that will calcify their thinking, leading them to wallow in stasis. Many elans avoid this by adventuring, pitching themselves against all manner of monsters and quests to find a better path.

Aegis: Some elans devote their psionic energy to evolving their physical form. These elans embrace the aberrant archetype of the aegis, which dispenses with the astral suit and allows its practitioner to make changes directly to his own body.

Cryptic: Being closer to the patterns of energy that make up the multiverse, elans make excellent cryptics. They see the exploration of patterns as a continuation of the journey begun with their transformation.

Monk: The discipline and focus of the monk’s lifestyle is a natural fit for many elans, as there are many similarities in the methods used to harness both *ki* and psionic power. Most elan monks are also psionicists, eventually becoming psychic fists.

Table 4-1: Height/Weight Table

Gender	Base Height	Base Weight	Modifier	Multiplier
Male	4 ft. 10 in.	120 lbs.	+2d10	x(2d4) lbs.
Female	4 ft. 5 in.	85 lbs.	+2d10	x(2d4) lbs.

Table 4-2: Random Starting Age

Adulthood	Intuitive	Self Taught	Trained
20 years	+2d4	+2d6	+3d6

Table 4-3: Aging Effects

Middle Age	Old Age	Venerable	Max Age
200 years	400 years	1,000 years	—

Oracle: Divine magic is not an intuitive course for beings as steeped in psionics as elans, but it is not an unknown path for them. Some elans have the path of the oracle thrust on them by fate. In doctrine, such a fate is referred to as “the divine and considered imbalance.”

Psion: Becoming a psion is a natural choice for any elan thanks to their natural psionic energies, and so elans embrace the psion’s path more than they do any other. Elan psions see their arts as the organic evolution of their new state of being.

Psychic Warrior: Martialy-inclined elans most often pursue the path of the psychic warrior. A blend of physical and mental training has great appeal to them, especially among the followers of the Prodigy.

Soulknife: An elan’s body is suffused with psionic energy at the most basic level. When in a trance these energies wash through the elan, repairing and retuning her physical form. Some elans experiment with these energy flows, developing new abilities that allow them to form psionic weapons. Starkly physical, elan soulknives are a wonder to behold in combat.

Vitalist: Some elans expand upon their natural resilience by learning to use their powers to heal others through the creation of a joint psionic field that encompasses their chosen companions, which represents a natural extension of their natural ability for self-repletion. Elan vitalists are considered some of the best in the known world.

Wilder: Some elans, particularly those of red-haired, fair-skinned generations and the dark-haired, olive-skinned generation, are more volatile in temperament. For those elans whose passions rule their intellects, the wilder’s talents are a more suitable fit than those of the psion.

Racial Options

Racial Archetypes

Elans can make use of these archetypes.

Ratha Priest Slayer

Since elans do not age, they only die from violence or misadventure. Killing another elan, while not unknown, is considered a terrible crime. Even so, more extreme elements of their culture make these crimes their obsessive purpose. The Ratha consider the worship of deities a dangerous atavism that must be culled from the elan race as well as others. Their elite priest slayers are psychic warriors specializing in disrupting the divine conduit between the priesthood and their gods. These fanatics are feared by clerics and oracles that are aware of them, for they are without mercy, collecting a tooth from each priest they slay, which they carry in a pouch around their necks.

Associated Class: psychic warrior

Associated Race: elan

Replaced Abilities: bonus feat (1st, 2nd, and 5th levels), expanded path (3rd level only), path skill (4th level only)

Psionic Feats: The Ratha priest slayer gains the Wild Talent ^{UP} feat and his choice of Psionic Shot ^{UP} or Psionic Weapon ^{UP} as bonus feats at first level. He must meet any prerequisites for the feat selected.

Hampered Divine Conduit (Su): At 2nd level, the Ratha priest slayer adds half his psychic warrior level to the DC of all concentration checks made by divine spellcasters that the he threatens.

Mind Armor (Ps): At 3rd level, the Ratha priest slayer gains *mind armor* as a psi-like ability. When maintaining psionic focus, the priest slayer gains a +2 enhancement bonus to armor class and a +2 resistance bonus to all saving throws against divine spells and effects. These bonuses increase by +1 every four ratha priest slayer levels thereafter. This ability does not stack with *inertial armor* or any source that grants an enhancement bonus to AC.

Infectious Doubt (Su): At 4th level, the Ratha priest slayer can disrupt a divine spellcaster’s tie to his deity. After the priest slayer confirms a critical hit against a divine spellcaster, that target must make a Will save (DC 10 + damage dealt). On a failed save, the target must succeed on a concentration check (DC 10 + damage dealt) when attempting to cast divine spells for a number of rounds equal to one-third the priest slayer’s level. A failed Concentration check means the divine spellcaster loses the spell. At 10th level, the DCs for both the Will save and the concentration check increase to 15 + damage dealt.

Shaken Faith (Su): At 5th level, the priest slayer’s touch can shake the faith of the devout. As a melee touch attack,



he can inflict Wisdom damage equal to $1d4 + 1$ per every four levels he possesses. A successful Will save (DC $10 + 1/2$ the priest player's level + his Wisdom modifier) reduces this damage by half. The priest player can use this ability once per day. At 10th level and every five levels thereafter, he gains an additional daily use of this ability. A creature targeted by this ability is immune to shaken faith for 24 hours.

Creche Defender

Creche defenders have one primary purpose in life: to defend the secret of elan transformation and those who hold it. They train extensively in methods of augmenting their offensive and defensive abilities with psionic power, and often multiclass as psions, tacticians, or psychic warriors. These elite combatants are most often encountered as bodyguards for high ranking elans, but they can also be found singly or in small groups travelling the land. The latter groups are usually on missions directly related to the safety of their community.

Associated Class: fighter

Associated Race: elan

Replaced Abilities: armor training, bravery, weapon training

Modified Abilities: bonus feats

Bonus Feats: The creche defender can select psionic feats as well as combat feats for his bonus feats.

Psionic Shielding (Su): At 2nd level, the creche defender gains a +1 bonus on all saving throws against psionic powers and effects. This bonus increases by +1 for every four levels beyond 2nd.

Psionic Armor Training (Su): At 3rd level, the creche defender can use his inherent psionic ability to reinforce himself against damage. When the creche defender sustains a hit from a physical weapon, he can expend his psionic focus to reduce the damage from that attack by 1 (minimum 1 damage). He must use this ability after the attack has been confirmed to hit but before damage is rolled. Every four levels after 3rd, the damage is reduced by an additional 1 point, to a maximum of 4 at 15th level.

Additionally, the creche defender can expend 1 power point when expending his psionic focus to reduce the damage from that same attack by an amount equal to his Charisma modifier.

Finally, the creche defender can spend one power point per round to move at his normal speed while wearing medium armor. At 10th level, he can use this ability to move at his normal speed while wearing heavy armor.

Psionic Weapon Training (Su): Starting at 5th level, the creche defender can select one group of weapons from those available to fighters for weapon training. As long as the creche defender maintains psionic focus, he gains an

additional +1 bonus on attack rolls with weapons from the chosen group. If he expends his psionic focus, he can add +1d6 damage to a damage roll with a weapon from his chosen group. The creche defender can decide to expend his focus after making his attack roll but must do so before making the damage roll.

Every four levels after 5th (9th, 13th, and 17th), the creche defender becomes further trained with another group of weapons. He gains a +1 bonus on attack rolls with weapons from the chosen group while maintaining psionic focus and can expend his psionic bonus to deal +1d6 bonus damage with them, as normal. In addition, the attack bonuses granted by previous weapon groups increase by +1 while maintaining psionic focus, and when the creche defender expends his psionic focus to deal bonus damage, that bonus damage increases by +1d6.

The creche defender also adds the attack bonus to any combat maneuver checks made with weapons from his chosen weapon groups while maintaining psionic focus. This bonus also applies to his Combat Maneuver Defense when defending against disarm and sunder attempts made with weapons from this group while he maintains psionic focus.

New Rogue Talents

Elans can take the following rogue talents.

Force of Personality (Su): A rogue with this talent may influence interactions through sheer force of personality. When she expends her psionic focus she gains a +1d6 bonus to a single Bluff, Diplomacy, or Intimidate check.

Internal Discipline (Ex): Once per day, the rogue can roll two dice while making an Autohypnosis check, and take the better result. She must choose to use this talent before making the Autohypnosis check. A rogue can use this ability one additional time per day for every five rogue levels she possesses.

Psionic Weapon Training (Su): A rogue with this talent gains Psionic Weapon ^{UP} as a bonus feat.

New Advanced Rogue Talents

Disorienting Strike (Su): A rogue with this ability can imbue her sneak attack with psionic power, eroding her opponent's ability to think clearly. Any opponent damaged by one of her sneak attacks also takes 2 points of Intelligence damage.

Draining Strike (Su): The rogue's sneak attacks damage the integrity of her opponent's natural psionic field. A rogue with this ability causes her sneak attack to drain psionic power from her opponents with each successful strike. Any opponent damaged by one of her sneak attacks is also drained of 1d4 power points.

Psicrystal Affinity: A rogue with this talent gains a psicrystal as the psion's psicrystal class feature, treating her psion level as her rogue level – 4. The rogue must have the minor psionic talent ^{UP} and major psionic talent ^{UP} before selecting this talent.

Psionic Strike (Su): A rogue with this ability can imbue her sneak attack with psionic power, weakening her opponent's mental defenses with each successful strike. Any opponent damaged by one of her sneak attacks suffers a –4 penalty to all Will saving throws for the next round.

Arcane Elan Bloodline

Since elans are created beings, they typically do not have bloodlines as traditionally understood. However, sometimes when elans are created from creatures with inherent magical potential, that potential carries over, manifesting in a way much like a sorcerer's bloodlines. These elans instinctively combine their use of arcane and psionic energies, many going so far as to adopt the cerebremancer prestige class. Unlike other bloodlines, this bloodline is exclusive to elans.

Class Skill: Spellcraft.

Bonus Spells: *charm person* (3rd), *detect thoughts* (5th), *seek thoughts* ^{APG} (7th), *arcane eye* (9th), *break enchantment* (11th), *antimagic field* (13th), *vision* (15th), *mind blank* (17th), *communal mind blank* ^{UC} (19th).

Bonus Feats: Erosion of Will, Open Minded ^{UP}, Psicrystal Affinity ^{UP}, Psionic Dodge ^{UP}, Quicken Spell, Rapid Focus, Silent Spell, Still Spell.

Bloodline Arcana: Whenever you cast a spell with the mind-affecting descriptor or manifest a power from the telepathy discipline, increase the DC of the spell's saving throw by +2.

Bloodline Powers: Your innate psionic power augments and enhances your magic, blurring the line between the two.

Augmented Bloodline Spells (Su): At 1st level you can augment your bloodline spells with psionic power. Spend 1 power point to increase the DC of any bloodline spell you cast by 1. For every five levels you possess, you may spend an additional power point to increase the spell's saving throw DC by an additional +1.

Unnerve the Unnatural (Sp): At 3rd level, you can cast *daze monster* as a spell-like ability once per day, using your sorcerer level as your caster level.

Mindspeech (Sp): At 9th level, you gain the ability to communicate telepathically with any creature within 100 feet that can speak or understand a language. You and the target creature must share a language in common for you both to understand each other. Additionally, you can cast *message* as a spell-like ability, using your sorcerer level as your caster level a number of times per day equal to your Charisma modifier.

Incredible Focus (Su): At 15th level, you can expend your psionic focus as an immediate action to gain one of the following benefits for one round: +4 on caster level checks to overcome spell resistance; +2 on Will saves against enchantments and illusions; or +2 to saves against psionic powers and effects.

Elan Apotheosis (Su): At 20th level, you gain immunity to all mind-affecting effects and scrying. Once per day, you can cast *etherealness* as a spell-like ability using your sorcerer level as your caster level.

Racial Feats

Many elans make use of the following feats.

Collective Adept (Psionic)

Your psionic nature allows you to harness the power of your collective more efficiently.

Prerequisite: Collective class feature or telepathy discipline, elan.

Benefit: You gain a +2 bonus to all concentration checks made to manifest or maintain powers and abilities with the network descriptor.

Elan Collective (Psionic)

You can add more creatures than normal to your collective if some of them are elan.

Prerequisite: Collective class feature, elan.

Benefit: Elans count as 1/2 creature for the purposes of determining how many people you can have in your collective.

Normal: Your collective can contain a number of creatures equal to half your class level or your key ability modifier, whichever is greater.

Erosion of Will (Psionic)

When you attack with a piercing or slashing weapon, you weaken your opponent's will.

Prerequisite: Elan.

Benefit: Whenever you threaten a creature with a critical hit with a melee or ranged (regardless of whether you confirm the critical hit or not), you can expend your psionic focus to cause that creature to suffer a –2 penalty on Will saves for the next three rounds.

Improved Transfer (Psionic)

Your transfer wounds ability is more potent than most members of your race.

Prerequisite: Transfer wounds class feature, elan.

Benefit: When you use your transfer wounds ability, you roll d8s instead of d6s to determine how much damage you heal.

Normal: Transfer wounds heals damage using a number of d6s based on the vitalist's level.

Rapid Focus (Psionic)

By using some of your psionic power you are able to regain your psionic focus in a flash.

Prerequisite: Elan.

Benefit: As a standard action, you can spend a power point to regain your psionic focus. This does not provoke an attack of opportunity.

Normal: Regaining psionic focus is a full-round action that provokes an attack of opportunity.

Synaptic Reroute (Psionic)

The fluidity of your mental processes allows you to retrain your skills.

Prerequisite: Open Minded ^{UP}, elan.

Benefit: When attaining a new level, you can choose to reallocate up to three skill points spent at prior levels, moving them to new skills. You may not reduce ranks in a skill to a point where you no longer meet the prerequisites for feats or other abilities that you possess.

Racial Equipment

Many elans make use of the following equipment.

Crystal Resonator: This spindle of purple crystal grants a creature with the psionic subtype a +2 competence bonus on all skill checks made in the process of creating crystalline focus items. It also provides a +1 circumstance bonus on skill checks made to create other psionic items.
Price 300 gp, **Weight** 1 lb.

Book: The Invisible Art: This small, leather-bound collection of meditations features pages of fine vellum. If you have an Intelligence of 13 or higher or at least 3 ranks in Knowledge (psionics), you can read meditations from the book before battle to gain a +2 on the next saving throw you make against a psionic power or psi-like ability. If this bonus is not used within 24 hours, it dissipates. You must read meditations from *The Invisible Art* for 10 minutes to gain the bonus. **Price** 150 gp; **Weight** 2 lbs.

Book: Chrysalis Manuscripts: The primary scriptures of the Prodigy, the *Chrysalis Manuscripts* contain numerous essays on meditation and self-actualization as well as a wealth of information about the qualities one should look for in a prospective new elan. Copies of the manuscripts are usually illuminated using inks infused with crystal powder, giving the illustrations an otherworldly shine. Referring to this text for 10 minutes gives a +2 competence bonus on your next Knowledge (psionics) check. **Price** 1–100 gp; **Weight** 1–20 lbs.

Psiflare: Elans closely guard the secrets of creating psiflares. A psiflare explodes 1 round after it is lit. Any creature within a 5-foot radius of a psiflare when it explodes must make a DC 15 Fortitude save or suffer a –2 penalty to the save DCs of all powers they manifest for 1d4 rounds. The DC to create a psiflare with Craft (alchemy) is 25, and the crafter must have at least 5 ranks in Knowledge (psionics). **Price** 150 gp, **Weight** —

Birth Crystal: Birth crystals are byproducts of the elan creation ritual. Renowned for their psionically resonant nature, they are usually kept by those performing the ritual rather than given to the newly created elan.



As a free action that does not provoke attacks of opportunity, a manifester can channel psionic power into the birth crystal in order to produce a number of effects. Charging the crystal with 1 power point grants a manifester a +2 bonus to the save DC of any psionic powers he manifests from a single psionic discipline for 1 minute. The discipline must be chosen when the power point is spent, and charging a birth crystal is a full round action. A birth crystal can only be tuned to one discipline at a time, and the manifester must be touching it to gain its benefits.

A birth crystal always maintains a connection to the elan created in the ritual that produced it. Possession of an elan's birth crystal imposes a –10 penalty to that elan's Will save against *screaming* effects as if it were a lock of hair or bit of nail.

Birth crystals have 50 hit points and a hardness of 10. **Price** never sold by elan, 1–5,000 gp otherwise; **Weight** —

Elidarium: A rare byproduct of the elan creation process, elidarium looks like a bluish-grey putty. It is believed to be the concentrated dross of the elan's previous life, a physical manifestation of all of the being's physical flaws prior to rebirth. Elidarium can be applied to an object like paste. After a full round of contact, the object's hardness is permanently reduced by 2 and the elidarium turns violet and becomes inert. Glass and deep crystal are the only known materials immune to this effect.

Elidarium is almost never found in the hands of non-elans, much less for sale. It is only produced in 20% of elan creation rituals, in quantities of only 1-3 applications each time. **Price** 500 gp **Weight** —

Religion

Deity

Many elans worship the Prodigy.

PRODIGY

LN goddess of psionics
Priests cleric, inquisitor, psion, oracle, warpriest, wilder
Domains Charm, Knowledge, Psychic, Travel
Subdomains Deception, Innuendo, Memory, Thought
Mysteries Life, Lore, Time
Inquisitions Conversion, Illumination, Persistence, Tactics
Favored Weapon chain, spiked

FAITH

Sacred Animal hummingbird; **Symbol** three blue dots of reducing size, arranged vertically

Sacred Texts *The Invisible Art*, the *Chrysalis Manuscripts*

Closely held oral histories tell of a woman long ago whose mind was possessed of staggering psionic gifts. A lifetime of dedication grew those gifts until they were mighty indeed. Decades of research and experimentation with those gifts led to her transformation into the first elan and later to her ascension to divinity as a Godmind. Today, this woman is known as the Prodigy.

Over the decades following her transformation, the Prodigy sought out other exceptional beings who could undergo the process of elan transformation. Humans, halflings, dromites, and others who showed some ineffable spark were transformed into the first generation of elans, who all shared olive skin and raven hair. A handful of these first elans were appointed as members of the First Council. To this First Council she imparted the traits necessary for an individual to become a new elan and the ritual needed to perform the transformation.

By the formation of the Second Council, the Prodigy had begun to show signs of divine power. Once the Second Council was established and firmly situated, she departed with no ceremony to wander the planes of existence. During the era of the Fourth Council, those who prayed to her began receiving divine spells, thus demonstrating her ascension.

Devotees of the Prodigy consider themselves beyond good and evil in their quest for excellence and psionic mastery. That excellence can take many forms, from the expected mental aptitude to even physical prowess. Before she departed to travel the planes, she spoke two words to her followers: “challenge yourselves.” Today, her devotees take these words to heart, which explains why so many of them become adventurers.

Worshippers of the Prodigy include elans of all classes and alignments, although most of her followers are at least partially neutral. Known clergy of the Prodigy include an order of enlightened monks who call themselves the Sound of the Wind, a small sect of oracles known as the Inner Flame, and the clerics of the Itinerant Order of the Becoming.

But as with all deities, the Prodigy has detractors, as well. Her most prominent enemies are called the Ratha, a group composed of those elans who distrust both magic and gods. They see the worship of the Prodigy as a throwback to mortal days and mindsets that should be well behind them.

Table 4-4: Deity

Deity	AL	Area of Concern	Domains	Mysteries	Favored Weapon
Prodigy	LN	Elans, Knowledge, Travel	Charm, Knowledge, Psychic, Travel	Life, Lore, Time	spiked chain



To the Ratha, truly evolved beings should put their faith in themselves and the psionic energy that composes the fabric of their being. The Ratha consider the priesthood of the Prodigy to be deluded at best and traitors to the elan race at worst.

Priest Archetypes

Oracles of the Prodigy can make use of this archetype.

Inner Flame Oracle

Sometimes members of the elan race are touched by the hand of the Prodigy. These oracles of the Inner Flame are known for their ability to blend divine magic and psionics in subtle ways. They pursue the same ideals as most elans, seeking personal evolution. However, Inner Flame oracles consider themselves custodians of their race's future, as directed in the *Chrysalis Manuscripts*. They are usually viewed by other elans with a mixture of reverence and unease. Generally dour of disposition, a fact often attributed to the curses they suffer, oracles of the Inner Flame tend toward lawful alignments.

Associated Class: oracle.

Associated Race: elan.

Replaced Abilities: orisons, revelation (3rd level only), mystery spell (4th, 6th, 8th level), 2nd-level spell known gained at 5th level

Class Skill: Add Knowledge (psionics) to the Inner Flame oracle's list of class skills.

Touch of the Prodigy: The Inner Flame oracle gains Unlocked Talent ^{UP} as bonus feats at 1st level. His manifester level is equal to his Inner Flame oracle caster level.

Psionic Bulwark (Su): At 3rd level, the Inner Flame oracle can use her power points to increase the effective level of spells she can cast. By expending two power points when she casts a spell, that spell is treated as one level higher for purposes of determining its saving throw DC and when it interacts with effects, such as *lesser globe of invulnerability*, that only affect spells of a particular level.

Greater Touch of the Prodigy: At 4th level, the Inner Flame oracle gains Access Psionic Talent ^{UP} and Craft Cognizance Crystal ^{UP} as bonus feats.

Insight of the Inner Flame (Ex): At 5th level, the Inner Flame oracle gains a +5 bonus on Spellcraft and Knowledge (psionics) checks, as well as a +1 bonus on saves against psionic powers and effects.

The Invisible Art (Su): At 6th level, the Inner Flame oracle can use her innate psionics to recover spell slots she has already spent. She can recover a spell slot of 1st–3rd level by spending 1 power point per level of the spell slot; a spell slot of 4th–6th level by spending 2 power points per level of the spell slot, or a spell slot of 7th–9th level by spending 3 power points per level of the spell. Using this ability is a standard action.

Divine Psionics (Su): At 8th level, an Inner Flame oracle can use magic to amplify her reservoir of psionic energy. As a swift action, the Inner Flame oracle can sacrifice an unused spell slot and gain 2 power points per level of the slot sacrificed. She may not exceed her maximum power point reserve, using this ability.

Psychic Domain

Granted Powers: You are a divine scholar of psionic energies. You treat Knowledge (psionics) and Autohypnosis as class skills.

Anticipate Action (Su): As a standard action, you can touch a creature and gain insight into the creature's actions. You gain a +1 sacred or profane bonus to your attack rolls against that creature for 1 minute. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Read Minds (Su): At 8th level, you can broaden your mental spectrum to encompass those around you. Doing so allows you to read the mind of every creature within 30 feet as if you had cast *detect thoughts*. This ability allows you to read the surface thoughts of any creature that you are aware of after only 1 round of concentration. Creatures in this area are allowed a Will save to negate the effect. The DC of this Will save is 10 + 1/2 your cleric level + your Wisdom modifier. You can use this ability for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive.

Domain Spells: 1st—*remove fear*, 2nd—*detect thoughts*, 3rd—*seek thoughts*, 4th—*control summoned creature* ^{UC}, 5th—*telepathic bond*, 6th—*joyful rapture* ^{UM}, 7th—*legend lore*, 8th—*mind blank*, 9th—*astral projection*.

Racial Psionics

Many elans use these powers, as do others that learn them.

DEFENSIVE DRAIN

Discipline psychometabolism; **Level** psion/wilder 4, psychic warrior 3

Display olfactory

Manifesting Time 1 immediate action

Range personal

Target you

Duration 1 round

Saving Throw special, see below; **Power Resistance** yes (harmless)

Power Points 5

Your skin absorbs psionic power from attackers. Anyone who succeeds on a melee attack against you loses 1d6 power points. This power's effect does not negate the attack that is currently being used against you. Creatures that do not have power points must make a Fortitude save or be nauseated for 1 round.

Augment For every additional power point you spend, this power's duration increases by 1 round.

FLEETING MEMORY

Discipline telepathy (mind affecting); **Level** cryptic 1, psion/wilder 1

Display none

Manifesting Time 1 swift action

Range personal

Target you

Duration one Knowledge or Profession check

Power Points 1

You shuffle through memories normally inaccessible to you, memories of the forgotten life you lived before becoming an elan. You gain a +2 insight bonus to one Knowledge or Profession check. This power automatically fails if the caster is not an elan.

Augment For every 2 additional power points you spend, increase the insight bonus by +1, to a maximum of +4.

FRETFUL SLUMBER

Discipline telepathy [mind-affecting]; **Level** dread 4

Display auditory, mental

Manifesting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration see below

Saving Throw Fortitude (negates); **Power Resistance** yes

Power Points 7

You tap into the mind of your target, forging a link between it and a particularly turbulent region of the the Dreaming. When next the subject sleeps or enters an equivalent trance state as elans do, she will not sleep well. Images drawn from her deepest fears are given form and scrambled by the Dreaming. When she awakens, she will have realized none of the benefits of a night's rest, such as regaining power points, spells, or hit points. In addition, the subject gains the exhausted condition upon waking, which can only be removed using psionic or magical means.

SACRIFICIAL OVERCHARGE

Discipline psychometabolism; **Level** dread 2, psychic warrior 2, tactician 3

Display mental

Manifesting Time 1 standard action

Range personal

Target one weapon (in hand)

Duration 1d4+1 rounds

Saving Throw none; **Power Resistance** no

Power Points 3

You are able to place a portion of your psionic power into your melee weapon, causing it to do an extra 5d6 damage on a successful attack. Doing so overloads the physical form of the weapon, degrading it. At the end of the power's duration, reduce the weapon's hardness by 2.

WAVE OF TERROR

Discipline telepath [fear, mind-affecting]; **Level** dread 2

Display olfactory

Manifesting Time 1 standard action

Range 10 ft.

Area 10-ft.-radius spread centered on you

Duration instantaneous

Saving Throw Will negates; **Power Resistance** yes

Power Points 3

You generate a mental wave of fear that instantly sweeps out from your location. All creatures in the affected area must make a Will save or become frightened for 1 round.

Augment You can augment this power in one or more of the following ways.

For every additional power point you spend, you can exclude 1 creature from the affected area.

For every 2 additional power points you spend, this power's save DC increases by 1.

For every 2 additional power points you spend, this power's range and the radius of its area both increase by 5 feet.

For every 4 additional power points you spend, any creature who fails their save is frightened for an additional round.

Racial Psionic Items

The following psionic items are made by elan manifesters.

CHAIN OF THE PRODIGY

Aura strong psychokinesis; **ML** 12th
Slot none **Price** 32,325 gp; **Weight** 10 lbs.

DESCRIPTION

This +1 *linked striking power storing spiked chain* is the chosen weapon of those devout elans who can acquire one. According to legend, the first *chain of the Prodigy* was used by the goddess during the days of the first elans.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *gravitational well*, creator must be a manifester of at least 12th level; **Cost** 16,325 gp

COGNIZANCE CRYSTALS, ELAN-CRAFTED

Aura faint to strong psychokinesis; **ML** equal to maximum power point storage;
Slot none; **Price** normal cognizance crystal price + 3,000 gp; **Weight** 1 lb.

DESCRIPTION

Elans arguably have the closest relationship with psionic energy of all the races. This is exemplified by the cognizance crystals they create. In most respects, elan-crafted cognizance crystals are identical to normal cognizance crystals, but in addition to storing power points, they can also be psionically focused. The holder can psionically focus the crystal in the same manner as he gains his own psionic focus. At any time when the holder needs to expend his psionic focus, the holder can expend the cognizance crystal's psionic focus instead. To use the crystal's psionic focus, physical contact with the crystal is required. If the holder needs to maintain psionic focus for an effect, the holder can use the cognizance crystal's psionic focus instead. Focusing on the cognizance crystal allows the holder and only the holder to use this psionic focus. Psionic focus in the cognizance crystal ends after 24 hours if not used.

CONSTRUCTION

Requirements Craft Cognizance Crystal, creator must be an elan; **Cost** as normal cognizance crystal + 1,500 gp

CRYSTAL MASK OF THE ELAN

Aura moderate clairsentience; **ML** 7th
Slot head; **Price** 10,000 gp; **Weight** 1/2 lbs.

DESCRIPTION

This crystal mask amplifies the wearer's innate sense of the ebb and flow of psionic energy. The wearer of a *crystal*

mask of the elan can make Spellcraft checks with a +5 competence bonus. This bonus increases to +10 if the wearer is an elan.

CONSTRUCTION

Requirements Craft Wondrous Item, creator must have 10 ranks in Spellcraft; **Cost** 5,000 gp

CRYSTAL MASK OF THE PRODIGY

Aura moderate clairsentience; **ML** 7th
Slot head; **Price** 10,000 gp; **Weight** 1/2 lbs.

DESCRIPTION

This crystal mask allows the wearer to tap into the collective racial memories of the elan. The wearer of a *crystal mask of the Prodigy* can make Knowledge (psionics) checks with a +10 competence bonus.

CONSTRUCTION

Requirements Craft Wondrous Item, creator must have 10 ranks in Knowledge (psionics); **Cost** 5,000 gp

THIRD EYE OF THE PRODIGY

Aura moderate clairsentience; **ML** 7th
Slot eyes; **Price** 10,000 gp; **Weight** —.

DESCRIPTION

This kind of *third eye* continually grants the wearer the effects of the *detect psionics* power. By expending psionic focus, the wearer can spend a full round to identify all elans, as well as those who would make good candidates for the elan creation ritual, within a 30-foot radius.

CONSTRUCTION

Requirements Craft Wondrous Item, *detect psionics*, creator must be an elan; **Cost** 5,000 gp

CURSED ITEM; THIRD EYE OF MENTAL EXERTION

Aura strong clairsentience; **ML** 15th
Slot eyes; **Weight** —.

DESCRIPTION

Manifesters who use this *third eye* find themselves spending more power points than usual to manifest their abilities. A *third eye of mental exhaustion* causes the wearer to spend an additional power point whenever he manifests a psionic power. Powers that identify psionic items incorrectly identify a *third eye of mental exhaustion* as a *third eye of the Prodigy* instead.

CONSTRUCTION

Psionic Items *third eyes*

In Your Campaign

The elans are a great way to introduce psionics into a campaign. Their secretive ways can produce instant intrigue in the hands of the GM. Here are a few ideas and plot hooks to help you power up your home campaign using this unique and fascinating race.

If your campaign already has factions of any sort, you can introduce elans—and psionics, if they are not already present—as a secret subset of one of the factions. They can be working in alignment with, or secretly at odds with the main faction as the GM sees fit. If the party has a psionic character in it who is a member of the faction, an invitation to the secret order within could be the springboard to a whole new realm of adventure.

A good way to start with a bang is to have the party run into an oracle of the Inner Flame being badly beaten by a Ratha priest slayer. If there are divine spellcasters in the party, they become the Ratha's secondary targets if they reveal themselves by casting divine spells once the Ratha is done with the "traitor." The PCs will most likely choose to take a side. If they choose not to interfere, the Ratha might kill the oracle in a few rounds, shouting "Purity!" with the final blow. If they choose to aid the oracle, the elan will offer thanks but is not forthcoming about the nature of the conflict, potentially dragging the PCs into racial politics they do not fully understand.

If psionics are rare in your campaign, a singular elan with amnesia can provide a great interlude. If the game starts at 1st level, you could introduce a newly-created elan who has for some reason been abandoned by his creators. At later levels, the elan's amnesia could have resulted from physical trauma or have a supernatural cause.



For a campaign or story focused on the elan's mysterious roots, have an elan approach the party, seeking aid recovering important crystals that have disappeared from a sacred reliquary. The crystals contain portions of the elan creation ritual, and many others are looking for them. Repeated encounters with other adventuring groups, many composed entirely of psionic individuals, should serve to give the PCs a solid familiarity with psionics in general and elans in particular.

If you want to emphasize the eerie nature of the elans, or even give them a bit of a horrific spin, you could have a young half-elven woman, whose brother has recently been chosen to become an elan, approach the party seeking help. Once the party tracks him down, the woman could become distraught or even terrified at her brother's new form, becoming even more horrified when she learns that he retains no memories of his former life.

For a plotline with a heavy dose of the divine, a cleric could seek out the party hoping to locate the mysterious elans. According to a recently unearthed prophecy, these "creatures of the mind" are to be instrumental in great events that loom near in the future. These great events could tie heavily into psionics, with one excellent option being the rising of a psionic godmind.

NPCs

MIR

CR 1/2

XP 200

Female elan psychic warrior (ratha priest slayer) 1
NE Medium humanoid (aberrant)

Init +1; **Senses** Perception +3

DEFENSES

AC 17, touch 13, flat-footed 16 (+1 Dex, +2 natural, +4 inertial armor); +4 vs rays

hp 11 (1d10+1)

Fort +2, **Ref** +1, **Will** +2; –2 vs. sonic

Defensive Abilities crystal aspect, resilience

OFFENSE

Speed 30 ft.

Melee greataxe +2 (1d12+3/x3)

Psychic Warrior Powers Known (ML 1st; concentration +3); 1 pp

1st—*inertial armor*

0 (at will)—*distract* ^P (DC 12)

P path power; **Path** assassin

STATISTICS

Str 14, **Dex** 12, **Con** 13, **Int** 10, **Wis** 15, **Cha** 10

Base Atk +0; **CMB** +2; **CMD** 13

Feats Erosion of Will, Psionic Weapon, Wild Talent

Skills Autohypnosis +6, Acrobatics +5, Perception +6, Stealth +5; **Racial Modifiers** –1 on Charisma checks vs. non-elans

Languages Common

SQ repletion

Combat Gear power stone of empty mind; **Other Gear** heavy cloak, healer's kit, 50-foot rope (spider silk)

LARADITH

CR 3

XP 800

Male elan soulknife 4

LN Medium humanoid (aberrant)

Init +1; **Senses** Perception +7

DEFENSE

AC 18, touch 11, flat-footed 17 (+7 armor, +1 Dex)

hp 42 (4d10+16)

Fort +7, **Ref** +3, **Will** +2

Defensive Abilities resilience, resistance

OFFENSE

Speed 20 ft. (30 ft. without armor)

Melee +1 *mind blade* +10 (2d6+7)

Special Attack psychic strike (2d8)

STATISTICS

Str 18, **Dex** 13, **Con** 14, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +4; **CMB** +8; **CMD** 19

Feats Power Attack, Toughness, Weapon Focus (mind blade), Wild Talent

Skills Climb +7, Intimidate +6, Knowledge (psionics) +8, Perception +7, Swim +7; **Racial Modifiers** -1 on Charisma checks vs. non-elans

Languages Common, Elven

SQ blade skills (dazzling blade [DC 14], powerful strikes), power points 2, repletion

Other Gear +1 *chainmail*, *cloak of resistance* +1, 200 gp

CALLINDRA

CR 5

XP 1,600

Female elan oracle (inner flame oracle) 6

N Medium humanoid (aberrant)

Init +5; **Senses** clouded vision 30 ft., darkvision 60 ft.; Perception +9

DEFENSES

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 armor)

hp 38 (6d8+6)

Fort +3, **Ref** +3, **Will** +7; +1 vs. psionic effects

Defensive Abilities resistance, resilience

OFFENSE

Speed 20 ft. (30 ft. without armor)

Melee light mace +4 (1d6)

Ranged +1 *light crossbow* +6 (1d8/19-20)

Special Attacks psionic bulwark

Psionic Powers Known (ML 6th; concentration +9); 4 pp
1st—*force screen* ^{UP}

o (at will)—*blinding flash* ^{UP} (DC 13), *conceal thoughts* ^{UP} (DC 13), *detect psionics* ^{UP}, *energy splash* ^{UP} (DC 13), *missive* ^{UP}

Oracle Spells Known (CL 6th; concentration +9)

3rd (4/day)—*dispel magic*

2nd (6/day)—*eagle's splendor*, *lesser restoration*

1st (7/day)—*bleed*, *command*, (DC 14), *cure light wounds*, *memory lapse* (DC 14), *sanctuary*

o (at will)—*detect magic*, *detect poison*, *guidance*, *purify food and drink*, *read magic*, *resistance*, *stabilize*

Mystery Time

STATISTICS

Str 10, **Dex** 13, **Con** 12, **Int** 10, **Wis** 14, **Cha** 16

Base Atk +4; **CMB** +4; **CMD** 15

Feats Access Psionic Talent ^{UP}, Blind Fight, Craft Cognizance Crystal ^{UP}, Erosion of Will, Improved Initiative, Psionic Talent ^{UP}, Unlocked Talent ^{UP}

Skills Diplomacy +7, Knowledge (arcana) +5, Knowledge (psionics) +10, Perception +9, Sense Motive +5, Spellcraft +14, Use Magic Device +4; **Racial Modifiers** -1 to Charisma checks vs. non-elans

Languages Common, Elven

SQ naturally psionic, oracle's curse (clouded vision), repletion, revelations (knowledge of the ages)

Combat Gear holy water (2), *potion of cure serious wounds* (2), *psiflare* (3); **Other Gear** +1 *light crossbow*, +2 *studded leather armor*, *bag of holding (type I)*, book (The Invisible Art), light mace

BALETH

CR 11

XP 12,800

Female elan psychic warrior 12

N Medium humanoid (aberrant)

Init +5; **Senses** Perception +18

DEFENSES

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 armor)

hp 84 (12d8+24)

Fort +10, **Ref** +5, **Will** +7

Defensive Abilities impervious

OFFENSE

Speed 30 ft.

Melee +1 *psychokinetic burst battleaxe* +13/+8 (1d8+5/x3 plus 1d4, 2d8 on critical)

Ranged throwing axe +10/+5 (1d6+3)

Special Attacks ascetic trance, ascetic maneuver, weaponmaster trance, weaponmaster maneuver

Psychic Warrior Powers Known (ML 12th; concentration +15); 64 pp

4th—*immovability*, *slip the bonds*, *vanishing strike*

3rd—*dimension slide*, *mental barrier*, *sharpened edge*

2nd—*body adjustment*, *shocking strike*, *strength of my enemy*

1st—*biofeedback, expansion, stomp* (DC 14), *defensive precognition*^P, *empty mind*^P, *metaphysical weapon*^P, *offensive precognition*^P
 o (at will)—*detect psionics, lesser fortify, vim*
P Path Power; **Path** weaponmaster; **Secondary Path** ascetic

STATISTICS

Str 16, **Dex** 12, **Con** 14, **Int** 10, **Wis** 17, **Cha** 10
Base Atk +9; **CMB** +12; **CMD** 23
Feats Cleave, Combat Manifestation, Combat Reflexes, Deep Impact, Dodge, Erosion of Will, Great Cleave, Improved Initiative, Power Attack, Psionic Talent^{UP}, Psionic Weapon^{UP}, Rapid Focus
Skills Acrobatics +15, Autohypnosis +17, Climb +11, Perception +18, Spellcraft 18, Swim 9; **Racial Modifiers** −1 on Charisma checks vs. non-elans
Languages Common
SQ expanded path, impervious, martial power, psionic aptitude, second wind, twisting path
Combat Gear elan-crafted cognizance crystal (3 pp), *power stone of empathic feedback, power stone of thought shield, power stone of ubiquitous vision*;
Other Gear +1 *psychokinetic burst battleaxe*, +1 *light fortification studded leather armor*, +3 *shard of Knowledge (psionics)*, +2 *shard of Knowledge (nobility)*, throwing axe

RENZARAN

CR 17

XP 102,400

Male elan psion 18

CE Medium humanoid (aberrant)

Init +7; **Senses** Perception +22

DEFENSE

AC 22, touch 13, flat-footed 19 (+9 armor, +3 Dex)

hp 151 (18d6+68)

Fort +13, **Ref** +12, **Will** +15

Defensive Abilities resistance

OFFENSE

Speed 30 ft.

Ranged +1 *light crossbow* +13 (1d8+1/19–20)

Special Attack breach power resistance (+13), double manifest 1/day

Psion Powers Known (CL 5th; concentration +9); 370 pp
 9th—*reality revision, timeless body*

8th—*body of iron, greater psychoport, recall death* (DC 26), *true metabolism*
 7th—*energy wave* (DC 25), *evade burst, psychosis* (DC 25)
 6th—*disintegration* (DC 24), *sustained flight, trigger power*
 5th—*planar travel, power resistance, psychic crush* (DC 23), *upheaval* (DC 23)
 4th—*moment of terror* (DC 22), *psychokinetic charge, wall of ectoplasm, wither* (DC 22)
 3rd—*body adjustment, dispel psionics, energy burst* (DC 21), *time hop*
 2nd—*cleanse body, inflict pain* (DC 20), *minor metamorphosis, thought shield*
 1st—*astral traveler, catfall, crystal shard, force screen, mind thrust* (DC 19)
 o—*blinding flash* (DC 18), *detect psionics, energy splash, my light*
Discipline generalist

STATISTICS

Str 8, **Dex** 16, **Con** 14, **Int** 26, **Wis** 12, **Cha** 10

Base Atk +9; **CMB** +8; **CMD** 20

Feats Combat Manifestation^{UP}, Deep Focus^{UP}, Dispelling Static^{B UP}, Echoing Power^{B UP}, Endowed Mind^{B UP}, Great Fortitude, Greater Psionic Endowment^{B UP}, Improved Great Fortitude, Improved Initiative, Light Armor Proficiency, Medium Armor Proficiency, Psionic Body^{B UP}, Psionic Endowment^{B UP}, Psionic Talent^{B UP}, Rapid Metabolism^{UP}, Redirect Power^{B UP}, Quicken Power^{B UP}, Toughness

Skills Autohypnosis +22, Diplomacy +18, Knowledge (dungeoneering, planes, psionics, religion) +29, Perception +22, Sense Motive +19, Spellcraft +39, Use Magic Device +21; **Racial Modifiers** −1 on Charisma checks vs. non-elan

Languages Abyssal, Catfolk, Common, Cyclops, Draconic, Elven, Gnome, Protean, Tengu

SQ repletion, strong blooded^{UP} (elf)

Combat Gear *potion of cure serious wounds* (2);

Other Gear +1 *light crossbow*, +3 *breast plate, belt of incredible dexterity* +2, *cloak of resistance* +3, *crystal mask of the elan, dust of disappearance, headband of vast intelligence* +6 (Diplomacy, Perception, Sense Motive), *mind seed pearl*^{UP}, 1,500 gp

Advanced Gillmen



The Sea Doesn't Care

"The sea does not care if you are rich or poor, smart or stupid, brave or afraid, human or orc. The sea takes everyone the same, down to her deep depths where they are never seen from again. So you see, young Master Andrews, it is best we stay cautious and keep near the coastline in case a storm rolls up fast or some starving beast from the deep comes up to grab us. We can pray to the gods that we are close enough to a port that we can sail into harbor and wait in safety," said 'Salty Sam' Goutfist, an old deck hand of the *Waynesberth*. He stared the passenger right in the eyes, speaking from experience about the sea monsters and storms.

Hourdouyn Andrews knew he had not paid the crew enough to take him and his cargo to Port Plath straight away. Unfortunately for him, he didn't have any more money. So, instead of getting to his destination in the two days it would take if he went alone, they would be sailing for nearly a week. He almost regretted not swimming the whole way, until he remembered that his cargo would not survive a long trip underwater. *At least I can relax and enjoy the trip*, he thought to himself. Hourdouyn scratched under the collar of his long robe, careful not to let anything show. He gave a reluctant nod to Salty Sam and sat atop a barrel on the deck. Smoothing his long robe, he cast his gaze over the shimmering surface of the waves.

As the deck hand turned to go back to his duties, a long slender tentacle shot out of the water and grabbed the old dwarf right off the ship. A second slithered up the ship's hull, followed by more curling the length of the vessel from bow to stern. The *Waynesberth* lurched violently as the ship jerked to a stop in the span of a mere moment. Captain Bloodaxe yelled for the crew to grab their weapons as an enormous head appeared from beneath the surface, two black eyes fixated upon the tasty morsel it was about to enjoy. Without thinking, Hourdouyn stood up and began waving his arms around, croaking syllables no human tongue was ever meant to pronounce. A moment later, his entire body shook, and a stream of lightning shot out from his arms, striking the tentacled horror in its closest eye.

As the creature groaned in pain, its tentacles braced the ship even tighter; the ship's timbers creaked under the strain. Goutfist let out a scream just before splashing face-first into the water, having apparently been dropped during the beast's convulsion. Hourdouyn heard one of the crew saying something about the dwarf being unable swim.

Before he could talk himself out of it, Hourdouyn threw off his robe, revealing the flayed-looking flesh at the base of his neck and a pair of cloth breeches covering his waist, and he jumped over the side of the boat. It did not take long for him to locate the old dwarf; he had sunk well below the sea monster and continued his descent, not moving a muscle. With elegant speed and grace, the young Andrews glided through the water and past the monstrosity.

One of the creature's tentacles tried to grab him; it found no purchase, but was now blocking his path. Hourdouyn reached out and touched the tentacle while announcing in the aquatic tongue of his people, and a shock of electricity jolted the creature strongly enough to force it to retract its tentacle, allowing him to swim past.

Seconds later, Hourdouyn grabbed the old dwarf, halting him from sinking any further. Finally, Salty Sam's body started to move, and he tried to breathe in salt water. Hourdouyn reacted with instinct; his gills flared out as he took a deep breath and filled his stomach with air. Once his mouth was over the old dwarf's mouth, he burped it all up, all at once. Hourdouyn could taste salted fish as he gave the dwarf some much-needed air. After Salty Sam coughed up the water that was briefly in his lungs, Hourdouyn repeated the process and pulled the dwarf close with one arm. He pulled as hard as he could with his one free arm and both legs, spreading his fingers so that the webbing could catch as much water as possible with each stroke.

Hourdouyn stopped them again one last time just below the squamous creature to make sure the dwarf had enough air to make it to the surface. The monster's attention was fully focused on the *Waynesberth*. *It is now or never*, Andrews thought to himself as he kicked and pulled the water past him with all his might. He caught a glimpse of Salty Sam trying to use his stubby arm in an inexperienced attempt to help them move faster. Finally they breached the surface; the sounds of battle still raged around them. The captain and another crewman were held fast in the creature's tentacles, both yelling for help, while the crew tried desperately to free the ship from the monster's grasp.

Gathering his courage, Hourdouyn hauled Sam to the side of the ship and swam for all his worth straight towards the creature's maw. With all the monster's tentacles busied, Andrews saw a chance to kill the beast—or die trying. Just as the creature was about to drop the captain into its waiting jaws, Andrews launched another bolt of lightning directly into the creature's mouth, frying it from the inside. The bolt was so strong it went straight through the creature and out the other side. The creature convulsed again, splintering some of the wood at the top of the castle.

Hourdouyn looked up to see Captain Bloodaxe, a broad-shouldered half-orc with only one tusk, wrench her sword arm free enough to ram her longsword through the tentacle which held her in mid-air. The tentacle shook in agony, and the creature would have dropped its captive if the captain had not held tight to the blade's hilt. Both sword and captain gently descended towards the water, the sharp steel flaying the tentacle open.

In its agony, one of the creature's tentacles squeezed the other crewman it held aloft even more tightly. His screams died as his breath was forced from his lungs, even as he flailed to free himself. Hourdouyn heard a sickening

crack, and saw the crewman's body go limp. A great cry of vengeance arose from the crew of the *Waynesberth*.

Andrews felt their anguish, and he channeled that pain into the hatred he reserved only for the aboleths that had subjugated his people so long ago, forming the rage into one last ball of lightning. He didn't know how much power he had left in him, but the spellcaster poured every last mote of concentration into one final spell. Small bolts of electricity coursed around his body briefly before he released it with a terrible cry. Like a tidal wave of pure energy, the lightning bolt flew forth from his whole body, slamming into the sea monster. For the briefest of instances, the creature looked surprised at the strength of the attack. Then the monster exploded, spraying loosed tentacles and bits of briny flesh everywhere within sight.

Captain Bloodaxe's surprised yell was cut short as the tentacle she rode crashed into the water, yet she held tight to the convulsing flesh. Once Hourdouyn had recovered from casting his spell, he swam towards the captain, praying she didn't drown. Bloodaxe, for her part, was not as accomplished a swimmer as Hourdouyn, but she swam well enough that she would have eventually made it back to the *Waynesberth* without his assistance.

When the two finally reached the ship and stood on her deck, the captain addressed the crew, lauding their bravery and lamenting their fallen crewman. Then she turned to Hourdouyn Andrews and said, "I thank you for killing that thing, and for dragging Salty Sam out of the deep."

Surprised by this remark from the half-orc, the gillman croaked out a quiet reply. "You are most welcome."

He was about to continue before the captain interrupted. "And now I have to ask you to get off my ship."

Andrews sputtered for a moment, dumbfounded. Before he could form the question, the captain answered it. "You're bad luck. In all my years, I have never seen such a great sea monster attack so close to land. Smaller ones attack all the time. Ones that size never leave the deep waters unless they are after something. The crew will reckon that it wanted you. You live beneath the water's surface, and you being on a ship will draw more of them monsters to us. I can't be having more trouble."

"But captain, I—"

"We will deliver your cargo to port like we agreed—and I won't be refunding your money, since I now have repairs to make all the while I'm a man down."

"Captain, I would have thought that you, being a half-orc, would understand how humans and the others treat your kind differently...and not turn around and treat me the same way."

"I do understand," Bloodaxe replied without any anger in her voice. Her reply was full of understanding, but it was in a tone that told Andrews that the captain's mind was made up. "But if I want to keep my crew, I have to treat you exactly that way. Otherwise, they will all mutiny or abandon ship the first chance they get. It's not right; it's not fair; it is the way it is." She sheathed her longsword. "If you ever need me in a fight, let me know. I will be there," she spoke softly as if in confidence.

With a single nod, the gillman communicated that he understood the half-orc's rationale. And when they looked each other in the eye and clasped hands, they wished each other well. As Hourdouyn Andrews jumped into the waters for the second time in so many minutes, he knew he felt a kinship with the woman who had just sent him away.

The sea might not care, but Hourdouyn did.

Racial Traits

The result of arcane experimentation and manipulation by ancient aboleths to give them the ability to breathe both underwater and on land, the gillmen were created from the citizens of a drowned civilization. No one knows if the aboleths' purpose was to rescue those drowned humans, only later enslaving them, or if the aboleths wanted slaves from the outset, but the first gillmen were slaves—and slaves the gillmen remained for ages. With each generation, a few more gillmen escaped their masters. Today, more gillmen respire in free waters than the few of their brethren who are still magically bound to their ancient makers.

Physical Description: Overwhelmingly, the gillman race looks human, having the same range of skintones and heights that they do. Some possess a more fish-like pallor, and their eyes are sometimes described as similar to that of undersea life, but even then, they are still quite similar to humankind. Two easily-noticeable exceptions are their webbed fingers and the gills along their necks from which they derive their name. Less obviously, gillmen do not possess lungs. When they are on the surface, their gills flare out since they must work harder to breathe. When gillmen speak above the water's surface, they take air into their stomach to speak, which gives their voices a croaking character.

Society: Gillmen are a people with a common enemy—they can always put aside any mutual dislike or distrust to fight against the aboleths. Their hatred of the aboleths extends to every aspect of their lives. Gill Guard members who volunteer to defend their communities against the aboleths always get the best food, reef houses, and mates, and they are always treated well by any shop owner in the sea. Gillmen clans are frequently led by someone who fought for the clan, and those which are not typically see their leaders overthrown by clansmen who once did.

Alignment and Religion: Raised as they are to be rebellious against their former oppressors and never give up the fight, most gillmen have a chaotic bent. When it comes to good or evil, gillmen can go either way, much as humans can. Gillmen deities revolve around fishing, swimming, and rebellion. Alanqua, a former servant of a fishing deity, helped the early gillmen escape from their aboleth masters. Cthulhu gave some gillmen abilities that allowed them to overpower their captors and help them take revenge for their forced mutations.

Names: Many gillmen give their children human names, even if those names are of an older origin and have varied or diverged somewhat from those of their surface-dwelling kin during their centuries apart. Others name their children after marine life or minerals found in the sea. Over a century ago, many gillmen cast off their old family names in favor of new ones related to the sea, representing a family's fighting style, or boasting of their accomplishments.

Male Names: Farthandrol, Guppy, Mikelril, Sealion, Sharktooth.

Female Names: Anemone, Breathany, Coral, Orkara, Pearl.

Family Names: Alanquin, Puffer, Sharktamer, Twinspear, Wavecrash.

Gillmen Racial Traits

Gillmen have the following racial traits.

+2 Constitution, +2 Charisma, -2 Wisdom: Gillmen are vigorous and beautiful, but ages of domination by the aboleths have made them weak-willed.

Medium: Gillmen are Medium creatures and have no bonuses or penalties due to their size.

Aquatic: Gillmen are humanoids with the aquatic subtype.

Normal Speed: Gillmen have a base speed of 30 feet on land. As aquatic creatures, they also have a swim speed of 30 feet, can move in water without making Swim checks, and always treat Swim as a class skill.

Amphibious: Gillmen have the aquatic subtype, but can breathe both water and air.

Enchantment Resistance: Gillmen gain a +2 racial saving throw bonus against non-aboleth enchantment spells and effects, but take a -2 penalty on such saving throws against aboleth sources.

Water Dependent: A gillman's body requires constant submersion in fresh or salt water. Gillmen who spend more than 1 day without fully submerging themselves in salt water risk internal organ failure, painful cracking of the skin, and death within 4d6 hours.

Languages: Gillmen begin play speaking Common and Aboleth. Gillmen with high Intelligence scores can choose from the following languages: Aklo, Aquan, Draconic, and Elven.

Traits

The following race traits are available for gillmen.

Deep Dweller: Living in the depths of the ocean, you are used to being constantly cold. You gain a +1 trait bonus on saving throws against cold damage.

Eel-Kin: The same power that gives an electric eel its characteristic shock courses through your body. Whenever you cast a spell with the electricity descriptor, you do so at +1 caster level.

Friend of the Sea Creatures: Sea animals know and trust you. You treat your level as if it were one higher for determining the statistics of any animal companion you have that has a swim speed.

Alternate Racial Traits

Claws: The fingernails of some gillmen are hard and sharp, granting them two claw attacks (1d4 points of damage each). This replaces enchantment resistance.

Cold Resistance: Certain gillman clans live in cold environments and gain resistance to cold 5. This replaces enchantment resistance.

Deepsight: Gillmen that live far beneath the ocean's surface never go above water. These gillmen can see in



the dark up to 120 feet while underwater. When out of the water, their vision is the same as a human's. This replaces amphibious.

Gillman Magic: These gillmen add +1 to the DC of any saving throws made against their spells or spell-like abilities by creatures with the aquatic subtype. Gillmen with Charisma scores of 11 or higher also gain the following spell-like abilities: 1/day—*create water* and *speak with animals*. *Speak with animals* only works with animals that have the aquatic subtype. The caster level for these effects is equal to the gillman's level. This replaces enchantment resistance.

Poison Resistance: Gillmen frequently encounter all kinds of toxins beneath the ocean's surface, granting them a +2 racial bonus on saving throws against poisons. This replaces enchantment resistance.

Society and Lands

Language and Script: While the gillmen were the slaves of the aboleths, they were forced to learn the language of their aquatic masters, which remains the language they speak to each other to this day. However, they use a variation of the Common script to write it since they lack the tentacles to properly inscribe the markings of the language, which they call Gillscript. Few humans recognize this written language and frequently mistake it for an ancient, long-forgotten version of Common.

Love and Mating: Gillmen tend to view life as a constant struggle that can end abruptly at any moment. This outlook leads few gillmen to make lifelong commitments to another individual gillman; instead, they favor more fluid relationships that can last anywhere from only a few days to a few months. Longer-lasting relationships tend to form within adventuring groups among them. Gillmen will spontaneously change sex if there are not enough gillmen of a certain biological gender in the area. Of particular note are the gillmen who mate with humans—offspring from such pairings are always gillmen, without fail. This leads many scholars to wonder if the aboleths used some form of magical curse to create the race. Regardless of the truth, nothing short of a *miracle* or *wish* spell has thus far been able to change a gillman into a normal human.

War: Constantly at war, gillmen are always ready to fight. Whether it is against an aboleth, one of the many dangers of the deep sea, or against one another, gillmen will fight with anyone. Despite this, their tactics are mostly honorable. They stand ready to defend each other should a monster from the deep attack, and they will hunt down a creature that previously attacked them or their kin. However, it is rare for gillmen to take the initiative and go out and hunt down a creature just because it might one day pose a danger, with only two exceptions: all gillmen will take the offensive against the aboleths, and the followers of Cthulhu stand ready to fight and kill anyone at any time if

they believe them to be a threat, even other gillmen. They always claim such killings are for the greater good.

Relations: Gillmen have interacted with many races over the centuries and possess different relations with each.

Elves: Elves, particularly aquatic elves, would get along great with gillmen were it not for the fact that they compete for the same living space. Even setting that issue aside, elves view gillmen as having been too weak to resist the aboleths' rule, while gillmen view elves as a race that cannot be counted upon, having once been given an opportunity to help the gillmen against the aboleths and choosing to ignore it.

Humans: Even though gillmen originated from humankind, it is difficult for gillmen to look at a human and not wonder what they have gained from their unique history. Likewise, humans tend to wonder what these abominations have lost of their humanity due to what the aboleths have done to them.

Merfolk: Of all the races, gillmen find the easiest kinship with merfolk. Even here, however, this kinship can only go so far since the merfolk were not subjugated by aboleth slavers, which gives the two races vastly different perspectives on many things.

Undines: These two races get along famously. Both have a complex history with their creators and are frequently under pressure to return to forced service. Knowing this, gillmen and undines will happily fight side by side, even to the bitter end.

Adventurers: While one might think a gillman would turn to a life of adventure as often as a human would, that is not the case. Instead, gillmen learn to defend themselves against their aboleth creators in a myriad of different ways, turning to adventuring to perfect their art.

Fighter: The bulk of gillmen become warriors, but a skilled few rise above and become fighters. These select few are held in high esteem by their peers, but they also have the most missing limbs of all their kin from shark bites and other dangers of the deep.

Magus: Studious wizards are rare among gillmen; magi who blend spellcraft with their swordplay are far more common. Reading arcana from books of bound seaweed, these protectors enhance the fighting capability of their fellow gillmen as well as their own.

Monk: Reflection, introspection, calm, focus: these are not words typically associated with a gillman. Those rare few who take up the monastic life prefer fighting styles associated with undersea creatures and use them to achieve deadly results.

Oracle: For gillmen, losing a limb is a common occurrence when attempting to escape a deadly sea monster. The gillmen gods sometimes look upon those who make such sacrifices and bestow special gifts upon them.

Sorcerer: The power the aboleths used to change those early humans into gillmen still strongly resonates among them, and it manifests as very peculiar sorcerous talents.

Racial Options

Racial Archetypes

Gillmen can make use of these archetypes.

Wave Crasher

Gillmen monks who practice the Way of the Wave learn to use the water around them to hem in their enemies, and they excel at swimming and diving to extreme depths.

Associated Class: monk

Associated Race: gillmen

Replaced Abilities: fast movement, slow fall, high jump, empty body

Modified Abilities: bonus feat, *ki* pool

Bonus Feat: The wave crasher adds Improved Dirty Trick ^{APG} to the list of feats he can select.

Fast Swimming (Ex): At 3rd level, a wave crasher gains an enhancement bonus to his swim speed equal to the bonus a monk normally receives to his base speed. A wave crasher wearing armor or carrying a medium or heavy load loses this extra speed.

Ki Pool (Su): A wave crasher can spend 1 point from his *ki* pool to attempt a dirty trick against a creature that is 5 feet beyond his normal melee range.

The wave crasher cannot spend a point from his *ki* pool to make an additional attack when making a flurry of blows attack. Otherwise this ability works like the monk *ki* pool ability.

Deep Swimmer (Ex): When swimming in waters more than 100 feet below the surface, the wave crasher gains a bonus to Fortitude saves against taking pressure damage equal to his wave crasher level.

Perfect Swimmer (Ex): At 5th level, a wave crasher adds his level to all Swim checks. By spending 1 point from his *ki* pool as a swift action, a wave crasher gains a +20 bonus on all Swim checks made for 1 round.

Water Body (Su): At 19th level, the wave crasher no longer takes any pressure damage, no matter how far below the water's surface he is. He also gains the ability to become a Huge water elemental for 1 minute, as though using the spell *elemental body IV*. Using this ability is a move action that consumes 3 points from his *ki* pool.

Lightningcaster

Like an electric eel, a lightningcaster shocks his enemies to no end.

Associated Class: magus ^{UM}

Associated Race: gillmen

Replaced Abilities: magus arcana (3rd level only), medium armor, heavy armor, counterstrike

Electric Jump: At 3rd level, a lightningcaster's spells which deal electricity damage jump to nearby creatures. Whenever a creature takes electricity damage from a spell the lightningcaster casts, he can spend 1 point from his arcane pool as a swift action to make it jump to another creature within 5 feet. Any creatures damaged in this way receive only half the normal damage, and the creature is allowed any saving throw normally allowed by the spell to reduce this damage even further.

Electricity Resistance: At 7th level, the lightningcaster gains resistance to electricity 5 and can spend a point from his arcane pool as an immediate action to increase this resistance to 10. At 13th level, the lightningcaster's resistance to electricity increases to 10, and he can increase it to 20 by spending 2 points from his arcane pool as an immediate action.

Reflect Lighting: At 16th level, the lightningcaster can turn lightning back onto an enemy caster. By spending 3 points from his arcane pool as an immediate action when the lightningcaster is targeted by a spell that deals electricity damage, the lightningcaster can redirect the electricity damage to the original caster instead of taking



Table 5-1: Height/Weight Table

Gender	Base Height	Base Weight	Modifier	Multiplier
Male	4 ft. 10 in.	120 lbs.	+2d10	x5 lbs.
Female	4 ft. 5 in.	85 lbs.	+2d10	x5 lbs.

Table 5-2: Random Starting Age

Adulthood	Intuitive	Self Taught	Trained
20 years	+1d6	+2d6	+3d6

Table 5-3: Aging Effects

Middle Age	Old Age	Venerable	Max Age
62 years	93 years	125 years	125+3d20 years

the damage himself. Any saving throw DCs associated with the spell are not changed from the initial casting.

Tentacled Horror

When the aboleths modified one of your ancestors, something went terribly wrong. All these generations later, you sprout tentacles like those of many other sea creatures.

Associated Class: bloodrager ^{ACG}

Associated Race: gillmen

Replaced Abilities: uncanny dodge, improved uncanny dodge

Modified Abilities: bloodline

Bloodline: The tentacled horror must choose the aberrant bloodline.

Lesser Tentacles (Su): At 2nd level, the tentacled horror grows two tentacles just below his arms. These tentacles do not reach very far and have limited functionality. Each tentacle can hold, but not use, any one item that can normally be held in one hand. Items held in this way count toward the tentacled horror's carrying capacity. The tentacled horror can retrieve any item held by his tentacles as a swift action. These tentacles cannot hold an item that gives any kind of bonus, such as a shield or a magic item.

Additionally, the tentacles provide a +2 circumstance bonus to all combat maneuver checks made to maintain a grapple so long as they are not being used to hold anything.

Tentacles (Su): At 5th level, the tentacled horror's tentacles gain in length, strength, and usefulness. The tentacled horror can make additional melee attacks with his tentacles, dealing 1d6 (1d4 for a Small creature) points of damage on a successful melee attack. Each tentacle is considered an off-hand attack. The reach of these tentacles is 5 feet and is not increased by abnormal reach.

Additionally, these tentacles can initiate and maintain a

grapple on their own, independent of the tentacled horror's arms. All combat maneuver checks made to grapple a creature using only the tentacles receive a –2 penalty. If the tentacled horror uses both his tentacles and his arms to grapple a target, he gains a bonus equal to his Strength modifier (minimum +1) on combat maneuver checks made to maintain the grapple.

New Familiar

CATSHARK

CR 1/4

XP 100

N Tiny animal (aquatic)

Init +2; **Senses** blindsense 30 ft., keen scent; Perception +5

DEFENSES

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 4 (1d8)

Fort +2, **Ref** +4, **Will** +1

OFFENSE

Speed swim 20 ft.

Melee bite +4 (1d3–4)

STATISTICS

Str 4, **Dex** 14, **Con** 11, **Int** 2, **Wis** 13, **Cha** 3

Base Atk +0; **CMB** –5; **CMD** 7

Feats Weapon Finesse

Skills Perception +5, Swim +5

ECOLOGY

Environment any ocean

Organization solitary, pair, school (3-6)

Treasure none

SPECIAL ABILITIES

Keen Scent (Ex) A catshark can notice creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile.

Familiar A catshark can become a familiar. If so, its master gains a +3 bonus on smell-, taste-, and touch-based Perception checks.

New Aegis^{UP} 1-Point Customizations

Gliding Swim: The aegis moves easily through the water, increasing his Swim speed by 10 feet. The aegis must either have a swim speed or the Speed and Swim customizations.

New Hunter^{ACG} Animal Foci

Shark: The creature gains a 5-foot enhancement bonus to its base Swim speed. This bonus increases to 10 feet at 8th level and 20 feet at 15th level.

Squid: The creature gains a +2 bonus on combat maneuver checks made while grappling and a +2 dodge bonus to CMD against being grappled. This bonus increases to +4 at 8th level and +6 at 15th level.

New Soulknife^{UP} Blade Skills

Watery Weapon: The soulknife's mind blades take on a watery appearance, becoming indistinct from any surrounding water. The soulknife's mind blades are treated as invisible when underwater. The soulknife must be at least 4th level in order to select this blade skill.

New Time Thief^{TT} Temporal Talent

Water Pressure (Su): With this talent, a time thief can rewind the time on the water surrounding a target, making the water try to get back to where it used to be. The time thief spends a mote as a standard action and a creature within 10 feet takes 1d6 points of pressure damage from the surrounding water. This damage cannot be reduced by damage reduction.

Order of the Sinking Ship

A cavalier who belongs to this order helps all living creatures, no matter who they are, against deadly weather and other raw elemental forces. Cavaliers of this order tend to be selfless, helping anyone in need during the most dire of situations.

Edicts: The cavalier must help all living creatures in danger from weather, whether natural or magical in nature, as well as from elementals.

Challenge: Whenever an order of the sinking ship cavalier issues a challenge, he is not affected by environmental damage, penalties from the terrain, or penalties from the weather, and gains a +1 morale bonus to all damage rolls against creatures of the elemental subtype.

Skills: An order of the sinking ship cavalier adds Fly and Knowledge (nature) to his list of class skills. In addition, an order of the sinking ship cavalier does not double his armor check penalty on Swim checks.

Order Abilities: A cavalier belonging to the order of the sinking ship gains the following abilities as he increases in level.

Swimming Adept (Ex): At 2nd level, an order of the sinking ship cavalier is well trained in swimming in armor. He receives Skill Focus (Swim) as a bonus feat and does not have his swim speed reduced by medium armor. At 8th level, his swim speed is never reduced by heavy armor. At 15th level, his armor check penalty does not affect his Swim skill. The order of the sinking ship cavalier's swim speed is still reduced if he is under a medium or heavy load.

Elemental Strike (Su): At 8th level, elementals are no match against the order of the sinking ship cavalier's attacks. His attacks ignore damage reduction of less than half his level for any creature with the elemental subtype. For all other creatures, his attacks ignore 1 point of damage reduction.

Protect an Ally (Ex): At 15th level, the order of the sinking ship cavalier can make an attack of opportunity against any enemy within melee range that attacks an ally. If the order of the sinking ship cavalier's attack succeeds, neither the cavalier's attack nor the enemy's attack deals any damage, and the order of the sinking ship cavalier gains a +1 circumstance bonus on his first attack roll against that enemy on his next turn.

New Animal Companion

Giant Seahorse*

Starting Statistics: Size Large; Speed swim 50 ft.; AC +4 natural armor; Attack bite (1d6); Ability Scores Str 13, Dex 16, Con 15, Int 2, Wis 12, Cha 6; Special Qualities low-light vision, scent.

4th-Level Advancement: Ability Scores Str +2, Con +2; Special Qualities combat trained (see the Handle Animal skill).

Giant Snapping Turtle

Starting Statistics: Size Medium; Speed 20 ft., swim 20 ft.; AC +10 natural; Attack bite (1d6); Ability Scores Str 8, Dex 10, Con 9, Int 1, Wis 13, Cha 6; Special Qualities low-light vision, hold breath, scent.

7th-Level Advancement: Size Large; AC +2 natural; Attack bite (1d8), Ability Scores Str +8, Dex -2, Con +4; Special Attack grab.

Manta Ray

Starting Statistics: Size Medium; Speed swim 60 ft.; AC +1 natural; Attack tail slap (1d4); Ability Scores Str 8, Dex 15, Con 11, Int 1, Wis 13, Cha 2; Special Qualities low-light vision.

4th-Level Advancement: **Size:** Large; **AC** +2 natural armor; **Attack** tail slap (1d6); **Ability Scores** **Str** +8, **Dex** -2, **Con** +4; **Special Qualities** blindsense 30 ft.

Stingray

Starting Statistics: **Size** Small; **Speed** swim 40 ft.; **Attack** sting (1d3 plus poison); **Ability Scores** **Str** 6, **Dex** 15, **Con** 13, **Int** 1, **Wis** 13, **Cha** 2; **Special Qualities** low-light vision.

4th-Level Advancement: **Size** Medium; **AC** +1 natural armor; **Attack** sting (1d4 plus poison); **Ability Scores** **Str** +4, **Dex** -2, **Con** +2; **Special Qualities** blindsense 30 ft.

* Gillmen cavaliers can take this animal companion as well.

Racial Feats

Many gillmen make use of the following feats.

Deep Sea Swimmer

You routinely swim deeper into the ocean than most of your kind and do not suffer as much pressure damage.

Prerequisite: Gillman.

Benefit: You reduce the effective depth of the water you are in by 100 feet, reducing pressure damage by 1d6 per minute.

Special: You can take this feat multiple times. Each time you do, you reduce the effective depth of the water you are in by an additional 100 feet, reducing the pressure damage you take by an additional 1d6 each minute.

Normal: You take 1d6 points of damage every minute for every 100 feet below the water's surface you swim.

Landwalker

You are used to walking around on dry land and can do so for longer than many of your other kin.

Prerequisite: Gillman, Water Dependent.

Benefit: You can survive for 1 additional day without fully submerging yourself in water before you risk any negative consequences.

Special: You can take this feat multiple times. Each time you do, you can survive for an additional day without submerging yourself in water.

Normal: Gillmen who spend more than 1 day without fully submerging themselves in water risk internal organ failure, painful cracking of the skin, and death within 4d6 hours.

Squid Style (Combat, Style)

Just like the multi-tentacled creatures of the deep, a practitioner of squid style can grab anything it wants.

Prerequisite: Improved Unarmed Strike, Skill Focus (Swim) or a swim speed, base attack bonus +3 or monk level 3rd, flurry of blows class ability.

Benefit: You gain a +1 bonus on combat maneuver checks made to grapple and to maintain a grapple. When you are using this style and you strike a creature with two or more flurry of blows attacks in a round, you can attempt a combat maneuver check to grapple the creature as a free action.



Squid Crush (Combat)

You crush any creature in your arms.

Prerequisite: Squid Style, base attack bonus +6 or monk level 6th.

Benefit: When you damage a creature you are grappling, you gain a +2 bonus to the damage roll. When you are using Squid Style and you are grappling a creature, you can choose to deal half your unarmed strike damage and perform one of the other actions (move, pin, tie up) while maintaining the grapple.

Normal: You can perform only one action while maintaining a grapple.

Squid Swim (Combat)

Like a squid releases ink to blind its targets, your attacks blind your opponents.

Prerequisite: Squid Crush, base attack bonus +10 or monk level 10th.

Benefit: If you confirm a critical hit against an opponent, the creature is blinded for 1 round. When you are using Squid Style while grappling a creature and swimming, you can move both yourself and your target up to your full Swim speed.

Normal: When you are grappling a creature, you can move up to half your speed.

Racial Equipment

Many gillmen make use of the following equipment.

Replacement Legs: Getting a leg bitten off while swimming away from a shark or similar creature is all too common an occurrence along the gillmen. Replacement legs can be fashioned from wood and infused with coral to provide appropriate ballast. A lamed gillman with a replacement leg has his swim speed reduced by 5 feet instead of the normal 10 feet. The base land speed is still reduced by 10 feet, and both speeds are still 20 feet when encumbered. **Weight** 5 lbs. **Cost** 150 gp

Religion

Deities

Many gillmen worship these deities.

ALANQUA

CG goddess of gillmen, fishing, swimming, and narrow escapes

Priests cleric, fighter, oracle, ranger, shaman, warpriest

Domains Animal, Chaos, Good, Water

Subdomains Azata, Fin, Ice, Oceans

Mysteries Life, Nature, Waves

Inquisitions Conversion, Heresy, Tactics, Valor

Favored Weapon spear

FAITH

Sacred Animal seahorse; **Symbol** crossed seahorses

Sacred Texts *Scales of Life*

Once enslaved by the aboleths, the gillmen cried out to every deity, hoping that one of them would answer their prayers. Alanqua, a servant of a fishing deity worshipped by humans, sent them a fish which led them along an escape route. Since winning their freedom, worship of Alanqua spread throughout gillman society, and she is now their most prevalently worshipped deity. The goddess works tirelessly to help the gillmen whenever she can.

CTHULHU

CE Great Old One of cataclysms, dreams, and stars

Priests arcanist, bard, cleric, oracle, rogue, slayer, sorcerer, warpriest, witch, wizard

Domains Chaos, Evil, Madness, Void ^{B4}

Subdomains Dark Tapestry ^{B4}, Insanity, Nightmare, Stars ^{B4}

Mysteries Bones, Dark Tapestry, Heavens

Inquisitions Conversion, Fate, Heresy, Zeal

Favored Weapon dagger

FAITH

Sacred Animal animal; **Symbol** complex rune

Sacred Texts *The Necronomicon*

No one knows why dreams of Cthulhu and the sunken city of R'lyeh began to plague the gillmen, but those who understood them used them to escape their aboleth masters and plot their revenge on their makers. Unlike on the lands above the waters, worship of Cthulhu is not a secretive cult in the deep; it is an acknowledged religion, although one despised by non-Cthulhu worshippers. According to the gillmen, it was they who first taught humans that the mad dreams disturbing their slumber were sent by Cthulhu as a way of communicating with them.

Table 5-4: Deities

Deity	AL	Area of Concern	Domains	Mysteries	Favored Weapon
Alanqua	CG	gillmen, fishing, swimming, narrow escapes	Animal, Chaos, Good, Water	Life, Nature, Waves	spear
Cthulhu	CE	cataclysms, dreams, stars	Chaos, Evil, Madness, Void ^{B4}	Bones, Dark Tapestry, Heavens	dagger

Gillmen adventurers that worship Cthulhu sometimes spend years swimming the oceans looking for R'lyeh in the hopes of freeing him from his undersea tomb and returning him to his rightful place among the stars. Others, however, spend their time studying the art of stealth, hoping for the right moment to plunge a dagger into the heart of an aboleth slave keeper. No matter their obsession, gillman Cthulhu worshippers are driven well beyond the point of madness in pursuit of their goals.

Priest Archetypes

Priests of gillman deities can make use of these archetypes.

Bringer of Insanity

If there is one thing that the servants of Cthulhu excel at, it is spreading madness to all those that oppose them—a reputation earned primarily by the Bringers of Insanity.

Associated Class: warpriest

Associated Race: gillman

Replaced Abilities: sacred weapon, bonus feat (3rd level only)

Modified Abilities: blessing, spontaneous casting

Blessing: A bringer of insanity must choose the Madness blessing.

Spontaneous Casting: This ability works like the warpriest ability of the same name except that the bringer of insanity spontaneously casts domain spells from the Madness domain.

Sneak Attack: At 1st level, a bringer of insanity gains the sneak attack ability, as the rogue class feature. If he already has sneak attack from another class, the extra damage from the classes that grant sneak attack stack for the purpose of determining the sneak attack's extra damage dice. This extra damage is 1d6 at 1st level and increases by 1d6 at 4th level and every 4 levels thereafter.

Mind Twist: At 3rd level, the bringer of insanity adds +1 to the DC of all saving throws made against spells he casts with the mind-affecting descriptor.

Depths

A shaman who selects the depths spirit appears darker, as if surrounded by shadows.

Spirit Magic Spells: *touch of the sea* ^{APG} (1st), *death knell* (2nd), *lightning bolt* (3rd), *wall of water* (4th), *monstrous physique II* ^{UM} (5th), *harm* (6th), *summon dragon turtle* (7th), *elemental body IV* (water elemental only) (8th), *elemental swarm* (water elementals only) (9th)

Hexes: A shaman who chooses the depths spirit can select from the following hexes.

Dazzling Electricity (Su): The shaman causes one creature within 30 feet to become more susceptible to the dazzling light of electricity for 1 minute. When a creature takes electricity damage while under this effect, it is dazzled for 1d4 rounds. If the creature takes electricity damage while already dazzled by dazzling electricity, the duration of the dazzled condition increases by 1d2 rounds. Once affected by dazzling electricity, a creature cannot be the target of this hex again for 24 hours.

Deepsight (Su): The shaman can see much farther than most in the lightless depths of the ocean. The shaman can see as if she had darkvision up to 120 feet while underwater. This hex provides no benefit out of the water. At 8th level, this range of this deepsight increases to 180 feet. At 16th level, the shaman gains the see in darkness ability.

Fear of the Deep Grave (Su): The shaman causes one target to feel the touch of a graveyard far beneath the water's surface, becoming shaken for 1 round. A successful Will saving throw negates this effect. At 8th level, she makes the target frightened instead, and at 16th level, she makes it panicked. This is a mind-affecting fear effect. A creature affected by this hex cannot be affected by it again for 24 hours. The duration of this hex can be extended by the cackle hex.

Overwhelming Current (Su): Like the overwhelming flow of the ocean current, the shaman causes a creature within 30 feet to be bull rushed. The direction must always be away from the shaman. The shaman makes the combat maneuver check for the bull rush attempt using her shaman level as her base attack bonus and her Charisma modifier in place of her Strength modifier.

Waters of Protection (Su): The shaman touches a willing creature (including herself) and covers the creature in water from the ocean depths. Whenever the creature fails a saving throw in the next minute, the creature can attempt a second saving throw. If the second saving throw succeeds, the creature is affected as if the first saving throw succeeded, and the ocean water surrounding the creature dissipates. At 8th and 16th levels, the protective ocean waters last for one additional failed saving throw.

Once the waters of protection dissipate, the creature cannot be the target of this hex again for 24 hours.

Spirit Animal: The body of the shaman's spirit animal appears incredibly smooth, as if it can glide through the water with ease. If the shaman's spirit has neither a swim speed nor the aquatic subtype, it gains the aquatic subtype, a swim speed equal to half its base land speed, and the amphibious ^{B1} ability. If it has a swim speed, the swim speed is increased by 10 feet. If it has the aquatic subtype, then the spirit animal is immune to water pressure damage from being in very deep water.

Spirit Ability: A shaman who chooses the depths spirit as her spirit or wandering spirit gains the following ability.

Crushing Depths (Su): As a standard action, the shaman can make a melee touch attack that causes the creature's body to contort as if being crushed by the ocean depths, dealing 1d6 points of bludgeoning damage +1 point for every 2 shaman levels she possesses. A shaman can use this ability a number of times per day equal to 3 + her Charisma modifier. At 11th level, any bludgeoning weapon she wields deals an additional 1d6 points of damage.

Greater Spirit Ability: A shaman who chooses the depths spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

Sea Body (Su): The shaman's body becomes an aspect of the sea, growing barnacles along the arms, scales along the neck, seaweed hair, and fins along the back, gaining cold resistance 10. In addition, the shaman can imbue a single weapon she wields with the frost weapon special ability as a swift action. The effect lasts for 1 minute. The shaman can use this ability three times per day, but she must wait 1d4 rounds between each use.

True Spirit Ability: A shaman who chooses the depths spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Command Water (Su): Creatures of water are the shaman's to command. The shaman chooses a creature with the water subtype (such as black dragons and water elementals) within 30 feet and issues it an order. If the creature fails a Will save, the creature must obey the command to the best of its ability, as if under the effects of *control undead*. Intelligent creatures receive a new saving throw each round. The shaman can use this ability for a number of rounds equal to 3 + her Charisma modifier.

Manifestation: Upon reaching 20th level, the shaman becomes the spirit of the ocean. When a critical hit or sneak attack is scored on the shaman, the extra damage is negated and instead rolled normally. She ignores all attacks of opportunity. While she is conscious, any spell with the water descriptor does not affect her unless she wants it to affect her.

Fin

Associated Domain: Animal

Replacement Power: The following granted power replaces the speak with animals power of the Animal domain.

Natural Swimmer (Ex): You gain a swim speed equal to your base land speed. If you already possess a swim speed, you gain a +10-foot bonus to your swim speed. This ability does not give you the ability to breathe under water.

Replacement Domain Spells: 2nd level—*slipstream* ^{APG}, 3rd level—*water breathing*, 6th level—*fluid form* ^{APG}

Racial Magic

Many gillmen use these spells, as do others who learn them.

MIGHT OF THE DEPTHS

School transmutation; **Level** alchemist/investigator 2, antipaladin 2, arcanist/sorcerer/wizard 2, bloodrager 2, cleric/oracle/warpriest 2, magus 2, paladin 2, ranger 2, witch 2

Casting Time 1 standard action

Components V, S, M (a drop of seawater)

Range personal

Target self

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

You gain the physical power needed to survive at incredible depths, providing you with a +4 bonus to Fortitude saving throws. This bonus is doubled when you are more than 50 feet underwater.

OCEAN'S LURE

School enchantment [mind-affecting]; **Level** bard/skald 2, druid/hunter 2, ranger 2, shaman 2

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./two levels)

Target 1 living creature

Duration 1 hour/level

Saving Throw Will negates; **Spell Resistance** yes

You cause your target to be irresistibly drawn to the ocean. This functions as *charm person*, but they are inclined to trust any creature with the aquatic subtype. If the target becomes fully submerged in water and cannot breathe water, the target can immediately make another save against this effect with a +4 bonus.

SEA TELEPATHY

Discipline telepathy (compulsion) [mind-affecting];

Level dread 2, psion/wilder 2, tactician 2

Display mental

Manifesting Time 1 round

Range long (400 ft. + 40 ft./level)

Target one or more creature; see below

Duration 1 round/level (D)

Saving Throw none; **Power Resistance** no

Power Points 3

You send out a subconscious pulse through water, gathering aquatic lifeforms to your aid. It takes 1 full round for the animal or animals to appear, and they act immediately on your next turn. They attack your opponents to the best of their ability, and you can direct the animals subconsciously. When you manifest this power, you can either call a specific creature from the table or you can roll a d% and consult Table 5-5. When the power ends, the creature or creatures

swim away harmlessly. This power automatically fails if it is not manifested underwater.

Augment You can augment this power in one or more of the following ways.

If you spend 2 additional power points you can call an additional entry off the same table or a lower level table.

If you spend 3 additional power points you can call a creature off a higher level table instead.

SPRAY OF SALMON

School conjuration (summoning); **Level** arcanist/sorcerer/wizard 3, bloodrager 3, cleric/oracle/warpriest 3, druid/hunter 3, inquisitor 3, magus 3, ranger 3, shaman 3, summoner 3, unchained summoner 3, witch 3

Casting Time 1 standard action

Components V, S

Range 15 feet

Area cone-shaped burst

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** no

You conjure a school of salmon that bursts from your hand and strikes at your foes, dealing 1d6 bludgeoning damage for every two caster levels you have (maximum 10d6). If used underwater, this spell instead deals 1d6 damage for every caster level you have (maximum 20d6). The salmon disappear after striking their target.

STRENGTH OF THE WAVE

School transmutation; **Level** alchemist/investigator 3, arcanist/sorcerer/wizard 3, bloodrager 3, cleric/oracle/warpriest 3, druid/hunter 3, inquisitor 3, magus 3, ranger 3, shaman 3

Casting Time 1 standard action

Components V, S

Range personal

Target self

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no (harmless)

You call upon the might of the surging ocean to empower your body. You gain a +2 enhancement bonus to Strength, which increases to +6 when underwater. Additionally, you can move freely as if affected by *freedom of movement*, but only to determine water's effects on your movement.

SUMMON DRAGON TURTLE

School conjuration (summoning); **Level** druid 7

Casting Time 1 round

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect one summoned creature

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

This spell functions as *summon nature's ally VII*, except you summon a dragon turtle ^{B1}.

Table 5-5: Sea Telepathy

d%	1st Level
1-20	1d4 Dolphin ^{B1}
21-40	1d4 Stingray ^{B2}
41-60	Death's Head Jellyfish ^{B2}
61-70	Gar ^{B2}
71-90	Reefclaw ^{B2}
91-00	Bull Shark ^{B4}
d%	2nd Level
1-20	1d3 Gar ^{B2}
21-40	1d3 Reefclaws ^{B2}
41-60	Electric Eel ^{B1}
61-70	Sahuagin ^{B1}
71-90	Shark ^{B1}
91-00	Tiger Shark ^{B1}
d%	3rd Level
1-20	1d3 Sahuagin ^{B1}
21-40	1d3 Sharks ^{B1}
41-60	Bunyip ^{B2}
61-70	River Drake ^{B3}
71-90	Hammerhead Shark ^{B1}
91-00	Wyrmling Brine Dragon ^{B2}
d%	4th Level
1-20	1d3 River Drakes ^{B3}
21-40	1d3 Hammerhead Shark ^{B1}
41-60	Devilfish ^{B2}
61-70	Sea Hag ^{B1}
71-90	Wyrmling Sea Dragon ^{B3}
91-00	Great White Shark ^{B1/B4}

SWORDFISH STRIKE

School conjuration (summoning); **Level** arcanist/sorcerer/wizard 3, bard/skald 4, bloodrager 2, cleric/oracle/warpriest 3, druid/hunter 2, inquisitor 3, magus 3, ranger 2, shaman 2, summoner 2, unchained summoner 3

Casting Time 1 round

Components V, S

Range 10 feet

Target one creature

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You create a swordfish that leaps from your hand and strikes your foe. Make a melee attack that uses your spellcasting ability modifier in place of Strength. On a successful hit, this attack deals 1d8 piercing damage, plus 1d8 damage for every two caster levels beyond 1st (maximum 10d8). For every two dice of damage dealt by the attack, you add your spellcasting ability modifier as a bonus to the damage roll. This damage counts as magic for the purposes of overcoming damage reduction. The swordfish disappears after striking its target.



WALL OF WATER

School evocation [water]; **Level** arcanist/sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a vial of water)

Range medium (100 ft. + 10 ft./level)

Effect curtain of water whose area is up to one 5-ft. square/level, or hemisphere of water with a radius of up to 3 ft. + 1 ft./level

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

An immobile curtain of water springs into existence in the area you designate. The wall need not be anchored on its sides, but it must touch the ground. Depending on the material component used, the wall can be composed of saltwater, freshwater, or brackish water. A wall of water is 1 inch thick per 4 caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object. The wall is immune to damage of all kinds, and is unaffected by most spells (*dispel magic* still affects it). *Disintegrate* immediately destroys it, as does a *rod of cancellation*, a *sphere of annihilation*, or a *mage's disjunction* spell. *Control water* destroys a single 5-foot section of the wall. Creatures on one side of the *wall of water* have total concealment from creatures on the other

side. Ranged attacks made through the wall suffer a –2 penalty on attack and damage rolls. Spells can be cast successfully through the wall, though it blocks vision and any spell that requires the caster to see his targets fails. Creatures can move through the wall at their normal movement rate without harm. Fire creatures or those with a weakness to water take 1d4 points of damage per 2 caster levels (maximum 10d4).

Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 3 feet + 1 foot per caster level. The hemisphere functions as the curtain, but it does not deal damage to fire creatures that go through a breach.

Racial Magic Items

The following magic items are made by gillmen spellcasters.

ALANQUA'S REEL

Aura minor evocation; **CL** 6th

Slot none; **Price** 10,500 gp; **Weight** 3 lbs.

DESCRIPTION

This +2 *spear* has a hooked head and etchings along its shaft. It does not have an enhancement bonus to damage, but doubles the enhancement bonus to attack that it would ordinarily have.

Additionally, *Alanqua's reel* ignores cover and soft cover (but not full cover). The wielder must still know the location of a target to attack it.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *true strike*, *magic missile*; **Cost** 5,250 gp

BUOYANT SHIELD

Aura minor transmutation; **CL** 6th

Slot none; **Price** 3,160 gp; **Weight** 5 lbs.

DESCRIPTION

This +1 *heavy wooden shield* grants a swim speed of 30 feet and a +8 racial bonus to Swim checks.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *touch of the sea*; **Cost** 1,580 gp

DEEP AMULET

Aura moderate transmutation; **CL** 5th

Slot neck; **Price** 54,000 gp; **Weight** 1 lb.

DESCRIPTION

The *deep amulet* has a sigil upon it from a language known to few mortals. Those who wear it gain a +4 enhancement

bonus to their Intelligence. Additionally, the wearer can breathe water as easily as air.

CONSTRUCTION

Requirements Craft Wondrous Item, *fox's cunning*, *water breathing*; **Cost** 27,000 gp

GILL SEAWEED

Aura faint conjuration; **CL** 3rd
Slot none; **Price** 300 gp; **Weight** —

DESCRIPTION

This green and yellow seaweed preserves a sea creature's gills for a full day. Whenever a creature with the water dependent racial ability eats *gill seaweed*, the creature does not suffer any ill effects from being above the water's surface for 1 day. When the effect of the *gill seaweed* wears off, the creature's gills instantly return to the state they were in just before eating the *gill seaweed*. So for example, if a gillman eats a *gill seaweed* an hour before his gills would start to crack from being above the water's surface too long, his gills are fine for 1 day. Immediately after that day, his gills return to that state, leaving the gillman with 1 hour to submerge himself in water again.

CONSTRUCTION

Requirements Craft Wondrous Item, *lesser restoration*; **Cost** 150 gp



GILL COLLAR

Aura moderate transmutation; **CL** 5th
Slot neck; **Price** 30,000 gp; **Weight** 2 lbs.

DESCRIPTION

This coral neck brace has several bubbles of swirling water around its exterior. Covering a gillman's gills, this collar constantly keeps a gillman's gills wet and filters oxygen from the surrounding air through the water, allowing a gillman to continuously breathe as if underwater.

CONSTRUCTION

Requirements Craft Wondrous Items, *water breathing*; **Cost** 15,000 gp

SEASPELL

Aura moderate conjuration; **CL** 6th
Slot none; **Price** +2 enhancement bonus; **Weight** —

DESCRIPTION

This weapon enhancement can only be applied to melee weapons. When wielded by a creature that can cast spells or spell-like abilities, they add their spellcasting ability modifier to the damage dealt by the weapon. While underwater, they instead add the sum of their spellcasting ability modifier and the level of the highest level spell they can cast to the damage dealt.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *swordfish strike*; **Cost** +2 enhancement bonus

In Your Campaign

Gillmen, being an underwater race that are capable of being played on land in only a limited fashion, are not ideal for all campaigns. A gillman character works best when the character can rest underwater without any significant hindrance. This race works well in a port city or as a crewman on a ship. Playing a gillman in an inland town can be done, but it will be difficult to keep the character from dying every day.

The ideal campaign for this race involves significant playtime underwater. A campaign involving underwater dangers or monsters in a city aquifer presents excellent opportunities for the use of gillmen.

Aboleths attempting to assert their power over various races using gillmen as foot soldiers against those they wish to conquer is an interesting plot line, especially for a game in which someone is playing a gillman character. The character may feel conflicted about killing those of their own race, especially when they learn the other gillmen are being controlled by aboleths. Getting to the aboleths, however, requires a great deal of harm to those of their

kind. This can drive a character to both story decisions and mechanical decisions that they would not otherwise make.

Considering that worship of the great old one of Cthulhu is largely considered a taboo cult on the surface and an accepted practice by those under the waves, players might want to have Cthulhu as part of their racial heritage even if not an active part of their everyday life. Such characters might have been raised in the worship of Cthulhu and could still agree with the Great Old One's desire to cause destruction to aboleths, but may not want to drown the world and all those living on the land. This can make for an interesting "fish out of water" story, to pardon an expression. Such a character does not have to be chaotic evil to share some of Cthulhu's goals; a chaotic good warrior who was raised as a worshipper of Cthulhu but no longer worships him can come to the surface to fight a threat above the waves. Every day at midnight, he might recite a chant he remembers from his youth. This naturally would not provide any mechanical benefit, but it should make his fellow party members a little uncomfortable. Game masters who want to encourage role playing and philosophical discussion should encourage this and discussions about an evil deity being worshipped by a good person, the role that religion plays in the heritage of a people, and how different cultures perceive various religions. Game masters who are less secure in their players' unity, harbor concerns about intra-game fighting, or perceive sensitivities about the different beliefs of those at the table may wish to discourage this element, but should be open with the players involved about any such concerns.

NPCs

GILLMAN GILLGUARDSWOMAN CR 1/2

XP 200

Female gillman fighter 1
N Medium humanoid (aquatic)
Init +5; **Senses** Perception +0

DEFENSES

AC 17, touch 11, flat-footed 16 (+4 armor, +1 Dex, +2 shield)
hp 13 (1d10+3)
Fort +5, **Ref** +1, **Will** +0; +2 vs. non-aboleth enchantments and -2 vs. aboleth enchantments
Defensive Abilities enchantment resistance
Weaknesses water dependent

OFFENSE

Speed 20 ft. (30 ft. without armor), swim 20 ft. (30 ft. without armor)
Melee trident +4 (1d8+2)

STATISTICS

Str 15, **Dex** 12, **Con** 16, **Int** 10, **Wis** 11, **Cha** 10
Base Atk +1; **CMB** +3; **CMD** 14 (15 vs. dirty trick, grapple)

Feats Improved Initiative, Weapon Focus (trident)

Skills Intimidate +4, Swim +10

Languages Aboleth, Common

SQ amphibious

Other Gear masterwork hide armor, heavy wooden shield, trident, 73 gp

GILLMAN ACOLYTE CR 1

XP 600

Male gillman adept 3
N Medium humanoid (aquatic)
Init -1; **Senses** Perception +0

DEFENSE

AC 9, touch 9, flat-footed 9 (-1 Dex)
hp 19 (3d6+9)
Fort +2, **Ref** +0, **Will** +3; +2 vs. non-aboleth enchantments and -2 vs. aboleth enchantments
Defensive Abilities enchantment resistance
Weaknesses water dependent

OFFENSE

Speed 30 ft., swim 30 ft.
Melee longspears +2 (1d8+1/x3)
Adept Spells Prepared (CL 3rd; concentration +3)
1st—*cure light wounds*, *protection from law*
0 (at will)—*detect magic*, *ghost sound* (DC 10), *light*

STATISTICS

Str 12, **Dex** 9, **Con** 12, **Int** 11, **Wis** 11, **Cha** 10
Base Atk +1; **CMB** +2; **CMD** 11
Feats Brew Potion, Toughness
Skills Craft (alchemy) +6, Spellcraft +6, Swim +12
Languages Aboleth, Common
SQ amphibious, familiar (Squishy the blue-ringed octopus ^{UM})
Combat Gear *potion of cure light wounds* (5), *potion of protection from law* (5), tanglefoot bag; **Other Gear** longspears, alchemist's lab

ABOLETH-CONTROLLED GILLMAN CR 4

XP 1,200

Male gillman brawler ^{ACG} 4
CN Medium humanoid (aquatic)
Init +2; **Senses** Perception +7

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +2 Dex, +2 dodge)
hp 38 (4d10+12)
Fort +6, **Ref** +6, **Will** +1; +2 vs. non-aboleth enchantments and -2 vs. aboleth enchantments
Defensive Abilities enchantment resistance
Weaknesses water dependent

OFFENSE

Speed 30 ft., swim 30 ft.

Melee unarmed strike +7 (1d8+3) or unarmed strike flurry of blows +5/+5 (1d8+3)
Special Attacks brawler's flurry, knockout 1/day (DC 15), maneuver training (grapple +1), martial flexibility 5/day

STATISTICS

Str 16, **Dex** 14, **Con** 15, **Int** 8, **Wis** 10, **Cha** 12
Base Atk +4; **CMB** +7 (+11 grapple); **CMD** 21 (24 vs. grapple)
Feats Dodge, Improved Grapple, Improved Unarmed Strike, Squid Style
Skills Intimidate +8, Perception +7, Swim +18
Languages Aboleth, Common
SQ amphibious, brawler's cunning, martial training
Other Gear +1 studded leather, dust of darkness ^{UE}, elixir of vision, gill seaweed

GILLMAN FEARMAKER

CR 5

XP 800

Male gillman dread ^{UP} 6
CG Medium humanoid (aquatic)
Init +2; **Senses** Perception +8
Aura fear (10 ft., -4 vs. fear effects)

DEFENSES

AC 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)
hp 56 (6d8+26)
Fort +4, **Ref** +7, **Will** +4; +2 vs. non-aboleth enchantments and -2 vs. aboleth enchantments
Resist cold 5

OFFENSE

Speed 20 ft. (30 ft. without armor), swim 20 ft. (30 ft. without armor)
Melee +1 scimitar +7 (1d6+3/18-20), devastation touch (1d6+6)
Special Attacks channel terror, terror 12/day (chase terror, horrible strike, terrified escape [DC 16])
Dread Powers Known (ML 6th; concentration +9); 31 pp
2nd—*sea telepathy*, *sidestep* ^{UP}, *strength of enemy* ^{UP}
1st—*biofeedback* ^{UP}, *demoralize* ^{UP} (DC 14), *mindthrust* ^{UP} (DC 14)
0—*conceal thoughts* ^{UP}, *unearthly terror* ^{UP} (DC 13)

STATISTICS

Str 14, **Dex** 14, **Con** 14, **Int** 8, **Wis** 8, **Cha** 17
Base Atk +4; **CMB** +6; **CMD** 18
Feats Extra Terrors ^{UP}, Psionic Body ^{UP}, Psionic Talent ^{UP}, Psionic Weapon ^{UP}
Skills Autohypnosis +8, Intimidate +15, Knowledge (psionics) +8, Perception +8, Sense Motive +8, Swim +10
Languages Aboleth, Common
SQ amphibious, fearsome insight, water dependent
Combat Gear *Intimidate shard* +4 ^{UP}, *pearl of brain lock* ^{UP}, *potion of cure serious wounds*; **Other Gear** +1 chain shirt, +1 scimitar, warrior's scabbard ^{UP}, 50 gp

GILLMAN SEATALKER

CR 11

XP 12,800

Female gillman shaman ^{ACG} 12
CE Medium humanoid (aquatic)
Init +5; **Senses** deepsight 120 ft., Perception +4

DEFENSES

AC 20, touch 11, flat-footed 19 (+8 armor, +1 Dex, +1 natural)
hp 117 (12d8+60)
Fort +9, **Ref** +8, **Will** +13; +2 vs. non-aboleth enchantments and -2 vs. aboleth enchantments

OFFENSE

Speed 20 ft. (30 ft. without armor), swim 20 ft. (30 ft. without armor)

Melee +1 morningstar +9 (1d8)

Special Attacks battle spirit 5 rounds/day +2, crushing depths 5/day (1d6+6), enemy's bane 5/day, hexes (chant, fear of the deep sea [DC 18], healing, overwhelming current, secret), sea body 3/day, wandering hex (curse of suffering)

Gillman Spell-Like Abilities (CL 12; concentration +14)
1/day—*create water*, *speak with animals* (aquatic only)

Shaman Spells Known (CL 12; concentration +16)

6th—*cone of cold*, *planar ally*; *harm* (DC 20)

5th—*baleful polymorph*, *dominate person* (DC 19), *extended fear* (DC 18); *monstrous physique II* ^{UM}

4th—*ball lightning* ^{APG} (DC 18), *cure critical wounds*, *greater false life* ^{UM}, *extended nauseating trail* ^{ACG} (DC 17); *wall of water*

3rd—*cure serious wounds*, *magic circle against law*, *extended resist energy*, *spray of salmon*, *stench of prey* (DC 17); *lightning bolt* (DC 17)

2nd—*extended bless*, *hold person* (DC 16), *lesser restoration*, *ocean's lure*, *swordfish strike*; *death knell* (DC 16)

1st—*doom* (DC 15), *entangle*, *goodberry*, *hex vulnerability* ^{ACG} (DC 15), *hydraulic push* ^{APG}; *enlarge person*

0 (at will)—*bleed*, *detect magic*, *mending*, *stabilize*

Spirit depths, **Wandering Spirit** battle

STATISTICS

Str 8, **Dex** 12, **Con** 18, **Int** 10, **Wis** 18, **Cha** 15
Base Atk +9; **CMB** +8; **CMD** 19
Feats Combat Casting, Extend Spell, Flexible Hex ^{ACG}, Improved Initiative, Lightning Reflexes, Toughness
Skills Handle Animal +17, Heal +19, Knowledge (nature) +15, Spellcraft +15
Languages Aboleth, Common
SQ spirit animal (catshark)
Combat Gear *pearl of power* (2nd level spell); **Other Gear** +2 breastplate, +1 morningstar, amulet of natural armor +1, belt of mighty constitution +2, cloak of resistance +1, headband of inspiring wisdom +2

Advanced Lizardfolk



Good For What Ails You

S'hesh raised his weapons upward, crossing scimitar over shortsword in a high defensive guard to ward off the pincers of the advancing giant scorpion. The lizardman's yellow dewlap puffed reflexively in an aggressive display as he wrenched his scimitar free of the massive arachnid's pincerped pedipalps and raked its curved blade across an exoskeletal joint, nearly severing the bottom section of the scorpion's front left leg. He could hear labored breathing to his left flank—his traveling companion Hilda, the heavily-armored dwarf warrior, had complained of the searing heat ever since they'd arrived in the desert some two weeks earlier, and the sweltering temperatures combined with the pressure of battle were wearing her down quickly. But S'hesh, whose cold blood pumped all the faster and more vigorously in this climate, didn't mind the warmth at all.

The scorpion countered S'hesh's strike with a mighty blow from its right pedipalp, launching the lizardman into the air and plunging him into a nearby sand dune. His nostrils contracted, and his nictitating eyelids clamped shut as he struggled to fling the weight of the sand off of him. But S'hesh didn't panic; he could hold his breath for as long as he needed to. *Trouble is, they could all be dead by then*, he thought grimly.

Perhaps half a minute passed before S'hesh managed to claw free of the dune, but he regained his footing quickly, his powerful tail helping him balance on the shifting sands. Hilda had held her ground against the scorpion, absorbing the violent stabs from its barbed tail with her tower shield—and more importantly, distracting the arthropod long enough for the human, Raz, to sneak in beneath its guard and drive his rapier into a weak spot in its underbelly. A primal voice sounded from the scorpion's rear flank—it belonged to Krueger, the half-ogre, shouting a curse-laden battle cry as he hurled himself onto the scorpion's back, his massive greatsword cleaving through the chitinous exoskeleton covering the oversized vermin's thorax. The scorpion convulsed in pain but fought through the agony of the wound, throwing Krueger from its back onto the ground in front of it and jabbing its stinger-tipped tail into the barbarian's left shoulder, just below the collarbone. S'hesh heard the half-ogre grunt as the wind was knocked from his lungs, saw his spine being compressed into a painful position...and then came the screaming, as searing venom coursed into his savage compatriot's bloodstream.

The lizardman flew into action, his taloned feet and graceful tail propelling him across the dune and onto the flat expanse of desert between him and the scorpion. His sibilant voice rang through the air as he called to the dwarf woman. "Hilda! Head down, steels up!" The warrior shot a confused look over her shoulder, her eyes widening in sudden comprehension. She ducked beneath her shield and braced herself for the impact. "Oh, not again, ye crazy scaly fu—OOF!"

S'hesh leaped onto the tower shield, and the dwarf drove her powerful arm muscles upward as he jumped a second time, launching him high above the scorpion. The beast was too intent on the prey it had pinned beneath its claws to react before the lizardman dropped onto its upper back, drawing both of his blades across its clustered rows of dead, black eyes.

The scorpion shrieked, twitching violently, trying its best to throw the scaly green ball of pain off its shoulders, to make the hurt go away. S'hesh dropped from its back to the sand beneath the monster, stabbing the blades upward into its head a second time, grinding his teeth as he dragged the scimitar and shortsword back across each other's path, scrambling the scorpion's brain into little more than soupy protein. The behemoth arachnid loosened its hold on the half-ogre, crumpling into a pile of legs and ichor.

Raz and S'hesh grabbed Krueger by the arms and dragged the massive humanoid from underneath the dead scorpion. The half-ogre, still screaming curses, wrenched his neck and put his mouth over the piercing wound, sucking out mouthfuls of poison-laced blood and spitting it out onto the ground. "I got this, wimps. Don't sweat it. It hurts worse than it really is."

S'hesh shook his head and pushed the half-ogre back to the ground. "No way, Krueger. Lie still, and *stop doing that*—sucking that stuff into your mouth is just going to make it worse. We'll go get the theurge and let him have a look at you. I just hope Gavin's got some anti-poison mojo up his sleeve, or else me and Raz are gonna have to extract some of that venom and get creative with making an antidote."

The group of adventurers had only scouted out for a ten-minute walk from their base camp, barely a mile north of where they'd set up tents and a cookfire. Lugging the half-ogre that distance took nearly twenty-five minutes. The theurge, Gavin, had spotted them carrying Krueger over the dunes and anticipated trouble, laying out several medical tools, healing salves, and spell components. When they got into the camp proper, he was already preparing a tincture of antitoxin. "Get him stripped down and onto that cot and give him something to bite down on," the theurge barked absentmindedly. "Raz, you'll have to clean that wound." He drew the holy symbol of his strange, forgotten elven god from his robes and spoke a quick incantation. "That should slow the poison enough for you to work on him."

Raz began cleaning out the stinger wound with alcohol and healing ointment. The half-ogre raged against the pain, reaching out once or twice to slap away the rogue's deft hands and cursing in half-intelligible Common, offering a suggestion for what Raz might like to do with his reproductive bits in lieu of poking at the gaping wound. "Yikes, Krueger, you kiss your mother with that mouth?" Raz asked. "Lay back and be a good patient, or next time you get to fight the big ugly arthropod all by yourself."

Krueger's condition was worsening rapidly, even with the magical stop Gavin had put on the poison's countdown clock. His eyes had rolled back into his head and he could barely speak (not that the half-ogre was particularly valued for his oratory skills to begin with). Hilda wiped saliva and sputum from his mouth and chin, frowning as she did. "His muscles have stopped convulsing, but his breath's gettin' very shallow. Me uncle died like this, y'know. Phase spider bite. He literally never saw it comin'."

"Just gotta buy Gavin a little more time," S'hesh said, reaching into his pack for his own portable alchemy kit and trodding over the hot sand to where the theurge was working. "So what's on the menu? Maybe I can help."

The theurge smirked and snorted a quick laugh as he opened a small flask of horse's blood and heated up a steel vial with a snap of his fingers. "Uh, S'hesh, no offense or anything, but I graduated from the Hadran School of Healing Arts. I think I've got a leg up on whatever bush medicine your tribe practices."

The lizardman's orange eyes narrowed; he had indeed taken offense, but he was used to this sort of bigotry, even from his companions on occasion. "Oh really? Okay. Fine. I guess I'll let you figure out on your own why that serum's gonna kill him, then."

Gavin cut his eyes at the reptilian as he poured a heated vial of diamond dust and honey into a solution of charcoal and water. "Say again, now? I've used this cure dozens of times on worse bites than this."

S'hesh hissed and widened his maw in an approximation of a human smile. "Yes, on spider bites maybe. But this is a scorpion sting. You can't use raw horse's blood as the base. You have to extract the plasma and use that instead."

Gavin frowned. "Fractionating plasma isn't possible without a centrifuge, and I didn't prepare any telekinetic spells today. This will have to do."

"No need for a centri-whatsit or whatever fancy mage thingy you're talking about. I can do it with my bare hands and some holy spirit. If you'll let me, that is." S'hesh looked at Gavin pleadingly.

The theurge sighed, thrust the rack of vials and tubes toward the lizardman, and said, "Fine, have it your way. But don't come crying to me when he's dead."

S'hesh stalked over to Krueger and yanked a filthy bottle corked with an old rag from his belt; the half-ogre grunted unintelligibly in protest. "Shut up, you big oaf, I'm saving your life here," said the lizardman. He returned to the workbench and held up the flask.

Gavin raised an eyebrow. "Rotgut grain alcohol?"

"Holy spirit," S'hesh smiled, removing the rag and taking a sip, swirling it on his tongue to check the purity. "Yep, the

proof's definitely high enough." He added a few drops to the tube of horse's blood, corked it with a wooden stopper, and swirled the container in his hands. In seconds, the blood had separated into red and yellow components, the plasma rising to the top of the tube.

"How—how did you *do* that?" Gavin asked, gazing in astonishment at the serum base and hurriedly collecting the plasma to add it to his antivenom tincture.

"Oh, you know...primitive tribal bush medicine," S'hesh answered wryly.

Barely ten minutes later, Krueger's condition had stabilized; his breathing evened out and he could talk again (which Hilda and Raz considered a mixed blessing at best). Confident that his comrade would make it, S'hesh grabbed his pack and weapon belt and headed back out toward the dunes.

"Where're ye goin', Big an' Scaly?" Hilda called out. "Have ye not had enough fun fer one day already?"

"Going back to butcher that scorpion before the scavengers get to it and steal our supper."

Hilda wrinkled her nose and stuck out her tongue in disgust. "Ye call that food, lizard?"

"Sure!" S'hesh answered. "Cook 'em up just like crab legs. There's good eatin' on those suckers. You coming?" He smiled as he turned and walked into the sands.

Hilda shrugged and grabbed her shield and warhammer, following after him. "Bloody lizardfolk," she muttered beneath her breath. "They'll make a meal outta anythin'."

Racial Traits

Lizardfolk are one of the most misunderstood races in the world, reviled by other humanoid societies for their practice of cannibalism, their frequent alliances with or subjugation by evil dragons, and their tendency to war over border encroachments and environmental exploitation.

Despite the misunderstandings of outsiders about this race of people, lizardfolk occupy and protect ecological niches which benefit the world at large. When treated fairly and given the means to peaceably integrate with other humanoid societies, they become valued allies and powerful members of standing multicultural armies.

Physical Description: Most lizardfolk resemble iguana-descended humanoids, with thick scales and spines running down the length of their backs and tails. Scale coloration varies from a bright blue to all shades of yellow and green and several hues of dusky brown. Lizardfolk who evolved from other species of lizards also exist; depending on the individual racial traits they possess, a tribe may more closely resemble geckos, chameleons, or monitors, with scale coloration varying correspondingly. Some lizardfolk

are also descended in part from true dragons, and typically sport the scale coloration and bone structure of the type of dragon whose genes they inherited. Although their average height and weight are only slightly more than that of humans (6 to 7 feet tall, 200 to 250 pounds), lizardfolk hulks and pygmies represent extreme outliers to the median, with varying statistics as described below.

Alignment and Religion: Lizardfolk are highly attuned to nature, and their superstitions reflect this closeness to the environment. Druidic and elemental faiths are the most common religions among lizardfolk tribes, although a tribe may adopt a deity as a result of exposure to another culture or having been conquered by another race. A few lizardfolk tribes, particularly the dragonsired variants, worship dragons as gods made flesh. They appear to be granted spells through their prayers to these living “gods,” but exactly how this happens is largely a mystery. Given their reverence for equilibrium, lizardfolk typically tend toward neutrality on both alignment axes, although their individual tribal cultures and favored deities can swing them toward good or evil quite easily.

Names: Lizardfolk names feature many *h*, *s*, and *k* consonant sounds. They avoid *b*, *m*, and *p* consonant sounds due to the lack of a true bilabial mouth; although

these phonetics are absent from the Draconic language for this very reason, lizardfolk can approximate these sounds when speaking other languages.

In personal names, the first spot between two consonants which would normally be joined by a vowel sound is a slurred combination of the consonants, denoted in written Common with an apostrophe. Typically, female names end in vowels, and male names end in consonants.

Tribal names are one-word phrases in Draconic, usually ending in *i*, that translate to a descriptor-noun pairing of either the tribe’s physical appearance or the place where they live. Tribal names are not usually part of a personal introduction, unless the lizardfolk is formally representing her tribe. When a lizardfolk speaks in another language, she translates the pairing literally—so F’haisa, our signature lizardfolk, would introduce herself in Common as F’haisa Yellow Crest if speaking for her tribe.

Male Names: H’serisseth, K’vaal, L’soorh, S’hesh, T’siik.

Female Names: F’haisa, J’haira, N’hannali, T’siika, V’sana.

Tribe Names: Dry Riverbed (Whitaari), Low Marsh (Tsiikil), Red Talon (Kharusi), Ruined Temple (Ixtupi), Yellow Crest (Dhuuvij).

Lizardfolk Racial Traits

Lizardfolk have the following racial traits.

+2 Strength, +2 Constitution: Lizardfolk are strong and hardy due to life in harsh, adverse habitats.

Humanoid: Lizardfolk are humanoids with the reptilian subtype.

Medium: Lizardfolk are Medium creatures and receive no bonuses or penalties due to their size.

Normal Speed: Lizardfolk have a base land speed of 30 feet. They also have a swim speed of 15 feet, allowing them to move in water without making Swim checks and granting them a +8 racial bonus on Swim checks.

Hold Breath: A lizardfolk can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Natural Armor: Lizardfolk have tough scaly skin, granting them a +2 natural armor bonus.

Natural Attacks: Lizardfolk have sharp teeth and hard nails, granting them two claw attacks (1d4 points of damage each) and a bite attack (1d3 points of damage).

Languages: Lizardfolk begin play speaking Common and Draconic. Lizardfolk with high Intelligence scores can choose from the following: Aquan, Dwarven, Grippli, and Sylvan.



Traits

The following race traits are available for lizardfolk.

Autotomic Tail: Your tail can break off and regrow itself, allowing you to escape certain situations more easily. You may take a +20 trait bonus to any CMB check or Escape Artist check to escape a grapple or full-body restraint as a swift action; when you do so, your tail breaks off, and you lose any benefits gained from having a tail until it regenerates. The tail regrows itself in 1d6+8 days (if you have regeneration, such as from a magic ring, spell, or other effect, this time is halved).

Expressive Dewlap: You have a colorful flap of skin beneath your chin and neck that expands dramatically when you breathe, and you can use this when attempting to impress others. You gain a +2 trait bonus to all Intimidate and Perform checks and also on Bluff and Diplomacy checks against any creatures of the dragon type or reptilian subtype who are sexually attracted to you.

Nictitating Membranes: You possess a secondary set of translucent eyelids that protect you from assaults against your vision. You gain a +2 trait bonus to all saving throws against effects that would cause you to become blinded.

Pain Tolerance: You gain a +2 trait bonus to Constitution checks made to stabilize when reduced to negative hit points, as well as to concentration checks made due to taking damage while casting spells.

Tough-Scaled: You gain a +2 trait bonus to your AC against critical hit confirmation rolls from bludgeoning, piercing, or slashing weapons.

Alternate Racial Traits

Adhesive Feet: Lizardfolk whose evolutionary forebears include geckos frequently exhibit this trait. These lizardfolk have a climb speed of 15 feet, allowing them to take 10 on most Climb checks and granting them a +8 racial bonus on Climb checks (see the Climb skill description in the *Pathfinder Roleplaying Game Core Rulebook* for more details). Additionally, a Climb check that fails by 9 or less means that she makes no progress, and one that fails by 10 or more means that she falls from whatever height she has already attained. The lizardfolk must not be wearing a hands or feet slot item in order to benefit from this ability. This replaces the lizardfolk's swim speed and hold breath racial trait.

Change Color: Chameleon-like genes in some lizardfolks' lineages allow them to blend in nearly flawlessly with their surroundings when they remain perfectly still. As a full-round action, the lizardfolk gains concealment from creatures more than 10 feet away (attacks have a 20% miss chance), and total concealment from creatures more than 40 feet away (attacks have a 50% miss chance), but is considered flat-footed (regardless of any ability that

would otherwise prevent it, such as uncanny dodge). The effect ends immediately if she takes any action other than remaining still. This replaces the lizardfolk's swim speed and hold breath racial trait. A lizardfolk oracle who selects this alternate racial trait may not select the albinism curse (detailed below).

Diseased Bite: Lizardfolk descendants of monitor lizards have gingivitic gums that bleed during feeding, leaving virulent saliva in the bite wounds they inflict. The lizardfolk's bite attacks inflict the disease detailed below. This replaces the lizardfolk's natural claw attacks.

Saurian Filth

Type disease (injury); **Save** Fortitude DC 10 + 1/2 lizardfolk's HD + lizardfolk's Con mod; **Onset** 6 rounds; **Frequency** 1/day; **Effect** 1d2 Str and 1d2 Con damage; **Cure** 2 consecutive saves

Dragonsired: A dragonsired lizardfolk boasts the ancestry of wyrms in her family. She gains resistance to one of the following energy types equal to her Hit Dice (maximum 5; this type cannot be changed once chosen): acid, cold, electricity, fire. Once per day, she can also breathe a 30-foot line or 15-foot cone of the energy type chosen as a standard action. This breath weapon deals 1d4 points of damage per Hit Die of the lizardfolk (maximum 5d4, Reflex half, DC 10 + 1/2 the lizardfolk's HD + the lizardfolk's Con modifier). If she later gains a breath weapon from another class feature, such as the draconic sorcerer bloodline or the dragon disciple's breath weapon ability, that breath weapon replaces this one. This trait replaces the lizardfolk's swim speed, hold breath racial trait, and natural armor bonus; dragonsired lizardfolk may still select the hulk or pygmy alternate racial traits, but at an additional cost (see those trait descriptions for more details).

Hulk: The impressive stature of lizardfolk hulks lets them function in many ways as if they were one size category larger. A lizardfolk hulk receives a +1 size modifier to her Combat Maneuver Bonus and Combat Maneuver Defense. A lizardfolk hulk is also considered to be one size larger when determining whether a creature's combat maneuvers or special attacks based on size (such as bull rush, drag, overrun, reposition, trip, grab or swallow whole) can affect her. A lizardfolk hulk can use weapons designed for a creature one size larger without penalty. However, her space and reach remain those of a Medium creature. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category. This replaces the lizardfolk's natural armor bonus. A dragonsired lizardfolk who selects this alternate trait also loses her racial bonus to Constitution.

Parietal Eye: Lizardfolk with iguana progenitors often can sense subtle changes in heat and light that other creatures can't. The lizardfolk has blindsense out to a range

of 15 feet. This replaces the lizardfolk’s swim speed and hold breath racial trait.

Pygmy: The diminutive stature of lizardfolk pygmies lets them function in many ways as if they were one size category smaller. A lizardfolk pygmy receives a +1 size modifier to her Armor Class and attack rolls, and a +4 size bonus on Stealth checks. A lizardfolk pygmy can use weapons designed for a creature one size smaller without penalty. However, her space and reach remain those of a Medium creature. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject’s size category. This replaces the lizardfolk’s natural armor bonus. A dragonsired lizardfolk who selects this alternate trait also loses her racial bonus to Strength.

Society and Lands

Tribes and Families: Lizardfolk tribes consist of anywhere from three to 20 families living and working in concert to ensure their continued survival. For this very reason, cannibalism is not taboo among their kind: the dead are a food source, no different from hunted game or butchered cattle. Hatcheries are a core element of tribal society: every tribe has a dedicated building for laying, storing, and caring for eggs and younglings. Juveniles live in these hatching enclaves for the first year of their lives before returning to their families, protected by the tribe’s strongest warriors and taught to work and contribute from birth. Mothers rotate shifts within the hatching enclave so that the younglings learn to value those who have given them life and acquire a wide range of skills from the tribe’s parental figures.

Government and Leaders: Due to their survivalistic nature, lizardfolk pick their leaders from those most capable of leading them toward prosperity. Typically, tribal leaders include the most powerful warriors, the most fertile females, and the advisors with the most sophisticated understanding of nature and magic. Rarely does a tribe defer to a single leader, unless they have been subjugated

by a greater power such as a dragon. Instead, two to five tribal leaders are recognized by the collective community and rule via majority consensus in disputes. Any dispute which cannot be settled peaceably is decided in ritual combat (which is usually not fought to the death).

Love and Mating: Romantic love is a strange concept to lizardfolk; they acknowledge it on some level, but it takes up far less of their socialization process than it does among other humanoid races. Given their species’ narrow focus on reproduction and survival, lizardfolk have no concept of monogamy, and homosexual behavior is extremely rare. However, there is evidence to suggest that protandry and protogyny (the spontaneous changing of biological sex) occurs within stressed lizardfolk populations, which may cause a sudden reversal of an individual’s gender role. Although lizardfolk manipulate the distribution of males and females within their communities by altering the ambient temperature of their hatcheries, sometimes calamity (usually war or plague) befalls a tribe so as to deplete large numbers of one sex. As a result, lizardfolk may spontaneously change sex so as to rebalance the population.

Language and Script: Lizardfolk use the Draconic language for all communication. They arrange stones or hack letters into trees to mark their territory in simple Draconic words, usually no more than four to a sentence. Writing is otherwise scarce among their people; the oral tradition plays a central role in lizardfolk life, since nights are spent by cookfires reciting tribal histories over meals. Lizardfolk can learn other languages but speak with sibilant, hissing accents regardless of the tongue in which they are speaking.

Relations: Lizardfolk tribes share borders, and sometimes crucial trade routes and resources, with a multitude of races. Their relations with their neighbors are as varied as their own genes.

Aasimars and Tieflings: Superstitious lizardfolk may interpret the appearance of a humanoid with outsider blood as a sign from a deity. Which way that interpretation falls

Table 6-1: Height/Weight Table

Gender	Base Height	Base Weight	Modifier	Multiplier
Male	5 ft. 4 in.	200 lbs.	+2d10	x5 lbs.
Female	5 ft. 3 in.	190 lbs.	+2d10	x5 lbs.

Table 6-2: Random Starting Age

Adulthood	Intuitive	Self Taught	Trained
14 years	+1d4	+1d6	+2d6

Table 6-3: Aging Effects

Middle Age	Old Age	Venerable	Max Age
35 years	53 years	70 years	70+2d10 years



is dependent upon what sort of deity the lizardfolk tribe in question happens to worship. At best, they might consider the half-outsider a piece of divinity made flesh, beseeching them for guidance or blessings. At worst, they'll deem the very presence of such a being an encroachment by a rival power and attack it mercilessly, lest the "godling" draw its presumed master's attention to the tribe.

Humans: Contact between humans and lizardfolk is overwhelmingly tense and fraught with diplomatic pitfalls on both sides of the racial divide. Humans tend to exploit and divert natural resources without regard for the environmental impact they may cause on a given ecosystem. This does not sit well with lizardfolk, whose survival depends on steady, predictable equilibrium. As a result, even well-meaning human visitors are viewed with suspicion among lizardfolk. Humans also have a funny way of opening relations with new people, when they bother to even do it—usually, it involves a lot of words, and most lizardfolk are too concerned with survival and duty to indulge in loquaciousness. Human delegates may mistake a tribe's curt, but honest (and even positive), response to diplomatic overtures for an insulting retort or a disregard for the station of the noble or government who sent them.

Grippli: Lizardfolk cooperate and trade with nearby grippli settlements, since they fill an important ecological niche: grippli eat dangerous pests that bring disease to lizardfolk tribes and hunt creatures like spiders, snakes, giant insects, and worse monsters that feed on the eggs and young of both races. However, grippli also hunt the same prey and forage the same plants as lizardfolk. In an environment where these resources are particularly scarce, a lizardfolk tribe will not hesitate to exterminate a competitor race—and this pragmatic outlook is well-known and feared among the grippli.

Dwarves: Curt, insular, and resistant to sudden change—these descriptors apply as well to lizardfolk as they do to dwarves. Lizardfolk get on oddly well with dwarves in the few regions where these races happen to cross paths, primarily because they are both doers rather than talkers. Neighboring lizardfolk tribes and dwarven clans tend to broker land disputes and trade agreements quickly, simply, and amicably, and generally stick to their word once any formal pacts have been forged. Although substantial interaction between the two people is rare, their dealings are usually cordial.

Adventurers: Adventurers are less common among lizardfolk than other player races on average. Tribes need their best soldiers, mages, and priests to remain among their people in order to ensure their survival, and to leave one's duties for such base desires as glory or greed is to dishonor oneself in the eyes of the tribe. However, some lizardfolk defy tradition or receive permission from their leaders in order to pursue an end greater than the welfare of the individual tribe, such as preserving the regional ecology or serving their tribe's deity. Lizardfolk who are enslaved or press-ganged into service by outsiders may resort to the adventuring lifestyle if freed, especially if their servitude has carried them far away from their tribe.

Barbarian: The most common class among lizardfolk communities, barbarians are prized as fierce defenders of tribal lands. Lizardfolk tribes who are allied with or worship an evil dragon patron boast higher numbers of barbarians among their ranks, since these dragons usually prefer unthinking brutes who follow orders without question.

Druid: Second only to barbarians in number, lizardfolk druids play many roles in the existence of a tribe. They are healers, nurses, religious leaders, and protectors of the natural equilibrium that sustains a tribe's ecological niche.

Hunter: Occupying a solid middle ground between the role of druid and ranger, lizardfolk hunters often bond with reptilian or dinosaur companions native to the areas in which they live. They typically fall into the role of providing food for their tribe rather than defending borders or offering magical support, although their versatility allows them to do either when necessary.

Magus: True magi are rare among lizardfolk compared to sorcerers and witches, but are not unheard of. However, most lizardfolk who pursue this class take up a path of magical discipline which refocuses their talents on their inborn magical aptitude rather than the study of written magic (such as the eldritch scion ^{ACG} or hexcrafter ^{UM} archetypes).

Ranger: Lizardfolk tribes that seek to expand or relocate due to encroachments by other races or changes in the local ecology prize rangers for their ability to handle field reconnaissance and lead other tribal soldiers through rough terrain. Lizardfolk rangers typically eschew animal

companions, preferring to focus their talents on enhancing their allies' acumen in combat and scouting.

Racial Options

New Lizardfolk Racial Archetype

Tribal Defender

Tribal defenders are the appointed guardians of lizardfolk settlements. Tasked with protecting the tribe's younglings and elders, these soldiers hone combat techniques designed to shield weaker allies.

Associated Class: fighter

Associated Race: lizardfolk

Replaced Abilities: bravery, armor training 1, 2, 3, and 4

Body Shield: At 2nd level, when fighting defensively or using total defense, a tribal defender can, as an immediate action, grant an adjacent allied creature a natural armor bonus to AC equal to his own until the beginning of his next turn. The tribal defender can use this ability only when he is wearing no armor, light armor, or medium armor.

Covering Guard: At 3rd level, when the tribal defender is fighting defensively or using total defense, allied creatures that are adjacent to him gain a +1 circumstance bonus to Reflex saves. Every four levels thereafter (7th, 11th, and 15th), this bonus increases by +1 each time, to a maximum of +4.

Get Behind Me: At 6th level, when an adjacent ally makes a Reflex saving throw, the tribal defender may, as an immediate action, roll the same saving throw as if he were the one subject to the effect requiring it. He must declare that he is using this ability before his ally has rolled the save. If this save is successful, the ally takes no damage or ill effects from the effect that triggered the save; however, the tribal defender suffers half of any damage that would normally be dealt by the effect. Failure indicates that the original target of the effect takes damage as normal, and the tribal defender still takes half damage.

Savior's Dash: At 10th level, when an ally within range of his base land speed is targeted by a melee attack, a tribal defender may immediately move up to his speed, but he must end his movement adjacent to the attacked ally. Using this ability also uses up the tribal defender's move action for the coming turn.

Savior's Block: At 14th level, when a tribal defender uses savior's dash, he can also make an attack roll to parry the melee attack that triggered his movement. If his result is greater than the attacking creature's result, the creature's attack against the adjacent ally automatically misses.

Unrivaled Protector: At 18th level, a tribal defender is merely staggered rather than disabled or unconscious when at 0 hp or dying. While he is fighting defensively or using

total defense, allies adjacent to him gain DR 5/— and are not subject to critical hits.

New Bloodrager Bloodline

Cannibal

For untold generations, your tribe has engaged in ritual cannibalism as a means of bolstering their magic. Feasting upon even your fallen brethren grants you benefits, and you believe that you honor the dead by consuming and rechanneling their life essence.

Bonus Feats: Dazzling Display, Gory Finish ^{UC}, Great Fortitude, Improved Natural Attack, Sorcerous Bloodstrike ^{UM}, Toughness, Weapon Focus

Bonus Spells: *cause fear* (7th), *enemy's heart* ^{ARG} (10th), *blood biography* ^{APG} (13th), *greater false life* ^{UM} (16th)

Bloodline Powers: By gorging on flesh, you enhance your spellpower and bind your magic against the kin of those whose blood you've savored. Since this sometimes includes fallen allies, your concept of morality also changes insofar as your understanding of magic is concerned.

Savor Weakness (Su): At 1st level, as a free action up to three times per day you can grant yourself a damage bonus equal to your Charisma modifier (if any) on one bite attack against a living creature. At 12th level, you can use this ability up to five times per day, and this power also deals bleed damage to the affected living creature equal to your Strength modifier.

Ritual Consumption (Su): Once per day starting at 4th level, if you consume at least half a pound of a dead humanoid creature's flesh (a full-round action if performed in combat), you can regain a daily spell slot of a level equivalent to 1/4 or less of that creature's Hit Dice. You may use this ability an additional time per day at 8th, 12th, and 16th level, but you must consume flesh from a different creature each time you do so in a given day.

Amoral (Su): At 8th level, you can wield an aligned weapon, or a weapon with the *anarchic*, *axiomatic*, *holy*, or *unholy* special ability, as if you were of the appropriate alignment, without suffering negative levels or any other penalty. You can also cast spells with any alignment descriptor regardless of your actual alignment. If a power, spell, or other ability specifies that a bonus it grants is sacred or profane, you may instead choose whether the bonus is considered sacred or profane.

Taboo Knowledge (Su): At 12th level, after using ritual consumption, you gain a +2 bonus on weapon attack and damage rolls against creatures of the same type as the ones whose flesh you have consumed, and you may make Knowledge skill checks untrained when attempting to identify creatures of that type. These benefits persist for 24 hours. This bonus increases to +4 at 16th level and +6 at 20th level.

Feast of Power (Su): At 16th level, when you reduce an enemy to negative hit points, the next spell you cast can be modified by any metamagic feat you possess with no corresponding increase in spell level. You must cast this spell before the end of your next turn or this benefit is forfeited until it is triggered again.

Eater of the Dead (Su): At 20th level, you gain immunity to death effects and spells, nonlethal damage, and poison. Creatures reduced to negative hit points by your bite attack must make a Fortitude save (DC 10 + 1/2 your level + your Charisma modifier) or die instantly.

New Prestige Class

Anointed One

Many lizardfolk tribes ally themselves with true dragons in order to ensure their survival. Some of them even worship these creatures as gods in their own right. The Anointed Ones, as they are called in tribal society, are chosen disciples of a tribe's draconic patron. They learn the secrets of herbalism and alchemy from tribal elders and use this knowledge to bolster their bodies and their weapons with sacred ointments and oils, making them strong enough to rip their opponents' weapons and armor to shreds. An anointed one typically undergoes a ritual overseen by his draconic patron upon taking his first level in this prestige class, during which he is baptized in a liquid reflecting that dragon's nature. For example, a red dragon might anoint its warriors in the blood of a hundred villagers, while a silver dragon might require its servants to immerse themselves in near-freezing water from a thawed glacier.

Role: The anointed one is a warrior-like alternative to the dragon disciple as a prestige class for dragon-themed adventurers. Blending combat prowess with a small suite of abilities from the alchemist class, they retain a connection to the arcane without being full-scale magic-users. Although many dragonsired lizardfolk take up the path of the anointed one, other members of their race also serve draconic patrons—and even some non-lizardfolk, as well, although they are exceptionally rare.

Alignment: Anointed ones ascribe to a wide range of moral and ethical codes depending on the alignment of their dragon patron. Some are virtuous paragons, while others are coldhearted butchers.

Hit Die: d10.

Requirements

To qualify to become an anointed one, a character must fulfill all the following criteria.

Alignment: Must be within one step of their draconic patron's alignment (see below).

Base Attack Bonus: +5.

Skills: Craft (alchemy) or Spellcraft 5 ranks, Knowledge (arcana) 5 ranks.

Feats: Power Attack, Improved Sunder, Weapon Focus.

Special: An anointed one must swear an oath of fealty to a draconic patron—a true dragon of young adult or older age category. If the anointed one's alignment shifts more than one step away from his patron's, or if he disobeys a direct order from that patron, he loses all features of this prestige class except for bonus feats, and he may not progress any further in this class.

Class Skills

The anointed one's class skills (and the key ability for each skill) are Appraise (Int), Craft (Int), Knowledge (arcana) (Int), Perception (Wis), and Spellcraft (Int).

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the anointed one prestige class.

Anointed Weapon (Su): At 1st level, an anointed one chooses a specific weapon to anoint as part of his dedication ritual to his draconic patron. This weapon must be of the same type as that which he has chosen for the benefits of his Weapon Focus feat. The anointed one adds his class level to his anointed weapon's hit points and to his CMD against sunder checks that target his anointed weapon. He also adds half his class level to his anointed weapon's hardness. If the anointed weapon is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per anointed one level plus the cost of the new weapon. This ritual takes 8 hours to complete.

Formulate Oils (Ex): At 1st level, an anointed one receives Brew Potion as a bonus feat, but may only use it to create oils. The anointed one does not need to meet the prerequisites for this feat. An anointed one can create oils containing formulae from the alchemist formulae list of a level up to 1/3 of his class level (minimum 1st level, up to 3rd level), using his anointed one level as his caster level. The formula must be one that can be made into an oil.

Mutagen (Su): This ability functions as the alchemist ability of the same name. The anointed one adds his class level to his alchemist levels (if any) to determine the duration of the mutagen or any other level-dependent variables.

Discovery (Su): This ability functions as the alchemist ability of the same name. The anointed one gains a discovery at 2nd level and every two levels thereafter, but must choose discoveries from the following list, adding his class level to his alchemist levels (if any) for the purpose of qualifying to select any given discovery: concentrate poison ^{APG}, enhance potion ^{APG}, extend potion ^{APG}, infuse

mutagen ^{APG}, lingering spirit ^{UM}, preserve organs ^{UM}, primordial poisons, spontaneous healing ^{UM}, wings ^{UM}.

Thundering Strike (Su): At 2nd level, an anointed one's anointed weapon becomes charged with vibrant energy and eldritch strength, capable of delivering devastatingly powerful blows to enemies. His attacks with his anointed weapon deal an extra 1d6 points of sonic damage on a successful hit (this extra damage is not multiplied on critical hits). Additionally, if an opponent successfully sunder the anointed one's anointed weapon, that opponent automatically suffers double this amount of sonic damage. The sonic damage dealt by this ability increases to 2d6 at 6th level and 3d6 at 10th level.

Bonus Feat: At 3rd level, and every odd level thereafter, an anointed one gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats, or from the new dragonsired feats listed below.

Lock Weapons (Ex): At 4th level, when an opponent makes a successful attack with a melee weapon (but not a natural weapon or unarmed strike) against an anointed one, he can expend a use of an attack of opportunity to attempt to lock weapons with the attacker. The anointed one makes an attack roll as if he were making an attack of opportunity; for each size category the attacking creature is larger than the anointed one, the anointed one takes a –2 penalty on this roll. If his result is greater than or equal to the attacking creature's attack roll, the creature's attack deals damage to the weapon rather than the anointed one. The anointed one must declare the use of this ability before the creature's damage roll, or any critical hit confirmation roll, is made. Additionally, whenever the anointed one successfully locks weapons with an attacker, the attacker must make a Fortitude save (DC 10 + the anointed one's level + the anointed one's Strength modifier) or become staggered until the end of its next turn.

Aligned Weapon (Su): At 6th level, the anointed one's anointed weapon becomes permanently aligned on a single

axis (as per the *align weapon* spell). The weapon alignment chosen must correspond to the alignment of the anointed one's draconic patron.

Paragon Weapon (Su): At 8th level, the anointed one's anointed weapon permanently gains one of the following weapon properties: *anarchic*, *axiomatic*, *holy*, *unholy*. The property chosen must correspond to the alignment of the anointed one's draconic patron. Once chosen, this weapon property cannot be changed.

Master Sunderer (Ex): At 10th level, an anointed one multiplies the damage dealt to an item on a successful sunder attempt by his anointed weapon's critical hit multiplier, and also adds the sonic damage from his thundering strike ability to the damage dealt to the item (the sonic damage is not multiplied, however).

Alternatively, the anointed one can also now perform a sunder check against an unarmored foe, applying all additional damage noted above; the targeted creature suffers no actual damage on a successful sunder attempt, but for every 5 points of damage the sunder would deal to an item, the target creature's natural armor bonus to AC is reduced by 1 for the remainder of the encounter (to a minimum of 0).

New Alchemist Discovery

Primordial Poisons (Su): The alchemist is able to infuse poisons with eldritch power so that they can affect creatures that are normally immune to poison. Any poison the alchemist administers to a weapon can affect creatures of any type or subtype except for constructs and undead, bypassing their inherent immunities. Magical effects that negate poisons still apply. If a creature fails its save, the poison acts as normal but may have no effect on the creature, depending on the effect of the poison. An alchemist must be at least 8th level before selecting this discovery.

Table 6-4: Anointed One

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+0	+1	Anointed weapon, formulate oils, mutagen
2	+2	+1	+1	+1	Discovery, thundering strike +1d6
3	+3	+2	+1	+2	Bonus feat
4	+4	+2	+1	+2	Discovery, lock weapons
5	+5	+3	+2	+3	Bonus feat
6	+6	+3	+2	+3	Discovery, aligned weapon, thundering strike +2d6
7	+7	+4	+2	+4	Bonus feat
8	+8	+4	+3	+4	Discovery, paragon weapon
9	+9	+5	+3	+5	Bonus feat
10	+10	+5	+3	+5	Discovery, master sunderer, thundering strike +3d6

Racial Feats

Many lizardfolk adventurers use the following feats to great advantage. Although most feats presented here are exclusive to lizardfolk characters, a few may be selected by members of other races as well.

Aquatic Adaptation

Your lungs can extract oxygen from water.

Prerequisites: Hold breath.

Benefit: You can breathe water as well as air.

Dangerous Tail (Combat)

Your tail is as deadly as your fists under most circumstances.

Prerequisites: Base attack bonus +5, lizardfolk.

Benefit: You gain a tail swipe attack. If used as part of a full-attack action, the attack is made at your full base attack bonus – 5. If the tail swipe hits, it deals 1d4 points of damage (assuming you are Medium) + 1/2 your Strength modifier. If you confirm a critical hit against a target with your tail swipe, as a free action you can attempt a trip combat maneuver against that target.

Death Roll (Combat)

You can overwhelm opponents in watery environments, dragging them beneath the surface and shaking them to bits.

Prerequisites: Str 15, base attack bonus +4, lizardfolk, swim speed.

Benefit: When grappling or pinning an opponent of your size or smaller in water, you automatically inflict your bite damage and knock the creature prone during each round that you maintain the grapple or pin. Each round that you do so, the creature's number of rounds that it can hold its breath without beginning to drown is also reduced by half the damage your bite deals.

Special: Lizardfolk who possess the hulk alternate racial trait can use this ability on Large foes.

Draconic Resilience (Dragonsired)

You possess a small fraction of the awe-inspiring resilience of your draconic forebears.

Prerequisites: Dragonsired racial trait, lizardfolk.

Benefit: You gain a +2 bonus to saving throws against *sleep* and *paralysis* effects, and you may reroll one saving throw against such an effect each day after determining if your original roll failed or succeeded. Your dragonsired energy resistance increases to 1 per Hit Die up to a maximum of 10.

Dragonsired Champion (Dragonsired)

You do your draconic ancestors proud, and their blood further fuels your fury.

Prerequisites: Base attack bonus +6, Draconic Resilience, dragonsired racial trait, lizardfolk.

Benefit: Your breath weapon is now usable once per six hours and deals 1d6 damage per hit die (to a maximum of 5d6). You also gain DR/magic equal to 1/2 your total Hit Dice. However, you also now count as a dragon for the purpose of effects that specifically target that creature type, such as favored enemy or *bane* weapons.

Elongated Talons

Your claws grow longer and sharper than those of your smaller brethren.



Prerequisites: Claw attack, hulk racial trait, lizardfolk.

Benefit: Your claw damage increases by 1 size category. This stacks with the damage increase granted by Improved Natural Attack.

Jaws of Death

Your jaw muscles are exceedingly powerful, even for the largest lizardfolk.

Prerequisites: Bite attack, hulk racial trait, lizardfolk.

Benefit: Your bite damage increases by 1 size category. This stacks with the damage increase granted by Improved Natural Attack.

Motile Chameleon

You stay on your toes, even when using your chromatophoric skin to blend in with your surroundings.

Prerequisites: Dex 13, change color racial trait, lizardfolk.

Benefit: You can change color as a standard action. You no longer become flat-footed as a result of changing color.

Nauseating Bite

Your razored maw is so virulent that foes can barely move when bitten by you.

Prerequisites: Sickening Bite, base attack bonus +11, diseased bite racial trait, lizardfolk.

Benefit: A creature that suffers ability damage from your diseased bite is also nauseated for a number of rounds equal to the ability damage dealt.

Paralyzing Bite

Your massive jaws crush vertebrae and sever nerves, possibly crippling an opponent.

Prerequisites: Str 13, Jaws of Death, base attack bonus +14, bite attack, hulk racial trait, lizardfolk.

Benefit: Any creature that suffers a critical hit from your bite attack is also paralyzed for a number of rounds equal to your Strength modifier. The effects of this feat do not stack. Additional hits instead add to the effect's duration.

Propelling Tail

Your muscular tail adds extra power to your jumps, gaining you additional height and distance with every leap.

Prerequisites: Str 13, Acrobatic, lizardfolk.

Benefit: You add your Strength modifier to Acrobatics checks made to jump.

Quick Climber

You scale ladders, ropes, and walls with astonishing deftness.

Prerequisites: Climb speed, lizardfolk.

Benefit: Your climb speed increases by 15 feet.

Reckless Strike (Combat)

You can deal extra damage with a mighty stroke of a weapon, but at the cost of your footing.

Prerequisites: Str 13, Vital Strike, base attack bonus +8, lizardfolk.

Benefit: When you use one of the Vital Strike feats, you may also multiply your Strength modifier by the number of damage dice you roll when using those feats. However, you lose your Dexterity bonus to your armor class and cannot make attacks of opportunity until the start of your next turn.

Special: A non-lizardfolk character with a Strength score of 15 or higher who meets all of the other prerequisites listed may also select this feat.

Scion of Wyrms (Dragonsired)

The majesty of dragons is your birthright. As your might grows, so too does the terror you inspire.

Prerequisites: Cha 13, Draconic Resilience, Dragonsired Champion, base attack bonus +11, dragonsired racial trait, lizardfolk.

Benefit: The range of your breath weapon doubles, and you may use your breath weapon once per hour. Your natural weapons are treated as magic weapons for the purpose of overcoming damage reduction. You also gain the frightful presence ability. You can activate this ability as part of an offensive action, such as a charge or attack. Opponents within 30 feet who have less Hit Dice than you must make a Will save or become shaken for 2d6 rounds. The DC of this save is equal to 10 + 1/2 your HD + your Charisma modifier. If you have at least 4 more Hit Dice than an opponent, that opponent becomes frightened instead. An opponent that succeeds on the saving throw is immune to your frightful presence for 24 hours.

Shield Hop (Combat)

You can use an ally's shield to boost yourself to greater heights.

Prerequisites: Str 15, Acrobatic, Propelling Tail, lizardfolk.

Benefit: When jumping, you can launch yourself off of an ally in the path of your movement who has readied an action to hold a heavy shield or tower shield over their head. When you do so, you may roll the check twice, keeping whichever die result you prefer, and add that ally's Strength modifier to your Acrobatics check result (which stacks with your own Strength modifier from Propelling Tail).

Special: A non-lizardfolk character who observes this technique may select this feat if they possess a Strength score of 17 or higher and at least 4 ranks in Acrobatics in addition to the other non-lizardfolk-exclusive prerequisites. Dwarves who fight alongside lizardfolk frequently adopt this technique.

Sickening Bite

Your filth-ridden teeth sicken creatures that you bite.

Prerequisites: Base attack bonus +8, diseased bite racial trait, lizardfolk.

Benefit: A creature that suffers ability damage from your diseased bite is also sickened for a number of rounds equal to your Constitution modifier.

Swift Swimmer

You glide through water as easily as if you were walking.

Prerequisites: Lizardfolk, swim speed.

Benefit: Your swim speed increases by 15 feet.

Wall Slinker

Your chameleon heritage allows you to ambush nearby foes with ease.

Prerequisites: Dex 13, Motile Chameleon, base attack bonus +4, change color racial trait, pygmy racial trait, lizardfolk.

Benefit: After using change color, you can move up to your speed without losing any concealment gained by changing color so long as you remain adjacent to a wall or other contiguous surface (a floor does not count). You may make a single melee attack at any point during this movement.

Religion

Deities

Many lizardfolk worship the following deities.

TLALOC

NE god of domination, rain, and sacrifices

Priests clerics, druids, hunters, oracles, warpriests

Domains Death, Earth, Evil, Water

Subdomains Caves, Daemon, Rain, Sacrifice

Mysteries Ancestor, Apocalypse ^{MC}, Nature

Favored Weapon dagger

FAITH

Sacred Animal crocodile; **Symbol** pooling blood

Sacred Texts *The Stains of Tears and Blood*

Among his chosen people, Tlaloc is hailed as a giver of prosperity. To all others, he is a fearsome lord of destruction and rot whose followers are no more than bloodthirsty fiends. Lord of storms and swamps, he dwells in a great marsh cave deep in the bowels of Abaddon, attended by a court of hydrodaemons. Tlaloc's worship is most prevalent among sentient creatures with unwavering senses of community and unconventional humanitarian ethics. The god has found a strong foothold among lizardfolk societies, who are already predisposed to survivalism and cannibalism. To his priests and his faithful, he gives much: fertile land, plentiful rains, and plenty of prey to hunt. But his selective benevolence comes at a cost: Tlaloc demands ritual sacrifice from the very communities he purports to favor, often in great numbers. Certain rituals, usually performed under a new moon close to an equinox, demand dozens or even hundreds of sacrifices in order to appease Tlaloc, but even routine prayers require some degree of bloodletting, usually ending in at least one death.

Priests of Tlaloc oversee the building of great pyramids topped with jade ritual altars that face the setting sun. A complex network of grooves is built into the structure so as to direct the flow of the sacrificial blood downward toward the pyramid's base and into jade receptacles at each corner of the structure. Lizardfolk worshipers often bathe their eggs in these receptacles in hopes that their young will hatch as Chosen, or daemonic half-fiends.

QUCUMATZ

NG god of biodiversity, rain, and sunlight

Priests clerics, druids, oracles, rangers, warpriests

Domains Air, Good, Sun, Water

Subdomains Cloud, Conservation, Light, Rain

Mysteries Heavens, Life, Nature

Favored Weapon quarterstaff

FAITH

Sacred Animal chameleon; **Symbol** rainbow serpent

Sacred Texts *The Voice of Many Colors*

Qucumatz was the first among the couatl, a grand rainbow-feathered serpent of immense size and might. He

Table 6-5: Deities

Deity	AL	Area of Concern	Domains	Mysteries	Favored Weapon
Tlaloc	NE	domination, rain, sacrifices	Death, Earth, Evil, Water	Ancestor, Apocalypse ^{MC} , Nature	dagger
Qucumatz	NG	biodiversity, rain, sunlight	Air, Good, Sun, Water	Heavens, Life, Nature	quarterstaff



revels in the diversity of life and has worshippers among many races. Frequently at war with the foul daemonic god Tlaloc, who disdains the natural order and favors only those who shed blood in his name, Qucumatz's home is a great roiling raincloud that floats across the skies of Nirvana, always just ahead of that plane's glorious sun. The deity promotes the flourishing of life in accordance with nature, and societies such as the lizardfolk who are closest to the earth and understand the delicacy of ecosystems worship him devoutly. Qucumatz requires no sacrifice or offerings from his followers, although his edicts sometimes lead his faithful into conflict with other well-intentioned creatures. Because he charges his priests with defending nature from the destructive and selfish impulses of those who would subvert and exploit the natural order, conflict arises frequently between Qucumatz's followers and outsiders of other faiths. Although his worshipers try to resolve such conflicts peacefully, sometimes war is an unavoidable price that must be paid in order to protect the fragile splendor of their homes.

Qucumatz's priests meet in circular open-air temples of rough stone walls and raised platforms inlaid with precisely placed prisms that redirect the sun's light into colorful displays upon the stones. Daytime rainstorms near the time of the summer solstice are the most sacred of times to his

priests, since rainbows frequently appear in the wake of such storms.

New Priest Options

Priests of lizardfolk deities can make use of these options.

New Oracle Curse: Albinism

Your body lacks any pigmentation, robbing you of your vision in bright light and making you extremely susceptible to burns.

Associated Race: lizardfolk

You take a -4 penalty to all saving throws against spells with the fire or light descriptor, and you gain light sensitivity. For each full hour that you are exposed to sunlight, you take 1d12 nonlethal damage.

At 5th level, you gain low-light vision.

At 10th level, you gain darkvision out to a range of 60 feet.

At 15th level, the nonlethal damage you take from sunlight exposure is reduced to 1d8, and you gain blindsight out to a range of 15 feet in conditions of dim light or darkness.

Conservation Subdomain

Your faith demands that you fight to preserve all life and help natural ecosystems to remain in balance and harmony.

Associated Domain: Good

Replacement Power: The following granted power replaces the holy lance power of the Good domain.

Disrupt Channeling (Su): At 8th level, you can emit a 30-foot protective aura as a standard action. Allies in this aura receive a $+3$ sacred bonus to saving throws against any spells or effects which channel negative energy. Additionally, any creature of the animal, plant, or vermin type within the aura is rendered completely immune to negative energy effects. You can use this ability for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive.

Replacement Domain Spells: 1st—*calm animals*, 3rd—*nature's exile* ^{APG}, 6th—*eagle aerie* ^{UM}, 7th—*animate plants*, 9th—*sympathy*

Rain Subdomain

The power of rain is yours to command, from refreshing gentle drizzles to flooding torrential downpours.

Associated Domain: Water

Replacement Power: The following granted power replaces the cold resistance power of the water domain.

Rainband (Su): At 8th level, you can conjure a 30-foot-radius torrential curtain of rain centered on yourself as

a standard action. All creatures within the rainband gain concealment (20% miss chance), and arcane spellcasters within the affected area must make concentration checks (DC 10 + spell level) to cast spells. All nonmagical fire sources within the rainband's area are immediately extinguished. Additionally, fire damage from any magical sources (such as a *scorching ray* or a *flaming weapon*) that affect a creature within the rainband is halved, and creatures within the rainband gain the evasion ability against area effects that deal fire damage (such as a *fireball* or a red dragon's breath weapon). You can use this ability for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive.

Replacement Domain Spells: 2nd—*quench*, 5th—*fickle winds* ^{UM}, 6th—*summon monster VI* (water elemental only), 8th—*squall*

Sacrifice Subdomain

You offer up the blood and flesh of both allies and enemies to your deity in exchange for profane boons.

Associated Domain: Death

Replacement Power: The following granted power replaces the death's embrace power of the Death domain.

Sacrificial Knife (Su): At 8th level, you can give a weapon touched the *furyborn* ^{UE} special weapon quality for a number of rounds equal to 1/2 your cleric level. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

Replacement Domain Spells: 2nd—*enemy's heart* ^{ARG}, 3rd—*aura of cannibalism* ^{MC}, 4th—*bloatbomb* ^{ACG}, 6th—*circle of death*, 8th—*symbol of death*, 9th—*mass suffocation* ^{APG}

Racial Magic

Many lizardfolk use this spell, and members of other races may have learned it from a friendly tribe.

SQUALL

School conjuration (creation) [water]; **Level** arcanist/sorcerer/wizard 8, druid 8

Casting Time 1 standard action

Components V, S, M (a vial of rainwater)

Range medium (100 ft. + 10 ft./level)

Area 80-ft.-radius burst

Duration 1 round/level (D)

Saving Throw Reflex half; **Spell Resistance** no

You conjure a sudden, violent rainstorm that pelts your enemies with hard rain and hailstones. Creatures within the affected area take 6d6 piercing damage each round; affected creatures with the fire subtype instead take 1d6 points of piercing damage per caster level each round (maximum 20d6).

The squall also extinguishes all nonmagical fires and dispels fire spells within the affected area (as the *quench* spell). Additionally, attempts to cast any spell with the fire descriptor within the squall require a concentration check (DC 15 + double spell level).

If cast over land, the squall soaks the ground, changing the terrain type to shallow bog (see the Environment chapter of the *Pathfinder Roleplaying Game Core Rulebook* for details) for the spell's duration and an additional 1d4 minutes thereafter. If cast over a body of water, the DC of all driving checks for water vehicles within the affected area is increased by 15, and any sails in the squall take half the squall's base piercing damage each round (see the Vehicles chapter of *Pathfinder Roleplaying Game Ultimate Combat* for more details).

Racial Magic Items

The following magic items are inventions of lizardfolk spellcasters.

BEAD OF INCUBATION

Aura moderate abjuration; **CL** 9th

Slot —; **Price** 2,250 gp; **Weight** — or 5 lbs. (see below)

DESCRIPTION

This round orange bead is approximately 4 inches in diameter. Initially created by lizardfolk to safely transport their young during emergencies, it is also used by raiding parties to heal a badly wounded member. When the command word is spoken, the *bead of incubation* expands to a 5-foot diameter sphere. Willing creatures touching it while it is expanding (up to 1 Medium creature, 2 Small creatures, or 4 Tiny creatures) become enveloped by the *bead*. The total weight of the bead with creatures inside is 5 lbs. Once expanded, no additional creatures can enter. If the *bead* is destroyed with creatures inside, the creatures wake up and are unharmed by the *bead's* destruction.

Creatures encased within the *bead of incubation* are rendered unconscious, and their health is sustained by its magic for up to 18 hours—they require no air, food, or water while remaining within the *bead*. Dying creatures automatically stabilize upon being enveloped by the *bead's* magic. Enveloped creatures heal hit points and ability score damage at double their normal rate and receive a +2 resistance bonus to all saving throws to remove negative levels while encased in the *bead*. The expanded *bead of incubation* cannot be permeated by harmful gases, inhaled diseases or poisons, or spells like *cloudkill*.

The *bead* maintains an ambient temperature that is comfortable to the encased creature. The *bead* can be targeted with spells as a single object while creatures inside are treated as having total cover.

After 18 hours, the *bead of incubation* breaks apart, freeing the enveloped creatures, restoring them to consciousness.

CONSTRUCTION

Requirements Craft Wondrous Item, creator must have 5 ranks in the Heal skill, *life bubble* ^{APG}; **Cost** 1,125 gp

COUATLSKIN CAPE

Aura moderate evocation; **CL** 13th

Slot shoulders; **Price** 52,000 gp; **Weight** 3 lbs.

DESCRIPTION

Couatls shed their prismatic hides periodically much like mundane snakes, and their feathered leavings are sacred to worshipers of Qucumatz. Carefully reworked by lizardfolk artisans into resplendent capes, these skins bestow a protective mantle upon the wearer against energy damage. Whenever the wearer of a *couatlskin cape* would take sufficient energy damage to reduce her hit points to 0 or lower, she may, as an immediate action, activate the cape to negate that damage entirely. When she does so, all of the correspondingly-colored feathers fall out of the cape. The *couatlskin cape* cannot be used to negate that damage type again, and is rendered useless once the *cape* has been used to negate one instance of damage from each of the six energy types. The energy types and corresponding colors are as follows: green for acid, blue for cold, yellow for electricity, red for fire, orange for force, and purple for sonic.

Additionally, once per day the wearer of a *couatlskin cape* can pluck a single feather of any remaining color from the *cape*. Once plucked, the feather becomes a dart which can be thrown as a ranged weapon; it deals 6d6 of the damage type corresponding to the color plucked on a successful hit. If the wearer has already used up all of the feathers of a given color to absorb energy damage, she can no longer throw a dart of that energy type.

Once a *couatlskin cape*'s power has been completely expended, it crumbles into a cloud of colorful dust which then instantly reforms into a tiny rainbow-colored celestial viper that can be tamed and taught tricks if the wearer so desires (see the Handle Animal skill for complete rules); otherwise, it slithers off harmlessly.

CONSTRUCTION

Requirements Craft Wondrous Item, *prismatic spray*, *resist energy*, *summon monster I*, creator must worship Qucumatz; **Cost** 26,000 gp

SCABBARD OF WRATH

Aura faint transmutation; **CL** 6th

Slot —; **Price** 36,000 gp; **Weight** 1 lb.

DESCRIPTION

A *scabbard of wrath* is typically made from the preserved hide of a hated enemy of the tribe of the lizardfolk who made the item. It can shrink, expand, or change shape to

fit any one-handed sword or similar bladed weapon. The *scabbard of wrath* can be activated once per day as a free action when drawing a weapon from it. For 1 minute after drawing it, when the wielder uses one of the Vital Strike feats to attack with that weapon, she may also multiply the weapon's enhancement bonus to damage (if any) by the number of damage dice she rolls when using those feats. Additionally, critical hits scored with the affected weapon during this effect's duration ignore the first 10 points of a target's damage reduction (except for DR/epic).

CONSTRUCTION

Requirements Craft Wondrous Item, *rage*, *versatile weapon* ^{APG}; **Cost** 18,000 gp

In Your Campaign

Lizardfolk make for excellent allies as well as formidable opponents. The lower-CR NPCs presented below serve as example enemies of which a GM can run multiples for a protracted skirmish or as wandering monster fodder in their adventures, while the two higher-level NPCs are heroic lizardfolk that might serve as allies to a party or mentors to less-experienced lizardfolk PCs.

GMs who enjoy presenting ethical quandaries to their players will find several potential story hooks to exploit by initiating hostilities between a typical humanoid settlement and one or more tribes of non-evil lizardfolk. Although the reptilians are savage by most standards of civilization, they also fill an important ecological niche. A group of adventurers sent to clear an area of lizardfolk to make way for logging, mining, or damming crews might just decide that the natives aren't such bad guys after all and switch sides, creating a conflict between the PCs and a standing government. Alternatively, if they follow through with their contract, they may discover that the lizardfolk were keeping a larger threat at bay in turn—one that poses a far greater danger to their hometown than the reptilians did. The adventurers might also earn the ire of a draconic patron, or become the target of followers of one of the deities presented earlier in this book, by harming a lizardfolk tribe.

Of course, a tribe of evil daemon-worshiping lizardfolk is an acceptable and time-honored trope, too, if you don't want your story to be morally ambiguous. Tlaloc's clerics count accomplished necromancers among their number, and the bodies of sacrificial victims who have been bled dry and had their hearts burned upon the jade altars are often wrapped in mud and preserved for later animation as zombies, ghouls, or wights. Finding and destroying pyramids and ziggurats filled with these undead horrors could be the basis of an entire story arc. (We recommend building some half-fiend black dragonsired hulks, with added class levels to taste, to stand in as the Chosen of Tlaloc who guard these lizardfolk necropolises; your players should address all hate mail directly to the author.)

If you have the adventure module *Deadly Delves: Reign Of Ruin* by Jon Brazer Enterprises, you can construct an entire campaign around the two major lizardfolk societies in the Great Swamp near the black dragon Nyrionaxys' lair. Your entire adventuring party could even be made up of lizardfolk if you so desire. Even with a mixed or reptile-free party, though, this book presents a wealth of options for creating new lizardfolk allies and adversaries to include as your players fight the Ixtupi dragon cultists and their foul draconic mistress.

Not all lizardfolk societies live in the wild and shun civilization, necessarily. Perhaps one or more tribes have been united under the banner of a warrior-priest or anointed one and now dwell within a city, intermingling with other humanoid races over the course of several generations and forging strong bonds with their neighbors. This is a good approach if you want to run a more urban-style campaign but you have a player at the table who really wants to play a lizardfolk adventurer. Alternatively, the struggle of a tribe to integrate with an urban civilization could be the backdrop of such a campaign, with PCs brokering agreements between lizardfolk and other humanoid officials, or training a diverse group of troops to work together to defeat a greater threat to their city or nation.

NPCs

AK'LASSH	CR 1/2
XP 200	
Male lizardfolk monk ^{PFU} 1	
LE Medium humanoid (reptilian)	
Init +1; Senses Perception +6	
DEFENSES	
AC 13, touch 13, flat-footed 12 (+1 Dex, +2 Wis)	
hp 11 (1d10+1)	
Fort +3, Ref +3, Will +2	
Defensive Abilities resist electricity 1	
OFFENSE	
Speed 30 ft.	
Melee unarmed strike flurry of blows +5/+5 (1d6+3), or large spear +4 (2d6+4), bite –1 (1d3+1), or bite +4 (1d3+3) and 2 claws +4 (1d4+3)	
Special Attacks breath weapon (1/day, 15-ft. cone, DC 11, 1d4 electricity), flurry of blows, stunning fist (1/day, DC 12)	
STATISTICS	
Str 17, Dex 12, Con 13, Int 10, Wis 14, Cha 8	
Base Atk +1; CMB +5 (+7 grapple); CMD 16 (18 vs. grapple)	
Feats Improved Grapple, Improved Unarmed Strike, Stunning Fist, Weapon Focus (unarmed strike)	

Skills Climb +7, Escape Artist +5, Perception +6, Swim +7
Languages Common, Draconic
SQ dragonsired (blue dragon), hulk
Combat Gear oil of mage armor, potion of cure light wounds; **Other Gear** air bladders (4), large spear, meat (4 lbs.), spider's silk rope (50 ft.), sunrods (2), 179 gp

J'TIRU	CR 3
XP 800	
Female lizardfolk bloodrager 4	
CE Medium humanoid (reptilian)	
Init +0; Senses Perception +8	
DEFENSES	
AC 16, touch 12, flat-footed 15 (+4 armor, +1 dodge, +1 size)	
hp 30 (4d10+4)	
Fort +5, Ref +1, Will +2	
Defensive Abilities blood sanctuary, uncanny dodge	
OFFENSE	
Speed 40 ft., climb 30 ft.	
Melee mwk bardiche ^{APG} +9 (1d10+4), or bite +8 (1d3+3), 2 claws +8 (1d4+3)	
Ranged blowgun +5 (1d2 plus poison)	
Special Attacks bloodrage (7 rounds*)	
Bloodrager Spells Known (CL 4th; concentration +7)	
1st (2/day)— <i>shield</i> , <i>true strike</i>	
Bloodline cannibal	
STATISTICS	
Str 16, Dex 10, Con 13, Int 10, Wis 12, Cha 16	
Base Atk +4; CMB +7; CMD 17	
Feats Dodge, Eschew Materials, Quick Climber	
Skills Climb +16, Knowledge (arcana) +7, Perception +8, Stealth +4, Survival +8; Racial Modifiers +8 Climb	



Languages Common, Draconic

SQ adhesive feet, bloodline powers (ritual consumption 1/day, savor weakness 3/day), fast movement, pygmy

Combat Gear *potion of cure light wounds* (2), *wand of magic missile* (50 charges); **Other Gear** blowgun, blowgun darts (20), blue whinnis poison (3 doses), masterwork bardiche, masterwork hide armor, purple worm poison (1 dose), 59 gp

* NOTE: J'tiiru gets 2 extra rounds of bloodrage each day—see *Appendix 1: Advanced Favored Class Options*.

N'HANNALI

CR 5

XP 800

Female lizardfolk fighter (tribal defender) 6

N Medium humanoid (reptilian)

Init +1; **Senses** blindsense 15 ft.; Perception +2

DEFENSES

AC 20, touch 11, flat-footed 19 (+3 armor, +1 Dex, +4 natural, +2 shield)

hp 49 (6d10+12)

Fort +6, **Ref** +3, **Will** +4

OFFENSE

Speed 30 ft.

Melee +1 bone ^{UC} longsword +11/+6 (1d8+6/19–20), or bite +9 (1d3+4), 2 claws +9 (1d4+4)

Ranged javelins +7/+2 (1d6+4)

STATISTICS

Str 18, **Dex** 12, **Con** 15, **Int** 8, **Wis** 14, **Cha** 10

Base Atk +6; **CMB** +10; **CMD** 21

Feats Covering Defense ^{APG}, Improved Natural Armor (x2), Shield Focus, Shield Wall ^{APG}, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Acrobatics +3, Survival +8

Languages Common, Draconic

SQ body shield, covering guard +1, get behind me, parietal eye, weapon training (heavy blades +1)

Combat Gear *bird feather token*, *whip feather token*;

Other Gear +1 bone ^{UC} longsword, +1 heavy wooden shield, javelins (4), mwk wooden armor, 212 gp

H'KAAR

CR 7

XP 3,200

Male lizardfolk oracle 8

LG Medium humanoid (reptilian)

Init +2; **Senses** low-light vision; Perception +1

DEFENSES

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 47 (8d8+8)

Fort +2, **Ref** +4, **Will** +7; –4 vs. fire and light spells

OFFENSE

Speed 30 ft., swim 15 ft.

Melee +1 two-bladed sword +9/+9/+4 (1d8+4/19–20), bite +4 (1d3+1)

Oracle Spells Known (CL 8th; concentration +11)

4th (3/day)—*air walk*, *cure critical wounds*, *rainbow pattern* (DC 17)

3rd (6/day)—*blessing of the mole* ^{UM}, *cure serious wounds*, *daylight*, *protection from energy*

2nd (7/day)—*blinding ray* ^{ARG} (DC 15), *cure moderate wounds*, *darkness*, *hypnotic pattern* (DC 15), *protective penumbra* ^{UM}

1st (7/day)—*bless*, *color spray* (DC 14), *cure light wounds*, *forbid action* (DC 14), *know the enemy* ^{UM}, *shield of faith*, *sun metal* ^{UC}

0 (at will)—*create water*, *detect magic*, *guidance*, *light*, *purify food and drink*, *resistance*, *virtue*, *stabilize*

Mystery Heavens

STATISTICS

Str 16, **Dex** 14, **Con** 10, **Int** 10, **Wis** 12, **Cha** 16

Base Atk +6; **CMB** +9; **CMD** 21

Feats Combat Casting, Exotic Weapon Proficiency*

(two-bladed sword), Toughness, Two-Weapon Fighting, Weapon Focus (two-bladed sword)

Skills Diplomacy +10, Heal +8, Intimidate +9, Knowledge (arcana) +7, Knowledge (nature) +4, Knowledge (planes) +7, Knowledge (religion) +7, Perform (sing) +9, Swim +11;

Racial Modifiers +8 Swim

Languages Common, Draconic

SQ hold breath, oracle's curse (albinism), light sensitivity, revelations (awesome display, coat of many stars [+6 armor], star chart)

Combat Gear *potion of bull's strength* (3); **Other Gear** *ring of sustenance*, +1 two-bladed sword *

* NOTE: H'kaar has earned proficiency with this weapon—see *Appendix 1: Advanced Favored Class Options*.

S'HESH

CR 12

XP 19,200

Male lizardfolk barbarian ^{PFU} 4/rogue ^{PFU} (scout ^{APG}) 5/
anointed one 4

NG Medium humanoid (reptilian)

Init +5; **Senses** Perception +9

DEFENSES

AC 24, touch 17, flat-footed 18 (+5 armor, +1 deflection, +5 Dex, +1 dodge, +2 natural)

hp 128 (4d12+4d10+5d8+52)

Fort +10, **Ref** +11, **Will** +3

Defensive Abilities danger sense ^{PFU} +2, evasion, uncanny dodge

OFFENSE

Speed 40 ft., swim 15 ft.

Melee +1 *shock scimitar* +14/+9/+4 (1d6+4/18–20 plus 1d6 electricity plus 1d6 sonic), +1 *short sword* +15/+10 (1d6+6/19–20), bite +9 (1d3+1), or mwk warhammer

+13/+8/+3 (1d8+3/x3), +1 *short sword* +15/+10 (1d6+6/19–20), bite +9 (1d3+1), or bite +14 (1d3+3), 2 claws +14 (1d4+3)

Ranged composite longbow +16/+11/+6 (1d8+2/x3)

Special Attacks debilitating injury ^{PFU}, lock weapons, rage (13 rounds, +2 atk/dmg, –2 AC, +26 temporary hp), sneak attack +3d6 (+3d6+2 vs humanoids *), thundering strike +1d6

STATISTICS

Str 16, **Dex** 20, **Con** 17, **Int** 12, **Wis** 8, **Cha** 10

Base Atk +11; **CMB** +14 (+16 sunder); **CMD** 31 (33 vs. sunder, 37 vs. sunder with anointed weapon)

Feats Acrobatic, Brew Potion, Dodge, Improved Sunder, Improved Two-Weapon Fighting, Mobility, Power Attack (–3/+6), Propelling Tail, Shield Hop, Two-Weapon Fighting, Weapon Finesse (short sword), Weapon Focus (scimitar)

Skills Acrobatics +17, Climb +13, Disable Device +15, Craft (alchemy) +11, Knowledge (arcana) +11, Knowledge

(nature) +11, Linguistics +11, Perception +9, Stealth +15, Survival +9, Swim +21; **Racial Modifiers** +8 Swim

Languages Aquan, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Gribpli, Sylvan

SQ anointed weapon (+1 *shock scimitar*), discoveries (lingering spirit ^{UM}, preserve organs ^{UM}), fast movement, formulate oils, hold breath, finesse training (short sword), mutagen (+4/–2, +2 natural, 40 minutes), rage powers (accurate stance, guarded stance), rogue's edge ^{PFU} (Acrobatics), rogue talents (combat trick, weapon training), trapfinding +2

Combat Gear *oil of jump* (CL 4th), *oil of keen senses* (CL 4th); **Other Gear** 20 arrows, *belt of physical might* +2 (Strength and Dexterity), composite longbow (Str +2), masterwork warhammer, +1 *mithril shirt*, *ring of protection* +1, +1 *shock scimitar*, +1 *shortsword*, 1,462 gp

* NOTE: S'hesh deals an additional +2 sneak attack damage against humanoids—see *Appendix 1: Advanced Favored Class Options*.

advanced merfolk



The Rise of Alchemy

I wasn't always an investigator, but I was always curious, and that curiosity has taken me far in life. Although, for merfolk, that isn't saying too much, as we all have a certain amount of inquisitiveness. My desire for knowledge, however, took me to the deep depths, to the surface, and beyond. See, I had just finished my initial training. Being naturally gifted in stealth and strength, many of us become guards and assassins for the kingdom. It is essential that we keep our seas safe. You wouldn't believe the intruders we receive, not to mention the pollution and overfishing. We merfolk serve as the guardians of the seas, and we must strive for balance in all areas to maintain harmony.

Growing up, we are told stories of how the non-merfolk have destroyed their lands with war and greed. We take efforts to avoid such things while keeping those who might bring them to our waters at bay. Several non-merfolk have come to our territories looking for more than their own, whether it be territory or treasure, but they have always been met with deadly and sometimes silent persecution as they are dragged to their watery deaths. Our history has taught us well, so to avoid further conflict, we choose to discard our intruders by means of quiet disappearance, both from our waters and shorelines. We have practiced such means of disposal for all of our history, which does create a demand for manpower of certain skills, but you can find all types in our booming societies

While training to become assassins, we participated in many activities to further our skills. One of my favorite exercises involved patrolling some of the deepest waters. We often would find strange creatures feeding on the weak. We would practice our quick strikes on these foul monsters and train our bodies to become weapons. One particular time, we headed out in groups of three. Our group included myself, Kevyoon, and two of my pals, Gestic and Pulmet, that I had grown up with since we were merpups.

Gestic was the largest of us. His tail shone bright as silver in the sun but looked a deep black in the dark water. He was raised by his three brothers, who made him into quite the athlete. They went out weekly to wrestle monsters and hunt. As strong as his body was, he was gentle and kind to his friends. He often struggled in training, especially when practicing stealth. But he really shined in exercises like this, as his strength and quickness left prey unaware and unprepared.

Pulmet. A dutiful little anchovy—or so we all joked. Following orders was what he did best. He would have made for a better bard indeed, especially being such a music aficionado, but alas, he followed Gestic and I into the trade when our name day came. I often feel sorry for him, but nothing seems to make him happier than being with friends. Besides, he is quite good at following orders, and that has its benefits. As long as he has procedure to follow,

he usually does quite well. It's the thinking on his feet and bluffing that he struggles with the most.

Pulmet's tail is such a deep blue that it is almost black. But in the sun, the brilliance of the blue shines against the black in his scales and is almost hypnotic. I have seen so few merfolk with tails as these. Rumors are his bloodline is that of the shark. Speaking of tails, you've noticed mine, I'm sure. This fiery red tail is one of my pride and joys. Although I have fun showing it off amongst friends, I prefer my camouflage algae brown while working.

Getting back to my story, it was on this particular trip to the sea floor when we were ambushed. A giant jellyfish laid waiting in these particularly cold waters. It was quiet, oh so quiet. We had even been on our guard. That we missed it was simply baffling. A shadow engulfed us on either side, and before we knew what was happening, it had all three of us in its tentacles. Gestic raised his side weapon quickly and sliced his way through the tentacle with shear force. He let out a powerful grunt as he pushed his way past the other tentacles on his way toward freedom. Pulmet was not as fortunate, being grabbed with an inner tentacle. The large thick tentacle let out a powerful sting that shocked through him. He pulsed slightly with each movement of the jellyfish—the poison had already started to take effect.

I struggled mightily as each sting coursed down my own spine. I clenched my teeth. My weapon had been knocked out of my hand, and I had little leverage against the beast. I twisted my upper torso, and the creature tightened around it, freeing my tail enough to make a powerful push away from it. But, as soon as I untangled myself from one tentacle I was wrapped in another. Like most merfolk, I was unarmored, but my skin helped keep most of the poison from seeping in. As I continued to struggle, I saw Gestic speed in, his fierce sword moving more quickly through the water than mine ever could. He sliced into another tentacle, freeing Pulmet, whose body floated limp in the water. Gestic slipped an arm around him and quickly swam out of eyesight. Only when I noticed that I had stopped struggling did I realize that I had been staring. The poison had finally started to take hold. I was quickly losing this battle. I started to panic, and my body responded drunkenly to the toxins.

Just then I saw a strange, intensely warming light. It felt good. A strange tingling washed over me, and I couldn't look away. I felt drawn to it—I wanted it, needed to be near it. My vision began to blur just as I saw a strange merfolk in the shadow of the light. Then, everything went black.

I woke up to the face of an angufolk—a subrace rarely seen—named Sumar. Rumors have it that their numbers are dwindling from pollution, but I think they simply stay hidden because of their horrific appearance. Angufolk are closer to fish than human, with not only oversized mouths and eyes that protrude horrifically from their faces, but also prehistoric lighted antennae and fins at their sides.

Sumar enlightened me with the fantastic battle story of how he saved me and the other two from the jellyfish. He had lured the jellyfish toward a shallow crack in the rocks. Once the jellyfish was lodged between two rocks, he sliced me free. The jellyfish contorted its body quickly to free itself from the rocks just in time for Sumar to plunge his sword into the head of the creature, finally killing it. Then, with the help of Gestic, he removed the poison from Pulmet and myself. Sumar was such an amazing storyteller that we begged him to share more of his adventures, which were filled with excitement. His best story concerned a sunken pirate ship not far from the northern shores and how he outsmarted the giant octopus that guarded it so that he could get a look inside. He described strange orb-like containers, glowing treasure, and odd relics. Although he was disappointed to find little food and few weapons since Angufolk have little need for treasure, he happily told us the way to the ship. That night, the three of us headed off to explore the ruins of the pirate ship.

Following Sumar's directions exactly, we found it within an hour. The ship was mostly covered in sand, which kept its location hidden from the unmindful. The rusted grates on the upper deck of the ship allowed entrance to the hull. It was here that we found the treasure, just as he explained: small round containers, all filled with different colored liquids, strange roots, and jars of powders and dried plants in all sizes and colors, not to mention the unique tools.

I immediately became fascinated with these strange items and devices, so I sought out the only human interaction I had developed at that point in my life, a pirate—not just any pirate, but a sexy redheaded elf captain named Silver. From the moment I saw him on the rail of the pirate ship, I fell in love. It wasn't his dashing looks or muscles that caught my attention—although, admittedly, I noticed—but his voice. The confidence and strength in his command of the other crewmen was intoxicating. Such desire I had never before known overwhelmed me. It was easy to get his attention with a few flashes of my flame red tail. The test was on; would I become friend or prey? I should have known a man with such confidence wouldn't need trophies.

He shouted to the crew to look my way. Several rushed to the rail to gawk while others hooted and hollered. I took off in a playful swim and they gave chase. The boat tested its maneuvering around the sharp rocks to keep up. Once he had solidly proven himself a worthy seaman, I forfeited the game and invited them to come join me in the waters. His crew was well-mannered and surprisingly refined for pirates. We spent hours talking and swimming. We visited for days, and then months, until after years we had become close friends. Silver and I may have become close but a relationship beyond friendship would have never lasted. This urge for more devastated me. Although Silver spent much time at sea I could not join him for long periods of time on land. In addition, my vow to protect the kingdom kept me tied to the sea. So, tragically, a

platonic relationship was all we were destined for. After this realization, I spent more time away. The desire was too great and the disappointment too strong.

It had been quite some time since we last spoke. I visited locations I knew he frequented and through allies I was able to track down his location. When I found him, I was so excited about the treasure that I immediately questioned Silver about them, foregoing any greeting. He laughed, joking that it was nice to see me again, too. Finally, after much taunting and joking he gave me the answers I desired—well, at least the ones he knew. His knowledge mostly pertained to the bombs and explosives. He explained how the potions worked but could not identify their properties. Most of the plants and powders were beyond his knowledge, except for the gun powder. Silver told me of an ally who would help me, an alchemist who had done a job with his crew years ago. He was old and rusty, a retired sea dog named Leonel.

It was Leonel who trained me in all the ways of alchemy, and his own work as an investigator piqued my curiosity, given my own training. Our training sessions mostly occurred in caves or ships, so we could experiment with different potions, with an emphasis on devising a way to drink the potions underwater. I started experimenting with different corks that would last in the water—the inner stem of sea bamboo worked best. The plant's fibrous makeup created a chewable cork while the waxy outer edge was perfect to create a waterproof seal, allowing me to drink potions underwater by sucking the cork in, drinking the potion, and swallowing the cork.

I trained for years and became great friends with Leonel. He was my mentor and so much more. He changed my life. This new knowledge began to take the place of the things I had learned in my youth. Over time, my knowledge of alchemy overtook my talents for skullduggery, with our research emphasizing the use of my mind over my body.

Over the years we spent together, Leonel's health began to decline due to his age. When we met for what would be our last visit, I was shocked to hear the depression in his voice, a quivering desperation for more time. He told me that I had learned all he could teach me and that he wanted to spend the remainder of his time alone. I was heartbroken and speechless. Leonel had become like a father figure to me. He had guided me through my young adult years and the pride he had for me shaped my decisions and made me a better mermaid. I cared for him in ways I had never imagined. He left me little choice in saying goodbye as he told me he would not be returning to the sea. It was indeed a disheartened goodbye—it was the first time my heart broke.

Land became my enemy that day. I cursed that I couldn't be with my friend, my mentor, in his loneliest moment. Silver promised to check in on him, and that he did. I continued my research and studies. I became obsessed.

By the turn of the season, Silver brought me the news I dreaded: Leonel had passed. I was devastated. Tears streaked down my face and my eyes burned. Silver held me tight. My body went limp in his arms. In that moment, I felt betrayed by my body. Losing my mentor that day and knowing I could not be with the man I love awakened an anger in me. I had been so close to creating a potion to transform my tail into legs for a period of time, so that I could become a land walker. In fact, it was only a few days later that I managed to brew it successfully for the first time, my rage having provided a certain clarity. But the success was bittersweet. I had been too late.

By then I was quite an accomplished investigator. In my grief, I returned home for good. Land held emptiness and desolation for me, a type of betrayal. Instead, I used my new abilities and skills to create some of the most spectacular barriers around the kingdom. I was building these walls to keep others out as much as I was building them to keep me in. I would not be hurt again—an aspiration I would soon learn was foolish, but that is a story for another time. With my skills and talents, I quickly became one of the most important merfolk in the region. Before I knew it, I was training others to do what I had learned, changing the world of the merfolk one potion at a time.

Merfolk Racial Traits

Merfolk have the following racial traits.

+2 Dexterity, +2 Constitution, +2 Charisma: Merfolk are graceful, hale, and beautiful.

Medium: Merfolk are medium creatures and have no bonuses or penalties due to their size.

Slow Speed: Merfolk have a base speed of 5 feet. They have a swim speed of 50 feet.

Aquatic: Merfolk are humanoids with the aquatic subtype.

Amphibious: Merfolk are amphibious, but prefer not to spend long periods out of the water.

Low-Light Vision: Merfolk have low-light vision.

Armored Scales: Merfolk have a +2 natural armor bonus.

Legless: Merfolk have no legs, and cannot be tripped.

Languages: Merfolk begin play speaking Common and Aquan. Merfolk with high Intelligence scores can choose from the following: Aboleth, Aklo, Draconic, Elven, and Sylvan.

Racial Traits

Physical Description: Merfolk have a human torso, strong, muscular, and toned. Their lower half is either a sturdy singular tail with fins or eight appendages lined with suckers and smooth skin. The lower torso of these merfolk come in a variety of grays, browns, pinks, red and occasionally jet black. A finned merfolk on the other hand often has a tail of scales that vary in hues. Some merfolk have the natural ability to camouflage with their environment while others show off their tail with flashy bright colors and patterns. A few finned merfolk have smooth skin on their tails and they are always black or gray in color. Some deep ocean-dwelling merfolk have more perverse characteristics such as overgrown teeth and blackened eyes. Some rare merfolk still harbor fins along their backbone and appendages like antennas on their head. These merfolk are rare indeed; they are bigger in the



chest and stronger, but due to their appearance are loners. Generally, however, merfolk live in colonies and societies with one another.

Society: Merfolk are found in every body of water, and those who live in the same region tend to have similar coloring and traits. Merfolk are a proud race and find much value in art and music. They spend a great deal of time honoring one another in performances and other enjoyable activities. Merfolk are also natural explorers and driven by curiosity, often finding themselves accused of being nosey—or worse, of theft. Their grace in the water can be trained to be used on land but only with great concentration and practice. Merfolk are cautious around other races. While capable of becoming great friends with individuals, they are guarded upon first approach.

Alignment and Religion: Although most merfolk have a strong inclination toward neutral alignments, some stray more towards chaotic alignments in their quest for knowledge and power. Since they are tied to the seas, they prefer aquatic deities and have a strong desire to protect nature, often times through the destruction or demise of others.

Names: Merfolk names generally have aquatic origins. Family names stem from the region where the first ancestors were born.

Female Names: Calypso, Cerulean, Cruis, Halae, Hydra, Orma, Squatina, Triakis

Male Names: Alceckii, Cylliidae, Emoterus, Krill, Ling, Rhea, Ulagen, Zeacher

Family Names: Antark, Arcad, Atiax, Bari, Doris, Embral, Okai, Scamander

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

Darkvision Some merfolk favor the lightless depths over shallower waters. Merfolk with this racial trait gain darkvision with a range of 60 feet and light sensitivity. This racial trait replaces low-light vision.

Insatiable Curiosity Some merfolk are naturally inquisitive about shallow waters, abysmal depths, undersea caves, ancient wrecks, the open sky, and even the land. They gain a +4 bonus on Diplomacy checks to gather information, and Knowledge (history) and Knowledge (local) become class skills for them. If they choose a class that has either of these as class skills, they gain a +2 racial bonus on those skills instead. Merfolk with this racial trait do not have a racial bonus to their Constitution score.

Seasinger The beautiful voices of the merfolk are legendary. A merfolk with this trait gains a +2 racial bonus on Perform (sing) checks and a +1 racial bonus to the save

DCs of language-dependent spells. This racial trait replaces low-light vision.

Siren A few merfolk call to young sailors, singing them to their doom. Others can bewitch men to be their slaves. Merfolk with this trait add a +1 to their caster level when casting spells of the charm subschool, as well add +1 to the saving throws DCs for their spells and spell-like abilities of the enchantment school. In addition, merfolk with a Charisma score of 15 or higher gain the following spell-like ability (the caster level is equal to the user's character level): 1/day—*charm person*. This racial trait replaces armored scales.

Strongtail A few merfolk have broad, strong tails that are more suited for land travel than the typical merfolk tail. Merfolk with this racial trait have a land speed of 15 feet and a swim speed of 30 feet.

Walk the Land A few merfolk have the rare supernatural ability to take the form of a human, allowing them to walk on land. The form's appearance is static and cannot be changed. The merfolk gains a +10 racial bonus on Disguise checks made to appear as a human. Changing its shape is a standard action. This trait otherwise functions as *alter self*, save that the merfolk does not adjust its ability scores. This racial trait replaces armored scales. While in human form, a merfolk loses the legless racial trait and has a base speed of 30 feet.

Racial Subtypes

You can combine various alternate racial traits above to create subraces or variant races, such as the following:

Angufolk

Angufolk are a subrace that dwells in the deepest depth of the water. Considered more fish than human, they are unpleasant to look at. They have an oversized mouth with shark-tearing teeth and gigantic eyes that allow them to see deep into the darkness. They have fins along the sides of their lower backs and a lighted antenna that extends from their neck up over their heads, which they use as a lure to draw in creatures both to attack and to eat. They have the ability to turn the light off which gives them a certain advantage thanks to their darkvision.

Angufolk, The Fishers – Aberrant Merfolk (The Sea is Life)

Except as noted below, the Angufolk are treated as merfolk.

+2 Constitution, +2 Wisdom, –2 Charisma:

Angufolk are hardy creatures that can withstand the pressures of the deep sea and perceive their prey in the great dark, but they lack a forceful personality.

Type: Angufolk are aberrations with the aquatic subtype.

Darkvision: Angufolk have darkvision with a range of 60 feet.

Bite: Angufolk have long sharp teeth, granting a bite attack. This is a primary natural attack that deals 1d4 points of piercing damage.

Deep Dwellers: Angufolk do not take pressure damage from being in very deep water, nor do they take the nonlethal damage from hypothermia or exposure.

Lighted Lure: Angufolk are immune to light-based blindness and dazzle effects and are treated as one level higher when determining the effects of any light based spells or effects they cast (including spell-like and supernatural abilities). Angufolk with a Wisdom score of 10 or higher gain the following spell-like ability: at will—*light*.

Water Dependency: Since Angufolk are from deep waters, exploration on shore wears on them. They take 1 point of Constitution damage after every hour out of the water.

Languages: Angufolk begin play speaking Aquan. Angufolk with high Intelligence scores can choose from the following: Aboleth, Aklo, Common, Draconic, and Undercommon.

Replaced Traits: Angufolk merfolk lose the following racial traits: humanoid type, amphibious, armored scales, legless, low-light vision

Octopi

Octopi merfolk are a subrace with high Intelligence. Like normal merfolk, they resemble humans from the waist up, but their lower torso is comprised of eight strong tentacles not unlike those of an octopus. These tentacles have suction cups and can be used to grapple prey. Additionally, octopi merfolk have the ability to release ink clouds that aid in their defense and can feel the vibrations in the water around them.

Octopi merfolk gain the following racial traits in addition to the merfolk racial traits, except those listed under replaced traits.

+2 Dexterity, +2 Constitution: Octopi are graceful and hale like most merfolk but lack their enchanting beauty.

Base Speed: Octopi merfolk have a base speed of 15 feet. They have a swim speed of 30 feet.

Type: Octopi are monstrous humanoids with the aquatic subtype.

Darkvision: Octopi have darkvision with a range of 60 feet.

Watersense: Octopi can sense vibrations in the water, granting them blindsight to a range of 30 feet against creatures that are touching the same body of water.

Octopod: Octopi merfolk gain a +12 racial bonus to CMD against overrun and trip attempts.

Ink Cloud (Ex): One per day, an octopi merfolk can release an ink cloud. Treat this as an underwater *obscuring mist* using the octopi merfolk's character level as her caster level.

Camouflage: Three times per day, an octopi merfolk can adjust the color of her body to blend in with her surroundings, granting a +4 racial bonus to Stealth checks. The octopi merfolk can make Stealth checks without cover or concealment when using this ability, but cannot move more than 5 feet per round

Replaced Traits: Octopi merfolk lose the following racial traits: humanoid type, armored scales, legless, low-light vision

Society and Lands

Aging and Death: Merfolks age similarly to humans with a life expectancy maxing out just around 110 years. Most merfolk live to 90 or 100.

Language and Script: Merfolk speak Aquan but are also very fluent in the Common tongue, with their dialects varying by location, as many merfolk spy on and otherwise

Table 7-1: Height/Weight Table

Gender	Base Height	Base Weight	Modifier	Multiplier
Male	5 ft. 10 in.	143 lbs.	+2d10	x5 lbs.
Female	5 ft. 8 in.	135 lbs.	+2d10	x5 lbs.

Table 7-2: Random Starting Age

Adulthood	Intuitive	Self Taught	Trained
15 years	+1d4	+1d6	+2d6

Table 7-3: Aging Effects

Middle Age	Old Age	Venerable	Max Age
35 years	53 years	70 years	70+2d20 years



assassins by the single family member who raised them. Once proficient, they are left to their own devices, usually never seeing any family again. However, on rare occasions, they become curious, like all merfolk can, and they will develop short term relationships with other merfolk, usually for breeding purposes. These relationships never last long, as eventually the angufolk will return to the deepest parts of the seas.

Elves: Merfolk have shared the waters with many species and races. Sea elves have an unsurpassed relationship with merfolk since they have coexisted peacefully throughout the ages and have learned from one another. This strong trustworthy relationship has flourished to also include other elf varieties. Many elves approach merfolk seeking the guidance and wisdom of the waters. Some merfolk even spend time learning trade skills from the elves on land. Merfolk and elves share a love of many things, including their language, their world, and protecting those they love. It is not uncommon to find merfolk-elfen couples, with such pairings occasionally producing merfolk children.

Gillmen and Aboleths: The merfolk's relationship with the gillmen can be a complex one. Although merfolk cohabitate peacefully with other water folk, they mostly pity the gillmen and look down on them because of the myths and rumors of them being controlled by the aboleths. Merfolk have a negative relationship with aboleths because of the destruction and chaos they cause. The control they exhibit over the gillmen has long angered the merfolk, as they abhor slavery. This friction has caused wars over the years between the three races. Even so, some merfolk communities believe that they and the gillmen descend from humans who were saved and transformed by the gods before their homeland sunk. These merfolk help the gillmen, befriending them, and even sometimes living among them. Unsubstantiated rumors claim that the two races can even produce offspring together.

Humans: As humans are everywhere, it is no wonder merfolk have complex relationships with them. Over the centuries, humans—especially pirates, islanders, and fishermen—have sought out merfolk for various reasons, ranging from obsession and desire to hatred and fear. Some humans love merfolk while others hunt them as trophies and kill them indiscriminately. Others over-fish the seas, causing problems for many species, merfolk included. Humans also surpass all other races in their pollution of the seas, giving many merfolk reason to dislike or even target humans. But this distrust is mutual, as humans have uncovered the truth that merfolk build armies and cultivate leagues of assassins beneath the waves. Intelligent and well-read humans know to be cautious of merfolk. But just as there is hate between merfolk and humans, so too is there love and curiosity. Some humans are so enthralled by merfolk and vice versa that they devote their lives to one another, and so sometimes, merfolk and humans fall in

observe land-walkers. They also learn from their books, scripts, and storytelling. Aquan script is derived originally from a mix of the Elven alphabet and an ancient version of the common tongue but has evolved its own unique system of writing. Sea elves have also shared their language with the merfolk so it is not uncommon for some merfolk to speak fluent Elven. Most merfolk branch out from Elven though, with those who encounter sea faeries learning Aklo, Sylvan, or both. Merfolk who trade with gillmen are quick to learn Aboleth as well. Of course, because the merfolk are natural investigators due to their curiosity, many find themselves learning ancient tongues from scrolls long lost by the sea. Draconic, being the eldest of the languages, is commonly found on such scrolls, and so many merfolk speak it as well.

Relations: Merfolk have interacted with many races over the centuries and possess different relations with each.

Angufolk: This subrace generally keeps to itself, avoiding both merfolk and even other angufolk. They are loners and highly suspicious. Most have been trained as deadly

love. If such pairings produce offspring, normally through supernatural means, the children are always merfolk. Since merfolk are collectors of all things, they also make great partners for trade. Humans and merfolk also have a strong and positive trade relationship, despite the unease that sometimes exists between them. Whole ports are devoted to the food, items, and weapons offered by both species, though merfolk never traffic in slaves.

Octopi: Octopi foster constructive relationships with others. These strong, tentacled merfolk have few worries since strength, wits, and magic are on their side. Octopi are rare, however, as they can only breed among their own kind. Their versatile skill set places them in high demand and they are often paid very well by merfolk and other races for their unique talents. Octopi are extremely diplomatic and sophisticated, so they are generally well-received socially, and they use these skills to attain what they desire, which in most cases comes down to power.

Undines: The undines usually act favorably with other water-dwellers but can also present competition for location and food. Generally merfolk have little conflict with undines, as they build large kingdoms and communities with trained guards and warriors far beneath the water's surface. However, smaller, less developed merfolk clans will occasionally have turf wars with undines on the lands near their waters.

Adventurers: Merfolk are naturally experimental, venturesome, and daring. The slightest whisper of an adventure persuades them. Knowledge and relics are often the driving force behind their travels but danger and gold are often persuasive as well.

Barbarian: The anger of a merfolk should never be underestimated. While the sea may be cold, it knows the boiling anger of a merfolk angered into fighting.

Cleric: Water has long been associated with healing and for good reason. To become a cleric among merfolk is to be honored.

Investigator: The sea holds many secrets. Merfolk investigators specialize in uncovering those secrets and sharing their findings with the whole clan.

Magus: Forming the backbone of the merfolk cavalry, these mage fighters wield magic to devastate their enemies. Some stories say that Neptan Rao was a magus in his mortal life.

Slayer: These sea hunters keep territories safe from intruders and help supply the community with food. Slayers also serve their clan as lone scouts and sentries.

Racial Options

Racial Archetypes

Merfolk can make use of this archetype.

Cyraniel

The cyraniel is a highly charismatic and stunningly beautiful merfolk performer. They have a love of music and use rhythmic tunes to lure, persuade, and control others. They are collectors of the sea, both in items and secrets, and although their knowledge is seldom shared, it is in high demand.

Associated Class: bard

Associated Race: merfolk

Replaced Abilities: bardic knowledge, lore master, jack-of-all-trades

Modified Abilities: spellcasting

Diminished Spellcasting: A cyraniel casts 1 fewer spell of each level than normal. If this reduces the number to 0, she may cast spells of that level only if her Charisma allows bonus spells of that level.

Inspiration (Ex): A cyraniel uses her force of will to influence events around her, augmenting skill checks and ability checks. The cyraniel has an inspiration pool equal to $1/2$ her cyraniel level + her Charisma modifier (minimum 1). A cyraniel's inspiration pool refreshes each day, typically after she gets a restful night's sleep. As a free action, she can expend one use of inspiration from her pool to add 1d4 to the result of that check, including any on which she takes 10 or 20. This choice is made after the check is rolled and before the results are revealed. A cyraniel can only use inspiration once per check or roll. The cyraniel can use inspiration on any Knowledge, Linguistics, Performance or Spellcraft skill checks without expending a use of inspiration, provided she's trained in the skill.

Inspiration can also be used on attack rolls and saving throws, at the cost of expending two uses of inspiration each time from the cyraniel's pool. In the case of saving throws, using inspiration is an immediate action rather than a free action.

Investigator Talents (Ex) or (Su): At 4th level the cyraniel gains an investigator talent from the list of those available to investigators. She gains an additional investigator talent for every 4 levels of cyraniel gained after 4th level. The following investigator talent is modified when taken by a cyraniel:

Amazing Inspiration (Ex): When using inspiration, the cyraniel rolls a d6 instead of a d4. At 20th level, the cyraniel rolls 2d6 and adds both dice to the result. A cyraniel must be at least 8th level to select this talent.

The following investigator talents complement the cyraniel archetype: applied engineering, eidetic recollection, empathy, expanded inspiration, hidden agendas, item lore, tenacious inspiration, and unconventional inspiration.

Racial Class Options

New Rogue Talents

Merfolk can take the following rogue talents.

Assassin Sink (Ex): A rogue with this talent does not provoke a free attempt to break a grapple when moving through the water or ending its movement in water with a grappled opponent.

Sorcerer Bloodline: Aegean

Descendants of the Great Sea King, these merfolk have the ability to call upon their inner nature and harness the power of the oceans. They can cause destruction and chaos but also command those who swim in their waters.

Class Skill: Swim

Bonus Spells: *aqueous orb* ^{APG} (3th), *slipstream* ^{APG} (5th), *hydraulic torrent* ^{APG} (7th), *control water* (9th), *geyser* ^{APG} (11th), *fluid foam* ^{APG} (13th), *vortex* ^{APG} (15th), *seamantle* ^{APG} (17th), *tsunami* ^{APG} (19th)

Bonus Feats: Arcane Strike, Dodge, Empower Spell, Elemental Focus, Greater Elemental Focus ^{APG}, Sorcerous Bloodstrike ^{UM}, Spell Focus, Greater Spell Focus

Bloodline Arcana: Whenever you cast a spell with the water descriptor, your effective caster level is increased by one, and summoned creatures with a swim speed or the aquatic or water subtypes gain a +1 morale bonus on attack and damage rolls.

Bloodline Powers: You are one with the waters, and its creatures heed your call.

Weight of Waves (Sp): At 1st level, as a standard action, you can control a wave of water that attacks any creature within 100 feet. The wave attacks as if it were you making a slam attack (typically 1d8 damage for a Medium creature), and gains a +1 size bonus on damage rolls. Alternatively, it can perform bull rush, drag, reposition, or trip combat maneuvers, during which it gains a +1 size bonus on its combat maneuver check. After making its attack or combat maneuver, the wave dissolves once more into normal water. This ability can be used a number of times per day equal to 3 + the sorcerer's Charisma modifier.

The Sea Whisperer (Su): At 3rd level, you can communicate telepathically with animals to a distance of 150 feet. This communication is limited to simple concepts, such as "come here," "defend me," or "attack this target."

Aquatic Telepathy (Sp): At 9th level, you gain telepathy (100 feet) and can communicate with creatures with a swim speed or the aquatic or water subtypes regardless of Intelligence. You may cast *suggestion* on such creatures a number of times per day equal to your Charisma modifier. This ability is telepathic and does not require audible or

visual components. At 16th level, once per day you can telepathically call and request a service from an aquatic, water, or swimming creature as if using *demand* or *greater planar ally*.

Call of the Seas (Su): At 15th level, you gain the ability to change shape into a Medium water elemental once per day (+4 size bonus to your Constitution, +5 natural armor, darkvision, ability to create a vortex, swim speed +20 feet; duration 10 minutes/level; otherwise as *elemental body I or II*). At 17th level, you can use this ability twice per day.

Water Gate 20th (Sp): You can call an extraplanar creature with the aquatic or water subtype to your aid. By naming a particular being or kind of being as you cast the spell, you cause the gate to open in the immediate vicinity of the desired creature and pull the subject through, willing or unwilling. Deities and unique beings are under no compulsion to come through the gate, although they may choose to do so of their own accord. This creates a gate that remains open just long enough to transport the called creature. A creature with more HD than your caster level can't be controlled. Deities and unique beings cannot be controlled in any event. An uncontrolled being acts as it pleases, making the calling of such creatures rather dangerous. An uncontrolled being may return to its home plane at any time.

Bloodrager Bloodline: Carcharodon

This bloodline is long derived from the essence of ancient megalodons, which were extremely dangerous and highly intelligent, always hungering for blood. Tribal to an extreme,



bloodragers with this bloodline see most non-merfolk as enemies.

Bonus Feats: Athletic, Combat Reflexes, Defensive Combat Training, Dodge, Mobility, Stealthy, Toughness, Weapon Focus (bite)

Bonus Spells: *magic fang* (7th), *animal aspect* ^{UC} (10th), *greater animal aspect* (13th), *feast on fear* ^{ACG} (16th)

Bloodline Powers: In the darkest places of the oceans you will find power. But that power comes with a cost. A bloodthirsty desire drives you; its demands build you up but haunt you at night. You are famished for blood and power.

Savage Bite Attack (Ex): At 1st level, you gain a savage bite attack. This is a primary natural attack that deals 1d6 points of damage. At 10th level, the damage from a savage bite increases to 1d8 and it deals x3 damage on a critical hit.

Scent (Ex): At 4th level, you gain the scent ability and can use this ability to locate unseen foes and identify familiar odors just as humans do with familiar sights. You can detect opponents within 30 feet by sense of smell. You can detect bleeding creatures out to 60 feet instead.

Depth Adaptation (Ex): At 8th level, you develop a fat layer that grants a +1 natural armor bonus and cold resistance 5. Additionally, you gain blindsense out to a range of 60 feet.

Stalking (Ex): At 12th level, while bloodraging, you can move at full speed when using Stealth and gain concealment, providing a 20% miss chance on attacks against you. At 16th level, this miss chance increases to 50% (though you are still treated as though you have concealment, not total concealment).

Feeding Frenzy (Su): At 16th level, as a standard action, you transform into a shark hybrid. This functions as a barbarian's rage, except you also gain a +2 natural armor bonus to AC, a +10 foot bonus to your base speed, and 2 claw attacks (1d4). You possess a number of daily rounds of this rage equal to your bloodrager level + your Charisma modifier. These rounds do not need to be used consecutively.

Deep Predator (Ex): At 20th level, you gain blindsight out to a range of 90 feet, and your body is covered with rough scales, granting you DR 10/piercing, and cold resistance 20. Additionally, you are protected from restraint as though under the effects of a continuous *freedom of movement* spell. Underwater, you gain evasion (as the rogue ability), and you are immune to pressure damage from deep water.

Racial Feats

Many merfolk make use of the following feats.

Clear as Mud

Your eyesight is especially keen, such that even the murkiest of waters seem clear to you.

Prerequisite: Merfolk.

Benefit: You can see 4d12 x 10 feet in clear water and 1d12 x 10 feet in murky water

Normal: A creature can see 4d8 x 10 feet in clear water and 1d8 x 10 feet in murky water.

Octolegged (Combat)

Wriggling and twisting, your eight legs can't seem to stay in one place, making it difficult for others to get around you.

Prerequisite: Octopi merfolk.

Benefit: You can make a single trip attack against any adjacent foe as a swift action. You gain +4 racial bonus on trip attacks benefiting from this feat, and if you fail to trip a foe, that creature can't attempt to trip you in retaliation.

Improved Sea Hunter (Combat)

Your underwater blows are as accurate as they are powerful.

Prerequisites: Sea Hunter ^{ARG}, merfolk.

Benefit: You gain a +2 bonus on all attack rolls made while underwater.

Water Aerobics

You are skilled at flipping, twirling, and diving.

Prerequisite: Merfolk.

Benefit: You gain a +2 bonus on Acrobatics checks and Swim checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Racial Equipment

Many merfolk make use of the following equipment.

Coral Armor: This colorful medium armor is relatively lightweight when compared to steel but structurally very strong. Made from harvested coral, coral armor has a hardness of 8 and only half the normal armor penalty check on Swim skill checks (−2 instead of −4). While worn in the water, it is treated as light armor rather than medium armor. Outside of the water, coral armor has the fragile armor quality.

Edible Cork: This edible cork is made from the inner stem of a sea bamboo plant. The plant's fibrous makeup creates a chewable cork while the waxy outer edge creates a waterproof seal. This cork is used in bottles and vials for underwater liquids and powders. The cork can be made into several sizes to fit most containers. These corks are easily made and come with most underwater vials. **Cost** 1 cp, **Weight** 0.10 lbs.

Great Trident: Similar to a regular trident but the size of a ranseur, the great trident has a long middle tine and two shorter tines, which keeps the weapon from becoming stuck in a foe's body. The great trident's size prevents it from being thrown but grants the wielder greater reach in combat. Some great tridents are sharpened at the aft end. These great tridents lose the brace special quality but are treated as double weapons, with the other end having the statistics of a longspear. **Cost** 25 gp/30 gp, **Dmg** 1d10, **Critical** x3, **Range** 20 feet, **Weight** 12 lbs., **Type** P, **Special** brace or double, reach, disarm.

Kelp Armor: This light armor is sewn together using large kelp leaves. The leaves are flexible and thick and provide an excellent form of protection in the water. As long as the kelp armor is submerged in the water it is treated as having the masterwork quality, but after a minute out of the water it loses the masterwork quality and gains an armor check penalty of -1. If the armor is out of the water for more than 24 hours, it completely dries out, reducing its maximum Dexterity bonus to +2 and increasing the armor check penalty to -2. Masterwork kelp armor does not dry out.

Kelp Rope: This 50-foot length of dark green woven kelp strands has 4 hit points and a tremendous strength while it is submerged in the water; it has a hardness of 5 and can be broken with a DC 25 Strength check. If kelp rope is removed from water for more than one minute, it loses its hardness and can be broken with a DC 15 Strength check. **Cost** 10 gp, **Weight** 4 lbs.

Marine Algae: Seaweed and algae are known by the merfolk to have incredible properties when eaten. Different varieties can prevent disease and impart health. Knowing the proper steps of identifying and preparing the plants requires a successful DC 15 Knowledge (nature) check. There are several types of marine algae.

Nori is found often in sheets, strips, or flakes. It is dark green and thin. This plant is used to heal the skin from acid, fire, and steam burns. It is applied directly as a bandage, granting

a +2 alchemical bonus on Heal checks made to treat wounds from acid, fire, and steam burns. **Cost** 10 gp per dose.

Wakame is a slippery, dark green smallish leaf. When eaten, it can remove poison from the blood and reduce inflammation from injury, granting a +1 alchemical bonus to Fortitude saves against poison and a +1 alchemical bonus on Heal skill checks. **Cost** 15 gp per dose.

Kombu comes in long, thick brown strips and restores energy. After ingesting a dose of kombu, one can rest for only 2 hours and be rested as from a full night's sleep. This does not give enough rest for spellcasters to prepare their daily spells. Sustained use (consecutively 2 days or more) causes a creature to become sickened. **Cost** 50 gp per dose.

Whole dulse leaf is soft and chewy, with a distinctive taste and a rich red color. When consumed, the leaf grants a +2 alchemical bonus on Fortitude saves to resist diseases. **Cost** 10 gp per dose.

Mermaid Weed: This green-to-brown plant is found only in shallow waters, such as bogs and marshes, frequented by the fey. The plants have long stems that trail into long slender leaves. Grown using fey magic, the plant causes a creature to form gills when ingested, allowing the creature to process oxygen under water. It also creates webbing between fingers and toes, granting a Swim speed of 30 feet. These effects last 1 hour. **Cost** 750 gp, **Weight** 0.5 lbs.

Sea Charts: The merfolk have collected sea charts from sunken ships over the years. They often sell or trade them to non-merfolk. Anyone referencing one of these charts can attempt a DC 20 Knowledge (geography) check to locate a treasure or an interesting location nearby. In addition, these charts grant a +2 circumstance bonus on Survival checks made to avoid getting lost at sea. **Cost** 50 gp.

Shark-Skin Leather Shirt: This black shirt and shoulder covering is made from the hides of sharks and provides great mobility. Its armor check penalty does not apply to Swim checks.

Table 7-4: Armor

Armor	Cost	Armor	Max Dex	Armor Check	Arcane Spell	Speed		
		Bonus	Bonus	Penalty	Failure Chance	30 ft.	20 ft.	Weight
Coral (medium)	50 gp	+5	+3	-4	25%	20 ft.	15 ft.	20 lbs.
Kelp (light)	50 gp	+3	+5	0 (special)	10%	30 ft.	20 ft.	10 lbs.
Shark-skin leather shirt (light)	20 gp	+3	+4	-1	15%	30 ft.	20 ft.	15 lbs.

Table 7-5: Deity

Deity	AL	Area of Concern	Domains	Mysteries	Favored Weapon
Neptan Rao	N	sea life, storms, tide, underwater	Animal, Destruction, Nobility, Water	Ancestor, Apocalypse, Waves	trident

Religion

Deity

Neptan Rao, Lord of the Waves

N god of the sea and its bounty, patron of the destroyed

Priests clerics, druids, hunters, oracles, warpriests

Domains Animal, Destruction, Nobility, Water

Subdomains Feather, Catastrophe, Aristocracy, Ocean

Mysteries Ancestor, Apocalypse, Waves

Inquisitions Anger, Fate, Heresy, Valor

Favored Weapon trident

FAITH

Sacred Animal horse or sea-horse; hippocampus;

Symbol trident emerging from a wave

Sacred Texts *The Blessings and Bounty of the Sea King*, usually inscribed on clay tablets; *The Devouring Wave*, an epic poem describing the last days of a doomed city state lost beneath the waves.

A primordial deity, the embodiment of the original oceans and seas of the multiverse, the Lord of the Waves is known by many names, but to the merfolk, he is called Neptan Rao. He is the patron deity of many seafaring cultures, island city-states, sailors, fishermen, and underwater races. His followers wax and wane in their devotion through time, just like the tides themselves. A fisherman or sailor might go decades without praying to Neptan Rao, but in desperation will always turn to him.

Tales from times gone by tell stories of ancient and powerful island kingdoms being devastated before sinking



into the oceans, with Neptan Rao's ire, provoked by ignoring his warnings, to blame. Legend has it that he has saved many a faithful member in these kingdoms by turning them into merfolk, so many merfolk and gillmen claim descent and divine favor from Neptan Rao.

Priests and devout followers of the Lord of the Waves wear shells and corals about their heads and necks. Annually, they celebrate the changing of the currents. During this celebration the priests and magic-users expel their powers to slightly change the temperature of the water, ever so slightly shifting the currents. With the change comes a new harvest of fish and sea creatures, which followers see as approval from Neptan Rao.

With his many consorts and lovers, Neptan Rao has fathered many children both divine and mortal. Most of his divine offspring have characteristics that relate to specific oceans, rivers, and other bodies of water, while others embody elements or creatures of the seas. Two of his most recognized children are Triton and his sister Rhodes.

The horse and related creatures have long been the sacred animals and totem of Neptan Rao. According to scriptures, the Lord of Waves created the land animal so that the galloping of herds across the plains would resemble the majestic thundering of the waves.

Neptan Rao is depicted as a mature merman with a full beard, a crown of coral and shells, and a trident.

Racial Magic

Many merfolk use these spells and powers, as do others who learn them.

ADAPT FIN

Discipline psychometabolism; **Level** cryptic 2, psion/wilder 2, psychic warrior 2, tactician 2

Display visual

Manifesting Time 1 standard action

Range personal

Target you

Duration 1 hour/level (D)

Power Points 3

Your body automatically adapts when on land, forming legs that allow you to survive as if you were a creature native to that environment. You can move 30 feet per round.

Augment If you spend 5 additional power points, this power protects you from the harmful effects of your environment. If you would take damage every round from the environment, such as from acid or lava, you take only half the usual amount of damage. This does not reduce damage from magical sources such as spells or powers, nor does it reduce instantaneous damage such as from falling damage or weapon damage.

FISH BREATH

School conjuration; **Level** antipaladin 1, arcanist/sorcerer/wizard 1, bard/skald 1, bloodrager 1, cleric/oracle/warrior 1, druid/hunter 1, inquisitor 1, magus 1, paladin 1, ranger 1, shaman 1, summoner 1, witch 1

Casting Time 1 standard action

Components S, M (a small bladder filled with air)

Range touch

Target one creature

Duration 1 minute/level (D)

Saving Throw Will negates (harmless); **Spell**

Resistance yes (harmless)

A small pocket of breathable air surrounds the touched creature's head. The air bubble allows the creature touched to breathe underwater or in similar airless environments.

FISH FINS

School transmutation (polymorph); **Level** arcanist/sorcerer/wizard 2, druid/hunter 2, magus 2, ranger 2, shaman 2, summoner 2, unchained summoner 2, witch 2

Casting Time 1 standard action

Components S, M (fish scales)

Range touch

Target one creature

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell**

Resistance yes (harmless)

The creature's legs merge together, forming a single tailfin, granting it a swim speed of 30 feet. The creature also gains a +2 enhancement bonus to all Acrobatics and Stealth checks while in water. This spell ends if the creature attempts to walk on land.

PROSERPINACA

School transmutation (polymorph); **Level** alchemist/investigator 3, arcanist/sorcerer/wizard 3, druid/hunter 3, magus 3

Casting Time 1 standard action

Components V, S

Range touch

Target one creature

Duration 10 min./level

Saving Throw Will negates (harmless); **Spell**

Resistance yes (harmless)

The target creature grows gills and its fingers and toes become webbed, allowing it to breathe underwater and granting it a swim speed of 30 feet.

SONAR

School divination; **Level** alchemist/investigator 2, arcanist/sorcerer/wizard 2, bard/skald 2, bloodrager 2, magus 2

Casting Time 1 standard action

Components V, S, M (a sliver of dolphin brains)

Range personal

Target you

Duration 10 min./level

You can hear everything that moves in the water and pinpoint it with perfect accuracy. While underwater, you gain the blindsight ability out to a distance of 30 feet. This blindsight is suppressed when you are not underwater, but the effect persists and will resume if you enter the water again within the spell's duration.

Racial Magic Items

The following magic items are made by merfolk spellcasters.

BELT OF THE LAND WALKER

Aura faint transmutation; **CL** 5th

Slot belt; **Price** 11,000 gp; **Weight** 1 lb.

DESCRIPTION

This thick and heavy belt is made from the skin and green scales of a large lizard. Its clasp of coral shows a tail fin crossed with a human-looking leg. Whenever its wearer emerges from water, their fins, flippers, or tail transform into legs and feet, allowing them to walk on land. The wearer loses any swim speed while on land but gains a base land speed of 30 feet. If the creature is immersed in water for 1 round, the transformation reverts, allowing it to swim normally.

This item only works on merfolk, tritons, seals, fish, and other creatures whose bodies or limbs are used mainly for swimming and are not suitable for walking. It does not give the wearer the ability to breathe air.

CONSTRUCTION

Requirements Craft Wondrous Item, *fins to feet*^{ARG}; **Cost** 5,500 gp

INK CLOUD GRENADE

Aura faint conjuration; **CL** 1st

Slot none; **Price** 75 gp; **Weight** 0.5 lbs.

DESCRIPTION

This grenade is a small clear vial filled with black ink. When the vial shatters in water, a cloud of black ink erupts around it, obscuring all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate current (11+ mph) disperses the ink cloud in 4 rounds. A strong current (21+ mph) disperses the ink cloud in 1 round.

CONSTRUCTION

Requirements Brew Potion, *obscuring mist*; **Cost** 50 gp

STAFF OF THE TWISTED FORM

Aura strong transmutation; **CL** 9th
Slot none; **Price** 19,950 gp; **Weight** 5 lbs

DESCRIPTION

This shoulder-high length of driftwood has been carved and stained to look like an octopus tentacle. When submerged in the water, the staff seems to twist slightly as though moved by a light current. It allows the use of the following spells:

- extended *polymorph familiar*^{ACG} (1 charge)
- persistent^{APG} *excruciating deformation*^{UM} (2 charges)
- *baleful polymorph* (3 charges)

CONSTRUCTION

Requirements Craft Staff, *baleful polymorph*, *excruciating deformation*, *polymorph familiar*; **Cost** 9,975 gp

TRIDENT OF THE SEVEN SEAS

Aura overwhelming conjuration, evocation and transmutation **CL** 20th
Slot none; **Weight** 4 lbs.

DESCRIPTION

The priceless *trident of the seven seas* is believed to control the seas and those within them. Its 7-foot carved, wooden shaft is plated in gold. The carvings at its base depict sea floor creatures, but as the carvings go up the shaft, they depict creatures of the various levels of the ocean, and then finally, at the top, surface sea life. The highest carvings depict surface storms and vortexes. This +5 *shock trident* can unleash a *hydraulic push* three times per day, once from each tine; alternatively, their power can be combined to release a single *hydraulic torrent* once per day. The CMB for either effect is +6. The magical properties also enable its wielder to charm up to 14 Hit Dice of aquatic animals as per the spell *charm animal* (Will DC 16 negates, animals get a +5 bonus if currently under attack by the wielder or her allies), no two of which can be more than 30 feet apart. The wielder can use this effect up to three times per day. The wielder can communicate with the animals as if using a *speak with animals* spell. Animals that successfully make their saving throws are free of control, but they will not approach within 10 feet of the trident. Lastly, once per day, the wielder can utter a command word to create one of the following effects: *vortex* or *control weather*. If the wielder uses a *polymorph* or supernatural effect to take the shape of a creature with a natural bite attack, the *trident of the seven seas* vanishes and the wielder's bite attack gains a +4 enhancement bonus until the shapechanging effect ends and the trident reappears. The wielder cannot use the trident's other abilities while shapechanged.

DESTRUCTION

A creature with the aquatic subtype must hold the *trident of the seven seas* under molten lava from the Plane of Fire for a year, and then, on the next day, the *trident* must be struck by a bolt of lightning, which shatters it.

New Spellblight

The following spellblight can affect merfolk characters.

Landwalker: A creature with the aquatic subtype affected by this spellblight has its fins split into a pair of legs. The creature gains a base land speed of 30 feet, losing the legless ability and any swim speed it possesses. If the creature already has legs, this spellblight does not affect it.

In Your Campaign

The best way to incorporate merfolk into your game is to run an underwater campaign. Also including aquatic races such as gillmen can make this simple, but incorporating other races and using ships and ports can make for a more interesting game. This creates a challenge for the players to overcome, moving between land and sea, finding ways to delve deeper into the ocean to find lost treasures or conquer monsters of the deep and similarly planning expeditions on land to test the abilities and problem solving of the players.

In a campaign already in progress, especially one designed along a shoreline, where the players may need an assassin, kidnapper, or torturer, have the players recruit or hire a merfolk to do the job. He might only work for a favor, which could require an underwater adventure for land-walking PCs.

When running dungeon or wilderness adventures, you can use merfolk NPCs wherever there is water, surprising players that might not expect them. In a dungeon with a deep dark pool, for example, an angufolk might use her lure to draw the players into the water, only to then distinguish the lamp and drag the players to their watery deaths. Along a river bank, a merfolk could answer riddles, share myths, or provide magical assistance for a cost. Use rumors to reveal the existence of the merfolk and what cost the merfolk would demand for assistance.

In a high seas adventure or ship-centered campaign, you could use sirens and cyraniels to distract the players or outright attack them. Devious cyraniels might charm their way onto the party's vessel and then convince the captain to wreck the ship in treacherous waters.

In an underwater campaign, rebel merfolk clans might instigate a territorial or social war with an established kingdom. The players will have to choose a side in the conflict and resolve it, whether through battle or diplomacy.

If your campaign also makes use of the gillmen and the PCs are themselves merfolk, they might act as freedom fighters working to free the gillmen from the clutches of the aboleths. Not all of the gillmen would appreciate

such attempts to liberate them, however, creating potential for conflict.

For a seafaring campaign, a foolish pirate captain could kidnap a merfolk, having heard tales that her tears will provide him with eternal life. With the merfolk maiden encased in enchanted glass, he bears her across the seas to the site of a hidden relic. The players have to track him down and rescue the girl in an adventure that would offer an extra challenge for a party of both merfolk and non-merfolk.

For fun, you can use the merfolk to recreate a famous mermaid story: a foolish merfolk falls in love with a sailor, trading her (or his) voice to an octopi sea witch for a pair of legs. The merfolk's father, a king beneath the waves, hires the players to recover or even aid his child.

If a player wants to play a merfolk character in a land-based campaign, consider allowing a merfolk with either the walk the land alternate racial trait or the landwalker spellblight. Players may want to play a merfolk that cannot return to the water, such as from Anderson's *The Little Mermaid*. These options still give the character the flavor of the merfolk race without limiting the campaign to watery regions.



NPCs

SIVAS	CR 1/2
XP 200	
Male merfolk warpriest of Neptan Rao 1	
LN Medium humanoid (aquatic)	
Init +2; Senses Perception +2	
DEFENSE	
AC 17, touch 12, flat-footed 15 (+3 armor, +2 Dex, +2 natural)	
hp 10 (1d8+2)	
Fort +4, Ref +2, Will +4	
OFFENSE	
Speed 5 ft., swim 50 ft.	
Melee great trident +3 (1d10+3/x3)	
Special Attacks blessings 3/day, sacred weapon (1d6, 1 round/day)	
Warpriest Spells Prepared (CL 1st; concentration +3)	
1st— <i>bles</i> , <i>cure light wounds</i>	
0 (at will)— <i>light</i> , <i>stabilize</i> , <i>virtue</i>	
STATISTICS	
Str 15, Dex 14, Con 15, Int 10, Wis 14, Cha 10	
Base Atk +0; CMB +2; CMD 14 (can't be tripped)	
Feats Skill Focus (Handle Animal), Weapon Focus (great trident)	
Skills Handle Animal +7, Perform (sing) +3, Sense Motive +6, Swim +9; Racial Modifiers +2 Perform (sing)	
Languages Aquan, Common	

SQ amphibious, blessings (3/day, animal: animal fury; nobility: inspiring word), sea singer

Combat Gear *potion of cure light wounds*; **Other Gear** masterwork kelp armor, light steel shield, great trident, backpack, belt pouch, holy symbol of Neptan Rao with potion compartment ^{UE}, marlinspike ^{ACG}, mess kit ^{UE}, kelp rope (50 ft.), wineskin, 60 gp

MERFOLK GUARD	CR 2
XP 600	
Male merfolk warrior 4	
LG Medium humanoid (aquatic)	
Init +2; Senses low-light vision; Perception +0	
DEFENSE	
AC 20, touch 12, flat-footed 18 (+6 armor, +2 Dex, +2 natural)	
hp 32 (4d10+8)	
Fort +5, Ref +3, Will +3	
OFFENSE	
Speed 5 ft., swim 50 ft.	
Melee mwk trident +8 (1d8+3)	
STATISTICS	
Str 14, Dex 14, Con 13, Int 8, Wis 10, Cha 11	
Base Atk +4; CMB +6; CMD 18 (can't be tripped)	
Feats Iron Will, Weapon Focus (trident)	
Skills Intimidate +5, Swim +12	
Languages Aquan, Common	

SQ amphibious

Gear *ink cloud grenade*; **Other Gear** +1 coral armor, mwk trident, 10 gp

KEYYOON

CR 4

XP 1,200

Female merfolk investigator 4/rogue (investigator ^{APG}) 1
NG Medium humanoid (aquatic)

Init +0; **Senses** low-light vision; Perception +9

DEFENSE

AC 16, touch 10, flat-footed 16 (+4 armor, +2 natural)
hp 31 (5d8+5)

Fort +2, **Ref** +6, **Will** +5; +2 bonus vs. poison

Defensive Abilities trap sense +1; **Resist** poison resistance

OFFENSE

Speed 5 ft., swim 50 ft.

Melee mwk rapier +6 (1d6+2/18–20) or mwk silver dagger +6 (1d4+1/19–20)

Special Attacks sneak attack +1d6, studied combat (+2, 3 rounds), studied strike +1d6

Investigator Extracts Prepared (CL 4th; concentration +7)

2nd—*detect thoughts* (DC 15), *perceive cues* ^{APG}

1st—*cure light wounds*, *endure elements*, *heightened awareness* ^{ACG}, *vocal alteration* ^{UM} (DC 14)

STATISTICS

Str 14, **Dex** 10, **Con** 12, **Int** 16, **Wis** 12, **Cha** 15

Base Atk +3; **CMB** +5; **CMD** 15 (can't be tripped)

Feats Clear as Mud, Extra Investigator Talent ^{ACG}, Voice Of The Sibyl ^{UM}

Skills Appraise +11, Bluff +11, Craft (alchemy) +12 (+16 to create alchemical items), Diplomacy +11, Disable Device +12, Perception +9, Perform (oratory) +11, Sleight of Hand +8, Stealth +8, Swim +14, Use Magic Device +10

Languages Aboleth, Aquan, Common, Elven, Sylvan

SQ alchemy (alchemy crafting +4), amphibious, follow up, inspiration (5/day), investigator talents (extend potion, mutagen[+4/-2, +2 natural armor, 40 minutes]), keen recollection, poison lore, swift alchemy, trapfinding +2

Combat Gear *mutagen*, *potion of cure light wounds*, alchemist's fire (3), healer's kit; **Other Gear** +1 wooden armor, mwk rapier, mwk silver dagger, masterwork thieves' tools, portable alchemist's lab

SIREENA

CR 7

XP 3,200

Female merfolk bard 8

CN Medium humanoid (aquatic)

Init +3; **Senses** low-light vision; Perception +1

DEFENSE

AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)

hp 63 (8d8+24)

Fort +6, **Ref** +10, **Will** +8; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft., swim 50 ft.

Melee +1 *shortsword* +10/+5 (1d6/19–20)

Special Attacks bardic performance 22 rounds/day (move action; countersong, dirge of doom, distraction, fascinate [DC 18], inspire competence +3, inspire courage +2, *suggestion* [DC 18])

Bard Spells Known (CL 8th; concentration +12)

3rd (3/day)—*dispel magic*, *glibness*, *haste*

2nd (5/day)—*heroism*, *hold person* (DC 16), *suggestion* (DC 16), *summon monster II*

1st (5/day)—*charm person* (DC 15), *comprehend languages*, *cure light wounds*, *fish breath*, *touch of gracelessness* ^{APG} (DC 15)

0 (at will)—*daze* (DC 14), *detect magic*, *ghost sound* (DC 14), *know direction*, *light*, *mage hand*

STATISTICS

Str 8, **Dex** 16, **Con** 16, **Int** 10, **Wis** 12, **Cha** 18

Base Atk +6; **CMB** +5; **CMD** 18

Feats Combat Casting, Extra Performance, Magical Aptitude, Weapon Finesse

Skills Diplomacy +15, Disguise +4 (+14 to appear human), Knowledge (nobility) +15, Perform (percussion, sing) +15, Spellcraft +13, Swim +18, Use Magic Device +17; Racial Modifiers +10 Disguise to appear human

Languages Aquan, Common

SQ amphibious, bardic knowledge +4, lore master 1/day, versatile performances (percussion, sing), walk the land

Combat Gear *elixir of love*, *feather token (anchor)*;

Other Gear +2 *kelp armor*, +1 *shortsword*, *cloak of resistance* +1, 90 gp

ORSOLYA

CR 12

XP 19,200

Female octopi merfolk arcanist (blood arcanist, unlettered arcanist) 11/witch (sea witch ^{UM}) 2

NE medium monstrous humanoid (aquatic)

Init +2; **Senses** darkvision 60 ft., water sense 30 ft.; Perception +0

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)

hp 87 (13d6+39)

Fort +7, **Ref** +9, **Will** +12

Defensive Abilities ink cloud

OFFENSE

Speed 15 ft., swim 30 ft.

Special Attacks arcane reservoir (6/14), arcanist exploits (greater metamagic knowledge, metamagic knowledge, school understanding [manipulator ^{APG}]), consume spells, hexes (cauldron, evil eye)

Arcanist Spell-Like Abilities (CL 11th; concentration +19)

5/day—*beguiling touch*, *weight of waves*

2/day—*aquatic telepathy*

Blood Arcanist Spells Prepared (CL 11th; concentration +17)

5th—*cloudkill* (DC 21), *major curse* ^{UM} (DC 22)

4th—*curse of magic negation* ^{UM} (DC 20), *lesser geas* (DC 21), *volcanic storm* ^{UM}

3rd—*bestow curse* (DC 20), *dispel magic*, *lightning bolt* (DC 19), *share senses* ^{APG} (DC 19)

2nd—*alter self*, *daze monster* (DC 19), *euphoric cloud* ^{ACG} (DC 18), *perceive cues* ^{APG}, *steal voice* ^{UM} (DC 19)

1st—*charm person* (DC 18), *cure light wounds*, *ear-piercing scream* ^{UM} (DC 17), *enlarge person* (DC 17), *wave shield* ^{ACG}

o (at will)—*daze* (DC 17), *detect poison*, *guidance*, *mending*, *message*, *read magic*, *resistance*, *stabilize*, *touch of fatigue* (DC 17)

Bloodline aegean

Witch (Sea Witch) Spells Prepared (CL 2nd; concentration +8)

1st—*hex ward* ^{UM} (DC 17), *inflict light wounds* (DC 18), *recharge innate magic* ^{ARG}, *touch of the sea* ^{APG} (DC 17)

o (at will)—*arcane mark*, *bleed* (DC 17), *dancing lights*, *detect magic*

Patron Trickery

STATISTICS

Str 8, **Dex** 14, **Con** 15, **Int** 22, **Wis** 10, **Cha** 14

Base Atk +6; **CMB** +5; **CMD** 17 (29 vs overrun, trip)

Feats Bouncing Spell ^{APG}, Brew Potion, Combat Casting, Extra Hex ^{APG}, Lightning Reflexes, Persistent Spell ^{APG}, Spell Focus (enchantment), Spell Focus (necromancy), Spirit's Gift ^{ACG}, Toughness

Skills Bluff +17, Knowledge (arcana, history, nature) +22, Knowledge (nobility) +20, Sense Motive +13, Spellcraft +22, Stealth +6, Swim +23, Use Magic Device +18; **Racial Modifiers** +4 Stealth

Languages Aboleth, Aklo, Aquan, Common, Draconic, Elven, Sylvan, Undercommon

SQ amphibious, beguiling touch, bloodline arcana (water spells effective caster increased by one, summoned creatures of aquatic type gain a +1 morale bonus on attack and damage rolls), camouflage 3/day, know direction, sea creature empathy, sea whisperer, witch's familiar (blue-ringed octopus named Blue)

Combat Gear *wand of cure moderate wounds*; **Other Gear** *bracers of armor* +2, *cloak of resistance* +2, *headband of vast intelligence* +4

Advanced Samsarans



Rejuvenation and Reflection

Sendra woke with a start, her heart beating rapidly. The same dream again. Brushing the night's debris from her pearly eyes, she sat up slowly, crossing her legs and taking a deep breath. She laid her hands to rest against her knees and closed her eyes once more, focusing solely on the rising and falling of her breathing for several moments. A feeling of calm gently overtook the shivering left by the dream, and her heart settled into a more stable rhythm. She held her eyes closed for some time, savoring the solace of her morning ritual. Eventually, though, Sendra opened them, knowing that this life was more important than those before it, and rose to her feet.

Gathering the linens from the floor, she patiently folded and placed them on the end of the inn room's simple bed. Though she had yet to grow accustomed to the typical sleeping arrangements in the human village, Sendra was loathe to create more work for the staff, who had been kind to her ever since she arrived in the sleepy village. Once the bed was in order, she dressed in her unadorned acolyte's robe, the only possession she had retained from the monastery of her home village. As she washed and readied herself for the day, she could hear the bluebird chirping outside her window, signaling the time as he did every morning. She tied back her dark hair. Timmy would be awake soon, if he wasn't already. With a soft smile to herself, Sendra stepped from her room.

Quietly, Sendra climbed down the stairs to the inn's first floor, giving a nod of greeting to the innkeep and each of the workers, who were getting things ready for the day's business. As always, they smiled back, and one or two of them waved, a gesture that she returned awkwardly but earnestly. "Say 'hello' to Timothy, would you?" one of the serving girls asked as she swept.

Sendra nodded. "Of course, Amanda. I'm going to see him now."

Amanda smiled as she returned her attention to her work, and Sendra left the building. As she crossed the town, she exchanged pleasantries with the other townsfolk, thankful that they had welcomed her so completely into their community. In just the few months that she had lived among them, she had come to think of the place as a home away from home, and judging by the more tempestuous adventuring lives that made up the majority of her memories, she suspected her soul needed the tranquility the small village could provide, for this lifetime, at least.

But more importantly, she knew that Timmy needed her—she had centuries to find a little peace and quiet, after all, and the boy's time was limited to but one human lifetime. She knocked softly on the door to his home, and predictably, his doting mother answered, hot skillet in hand. "Oh, Sendra!" she beamed. "He's been asking for you. Breakfast?" She nodded to the sizzling eggs on the skillet.

Sendra shook her head but smiled. "Just tea, as always, Myra. Timmy is in his room?"

Myra nodded and turned back to the wood stove, putting on the kettle. "Of course, of course. Go on then, I'll bring your tea when it's ready."

Pushing open the door to his room, Sendra found Timmy already upright in bed, anticipating her arrival. "Good morning, Timothy," she said with a warm, almost wry smile. "Amanda says 'hello.'"

"Timmy!" the slender boy yelled back defiantly, a cheeky smile of his own accenting his freckled but pale face.

"Yes, Timmy. How could I have forgotten yet again?" She chuckled. Coming around to the side of the bed, she leaned over, placing the back of her hand against his forehead, and then her palm. "The fever finally seems stable," she said quietly, more to herself than to the child. "Did you sleep well?" she asked, as she went about checking his general condition with practiced hands.

"Mm-hmm! No dreams this time." He frowned. "What about you, Miss Sendra? Did you sleep all right?"

She nodded. "Do not trouble yourself worrying about me. Now sit still." Brushing her fingertips across Timmy's forehead, Sendra closed her eyes, letting a small amount of magical energy flow through her fingers into the boy.

Timmy shivered, but a little color came to his face. "Blech! That always feels so *weird*!"

"Yes, yes, I know. But it will help you stay strong." She sat down in the simple chair at the head of the bed, laying her hands in her lap. "Now, remind me again where we left off yesterday evening."

His brow furrowed. "You were... it was the temple! The ruined temple. There was a... a..."

"A book," Sendra finished. "Tevril and I were looking for a special book in the temple. Now I remember." She smiled. "Shall I continue?"

Timmy clapped his hands once and nodded. "Yes!" With that, Sendra began once more to recount yet another of her adventures with the elven wizard Tevril, while the sickly but always cheerful Timmy listened intently.

Such was their daily routine. Several months ago, Sendra had arrived in the village, intending only to pass through on her way to a larger city, where she had hoped to offer her assistance tending to the ill and wounded. During her stay, however, she overheard talk of Timmy and his illness, which the villagers believed would be fatal. The next day, Sendra sought out the boy and his mother, offering her magic as a means by which to help the boy, as traveling doctors had been unsuccessful in treating him. With a donation of her crystal clear life's blood, Sendra restored some vitality to child, and with a touch, she imparted the nourishment he so often lacked from being unable to keep down food.

She had stayed on for a few days, at first intending to continue with her journey, but it took very little time for Sendra to bond with the child. In those early days, as she stayed by his bedside, tending to his sickness, she told him tales from her past incarnations, hoping to ease his undoubtedly troubled mind. Timmy had accepted the fact of her many lives in a way that only a curious and innocent child could, and Sendra found the storytelling provided her with her own sense of peace, as she sorted through centuries of hazy memories to craft her tales. Before long, Sendra had resolved to stay and care for Timmy, convinced that she could see him through his illness.

Evening eventually fell as Sendra concluded the tale of Tevril and herself—in that life, a novice but determined warrior—emerging from the temple triumphantly bearing the sacred writings for Tevril’s library. “And then what happened?” Timmy asked, pleading for her to continue.

The samsaran woman shook her head gently. “That will be a story for another day. It is quite late, and I do believe it is time for you to rest, Timothy.” Sendra gave him the same wry smile as she rose from the chair, proceeding to prepare the boy’s pillows and blankets and tucked him in. “I promise I will share more adventures tomorrow, as always.”

Timmy nodded quietly and struggled against a yawn. Sendra quietly left the room and closed the door to find Myra waiting for her outside.

Timmy’s mother looked up from the dining table with her normal concern. “How is he, Sendra?” she asked quietly, not wanting to wake her son.

With a smile, Sendra answered, “Quite well. Given enough time, I do think he will recover. There is plenty of life in him now, and more of it with every day that passes. Go on in and say good night. I can let myself out.”

Rising, Myra embraced Sendra tightly. “Thank you. You’re saving my boy’s life, you know,” she said, a knot in her voice.

Somewhat startled by the sudden display of emotion, Sendra lightly returned Myra’s embrace. “Do not thank me. Timmy deserves a full life, and it is my pleasure to help him have one.” Gently, she slipped from his mother’s arms. “Thank you for the tea. I will return in the morning.” Myra nodded and slipped into her son’s room as Sendra left. Outside, a light breeze whistled through the town, and most of the townsfolk were already in their homes, finished with the day’s work. She made her way back to the inn at a relaxed pace, her thoughts turning, as they often did, to Tevril. Ever since she had begun to tell Timmy of their time together, her haunting dreams of her friend’s death, deep in the bowels of that abandoned castle, had returned. His death had been her first concrete memory of a past life, a memory that she had long suppressed through meditation, for it still filled her with grief and guilt in equal measure.

She had long blamed herself and her then-clumsy hands, unable to tend to his wounds well enough to get him to safety before he left this world.

Today, though, her memories of him were happy ones, filled with laughter and time spent scouring tomes in his dusty old library for hints of their next exploratory venture. Theirs had been a natural partnership, with Tevril determined to visit every last ancient, crumbling place she could remember from her lifetimes, and she just as determined to see to it that he made it out of those places alive. She had been unable to save him after that fateful cave-in deep within the castle’s dungeons, and nightly in her dreams she relived their last moments together. But today, after seeing Timmy’s smiling face as she relayed her tale, she remembered something else that she never slept long enough to see in her dreams: even in the end, Tevril had been smiling.

As she climbed the stairs to her room in the inn, Sendra’s eyes watered, not with regret, as they often had before, but with the solace of relief. Through Timmy, it seemed she had found some measure of peace for her soul in this lifetime, at last.

Gently wiping the moisture from her eyes, she opened her door and stepped inside, closing it behind her. Knowing that tonight she would not dream, Sendra calmly laid out her linens on the floor and changed into her sleeping gown. Quietly, she sat down cross-legged on her makeshift sleeping mat, placing her hands at her knees the way she had at the day’s dawning. Closing her eyes, she guided her breathing to a steady, meditative state, and relaxed.

Perhaps, she thought, when Timmy was older, she would take him to see the beautiful willow tree where she had laid Tevril to rest, and tell him of the things she and the wizard had discovered in that ancient castle.

Racial Traits

For a typical humanoid, the metaphorical book of her life is punctuated with a beginning, her birth, and an ending, her death. For a samsaran, however, birth and death are but the opening and closing paragraphs of individual chapters in life, each chapter its own lifetime. Each samsaran knows that her present life is but one of many incarnations. She has lived before as someone different, and will live again as someone new when her time in this life has ended. Across the ages of their many lives, samsarans strive to attain spiritual enlightenment so that their souls might make one final journey, after which they no longer reincarnate.

Physical Description: Ghostly and fragile, samsarans could be said to resemble living porcelain dolls. At first glance, they appear to be humans with dark hair, save for the pale blue tone of their skin, but they have one striking feature that marks their separate heritage: their eyes, which

are almost entirely white, with their pupils and irises being indistinct in color. From a distance, they sometimes seem not really to have eyes at all, but pearly orbs, ultimately giving their faces a countenance that humans find unnerving. Further marking their alien nature (to humans, anyway) is the crystal-clear color of their blood, which is known to have restorative properties. Otherwise, samsarans tend to resemble slender humans.

Society: Samsarans live quiet lives of reflection, favoring contemplation, study, and worship. Through meditation, they seek inner harmony in their lives-long journey, aiming to achieve ultimate enlightenment. Though other races known for their longevity, such as the elves, often outlive a single lifetime of a samsaran, over the ages, an individual samsaran's multiple lives taken together might outlast

the lifespan of even the most ancient dragon. As such, samsarans long ago learned to distance themselves from the worldly pursuits that so often leave short-lived races to ambition and avarice. Though samsarans still make and seek goals as other races do, they take a long view toward attaining them, as they know that there will always be time enough to do so.

A samsaran remembers each past life as a human might remember a particularly potent—but still ephemeral—dream: the details are never concrete, and what lessons might be gleaned from it are told in scattered whispers. A samsaran seeking a harmonious life does her best to recall and learn from these hazy memories, letting the accumulated wisdom of centuries or even millennia guide her toward enlightenment.

Samsaran Racial Traits

Samsarans have the following racial traits.

+2 Intelligence, +2 Wisdom, –2 Constitution: Samsarans are insightful and strong-minded, but their bodies tend to be frail.

Humanoid: Samsarans are humanoids with the samsaran subtype.

Medium: Samsarans are Medium creatures and have no bonuses or penalties due to their size.

Base Speed: Samsarans have a base speed of 30 feet.

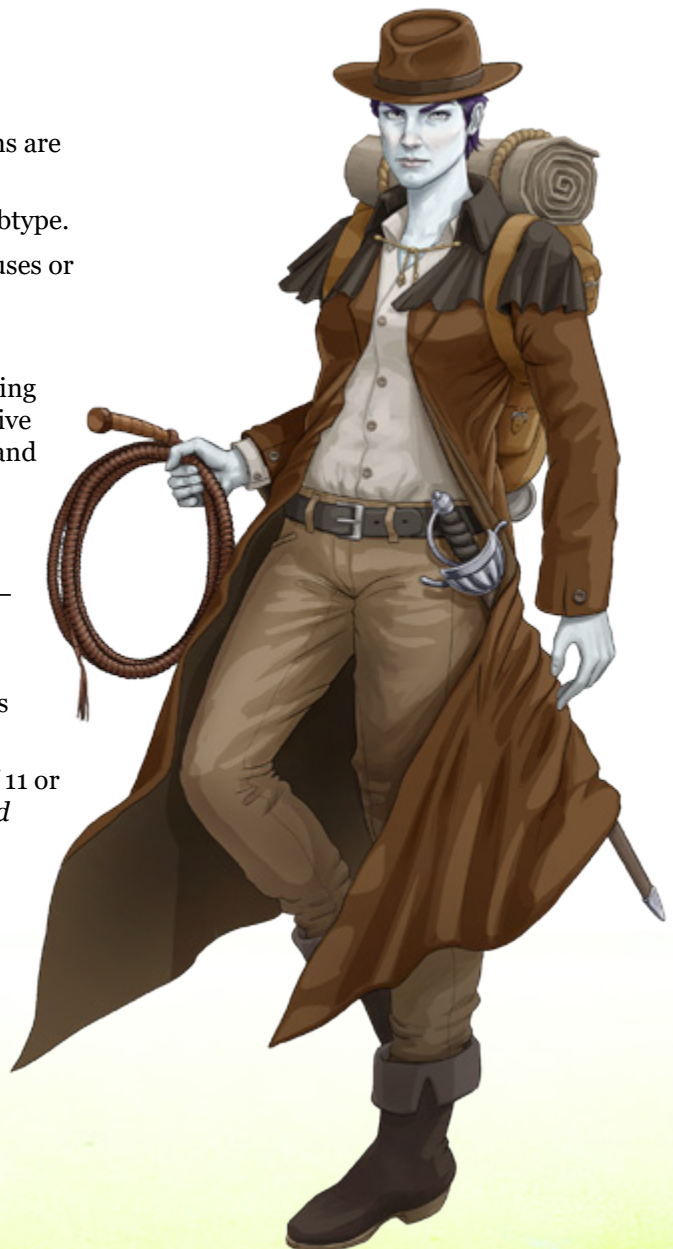
Lifebound (Ex): Samsarans gain a +2 racial bonus on all saving throws made to resist death effects, saving throws against negative energy effects, Fortitude saves made to remove negative levels, and Constitution checks made to stabilize if reduced to negative hit points.

Shards of the Past (Ex): A samsaran's past lives grant her bonuses on two particular skills. A samsaran chooses two skills—she gains a +2 racial bonus on both of these skills, and they are treated as class skills regardless of what class she actually takes.

Low-Light Vision: Samsarans can see twice as far as humans in conditions of dim light.

Samsaran Magic (Sp): Samsarans with a Charisma score of 11 or higher gain the following spell-like abilities: 1/day—*comprehend languages*, *deathwatch*, and *stabilize*. The caster level for these effects is equal to the samsaran's level.

Languages: Samsarans begin play speaking Common and Samsaran. Samsarans with high Intelligence scores can choose from the following: any human language, Abyssal, Aquan, Auran, Celestial, Draconic, Giant, Ignan, Infernal, Nagaji, Tengu, and Terran.



Alignment and Religion: Seeking harmony both within themselves and with those around them, samsarans tend to be lawful good. As is the case with humans, however, there are samsarans of all alignments. Chaotic samsarans sometimes see the quest for enlightenment as a set of oppressive shackles, instead choosing to live their lives as their conscience dictates, though even chaotic samsarans are normally good. Evil samsarans, though rare, have often become disenchanting with the endless cycle of births and deaths, abandoning enlightenment altogether. Samsarans tend to be pious, with most of them being devout worshippers even if they are not themselves priests. A growing number pay homage to a lesser deity of dreams and memories named Ethras, seeking through sacred rites to gain insight and wisdom from their past lives.

Names: Samsaran names are normally short, two-syllable affairs. Most samsarans take a new name each time they are reincarnated, generally choosing a male name if their new incarnation is male or a female one if they are female. However, those samsarans with a strong recollection of a past life of the opposite gender may instead take a name appropriate to that gender. Though samsarans do not generally take surnames, some use the name of a past life as a second name, perhaps as a reminder of their good deeds or even their past faults.

Female Names: Alisi, Grita, Panra, Qashing, Sendra

Male Names: Dalrik, Ingyar, Tinar, Vakesh, Zonar

Traits

The following race traits are available for samsarans.

Flash of Memory: Occasionally, a memory becomes crystal clear to you in a moment of need. Once per day, you may reroll any Knowledge skill check with a +1 trait bonus. You must take the result of the second roll, even if it is worse than the first.

Pretender: Though perhaps not an enlightened behavior, you have learned to draw on your memories of past incarnations to fortify your attempts at deception. You gain a +1 trait bonus on Bluff and Disguise checks, and one of these skills (your choice) is always a class skill for you.

With Ages Come Wisdom: You have lived hundreds or even thousands of lifetimes, and your mind has sharpened accordingly. You gain a +1 trait bonus on Perception and Sense Motive checks, and one of these skills is always a class skill for you.

Alternate Racial Traits

Ancient Veteran: Some samsarans have a particularly concrete recollection of martial training from a past life. These samsarans receive Martial Weapon Proficiency as a bonus feat and gain a +2 racial bonus to their CMB on combat maneuvers made with the chosen weapon. This racial trait replaces shards of the past.

Commune with Path Lives: Through meditation, some samsarans can glean information from their past lives. Samsarans with a Wisdom score of 12 or higher gain the following spell-like ability: 1/day—*augury, guidance*. The caster level for this is equal to the samsaran's level. This racial trait replaces samsaran magic.

Once an Outsider: Occasionally in the wanderings of their lives, samsarans live among another race, perhaps even for an entire lifetime. A samsaran with this racial trait may choose one race with the humanoid subtype, gaining that race's languages as bonus languages and Skill Focus as a bonus feat in a skill that is appropriate for that race (subject to the GM's discretion). Additionally, the samsaran receives a +1 racial bonus on Charisma-based checks made to interact with members of that race. This racial trait replaces shards of the past.

Outside of Time: Samsarans that have lived countless lives sometimes become slightly displaced from the normal flow of time. They become immune to magical aging effects, such as *sands of time* ^{UM} or a ghost's corrupting touch ability. Additionally, they receive a +2 racial bonus on Will saves made against the *slow* spell and other effects that duplicate it. Finally, when benefiting from any *haste* spells or similar effects, the caster level of the spell or effect is treated as 2 higher (but only for the samsaran—not for other creatures who may benefit from it). This racial trait replaces lifebound.

Splintered Mind: Sometimes, the memories of a samsaran's past lives can create an overwhelming mental cacophony. A samsaran with this racial trait gains a +2 racial bonus on all saving throws made to resist charm and compulsion effects, as well as effects that damage or drain mental ability scores. This racial trait replaces lifebound.

Ties to the Past: The abilities of a particular past life manifest more profoundly in the daily lives of some samsarans, allowing them to choose two favored classes. This racial trait replaces shards of the past.

Society and Lands

Aging and Death: All samsarans begin their succession of lifetimes as humans born to samsaran parents, but they are normally raised by humans or some other race. Samsaran-born children that live virtuous lives are then reincarnated after death as true samsarans. Typically, they begin a new incarnation as a child, old enough to talk and walk, but not so old that their personality and morals cannot be shaped into something new, granting them the opportunity to strive further toward enlightenment. At this stage of life, a samsaran's memories are present, but in youth, they are even harder to understand than they are for an adult samsaran. Most often, samsarans reincarnate near enough to an established samsaran community to be taken in and raised among them. Samsarans age more slowly than humans, reaching adulthood around their sixth

decade and often living two hundred years, with the most ancient among them seeing just into their third century. As they age, samsarans normally learn to make some sense of the multitude of memories they possess from their past lives, often with guidance from a mentor, whether an elder, a religious figure, or someone else important to them. Endowed with this knowledge of their past lives, samsarans are well aware that they will live beyond the death that awaits them at the end of the present lifetime, and so they rarely fear death the way other races often do.

Clans and Families: Since samsarans give birth to human children, new samsaran children come into their communities whenever a samsaran is reincarnated. These children are normally raised by members of the community, who often take on the role of their adopted parents. A samsaran's memories are almost never concrete enough to remember her biological parents, but sometimes, a samsaran whose present life is only a "generation" or two removed from her first life as a human might have a stronger sense of her parentage, making them feel strangely familiar should she ever chance to meet them in her present life. Cases such as these are rare, however, since most human children born to samsarans are placed in the care of human couples long before they are old enough to form lasting bonds with their mother and father. Despite the lack of biological bonds tying samsaran families together, samsarans nearly always see their adopted children as their own, bonded not by blood but by the journey all samsarans make toward enlightenment.



Communities and Settlements: Samsarans normally form isolated communities nestled in the mountains, on the far edge of a great lake, or deep within a dense forest, so that they might live quiet lives apart from the more hectic natures of the other races. A simply constructed monastery or temple is most often the heart of a samsaran community, providing a place for the meditation and worship that is central to the ascetic lives of its citizens. The rest of a samsaran settlement is similarly simple, with dwellings designed primarily to provide shelter and little regard for structural beauty.

Samsaran communities are generally self-sufficient, with their members normally growing or hunting for their own food in the nearby land, and relying on nature's bounty for other supplies. Depending on their settlement's location, samsarans might engage in light trade with the nearest settlements of other races, offering modestly crafted trade goods in exchange for materials they cannot produce or harvest themselves.

Love and Mating: Though their lives of self-reflection do not lend them toward the impassioned pursuits of romance found among other races, samsarans are quite capable of forming bonds of love with others. Love between samsarans is often kindled on the basis of intellectual traits rather than physical ones, blossoming through long conversations on faith, philosophy, or other scholarly interests. When two samsarans have found love, they remain humble, never boasting about their mutual affection to others and rarely displaying even simple physical intimacy—such as holding hands—in public. Samsarans that mate typically do so for a single lifetime, knowing that the next one must be relatively free from ties to the past in order to further the quest for enlightenment. Particularly strong bonds of love between samsarans can span more than one lifetime in the form of more concrete recollections, but even so, samsarans almost never rekindle love with former partners once reincarnated.

Magic: As pious as most samsarans are, they naturally favor divine magic, with community spellcasters often being clerics or sometimes druids in more rural settlements. Though they do not shun arcane magic, samsarans are wary of the trappings of power found most especially in the arts of wizardry, believing that such paths can lead away from enlightenment.

Relations: Samsarans have interacted with many races over the centuries and possess different relations with each.

Aasimars: Samsaran-born children, being human, occasionally have remnants of planar ties, which are fostered from seeds most likely planted during one of their parents' past lives. Samsarans see such children as blessings, knowing that aasimars above all of their children stand the greatest chance at being reborn as a true samsaran in the next life. Samsarans naturally admire

Table 8-1: Height/Weight Table

Gender	Base Height	Base Weight	Modifier	Multiplier
Male	5 ft. 4 in.	110 lbs.	+2d8	x5 lbs.
Female	5 ft. 6 in.	110 lbs.	+2d8	x5 lbs.

Table 8-2: Random Starting Age

Adulthood	Intuitive	Self Taught	Trained
60 years	+4d6	+6d6	+8d6

Table 8-3: Aging Effects

Middle Age	Old Age	Venerable	Max Age
150 years	200 years	250 years	250+6d% years

the devotion to goodness present in most aasimars, who respect their quest for harmony and enlightenment.

Dwarves: Those samsarans that live in mountain settlements might interact more with dwarves than others of their kind normally do. Though relations between the two races are never hostile, samsarans look poorly on the dwarven obsession with gems and precious metals, and dwarves find samsaran crafts and dwellings to be of shoddy construction. Even when a dwarven clan is the nearest community, samsaran parents will never give their children to dwarves for adoption, not wanting them to live a life they believe would be centered on greed.

Humans: Because samsarans give birth to human children, they share a sort of kinship with humankind. Samsarans look kindly toward humans, knowing that, in entrusting their offspring to them, the future of their own race is in the hands of humans. Though they do not care for the darker elements of humankind, samsarans also understand that the quest for enlightenment would be meaningless without a capacity for free will. For their part, humans see samsarans as curious or strange, having no real frame of reference for their generation-spanning lives. Outside of that disconnect, however, human communities near samsaran settlements tend to view them favorably, knowing they will be peaceable neighbors. Those humans tasked with raising a samsaran-born human often see the child as a blessing, since samsaran parents tend to seek out those humans that have had difficulty bearing children of their own for such an important responsibility.

Tieflings: Just as samsaran-born children can be aasimars, so too can they very rarely be tieflings. Often, such births occur due to a tragic mistake made by one of the parents in a past life. Accordingly, when a tiefling is born to samsaran parents, the child is often raised within the community, rather than being placed among humans, both to allow the child the greatest chance at reincarnating as a samsaran and to give the parents some means by which to atone for the misdeeds of their pasts. As might be expected,

samsarans view non-samsaran tieflings with suspicion, much as other goodly races do, but they also believe in second chances, since they themselves are afforded so many through their lifetimes. They are hesitant to judge those tieflings they meet, instead hoping that they can help even the most wicked among them find a new path.

Adventurers: Over the course of their many lives, most samsarans live at least once as an adventurer, drawn to explore the world in search of knowledge or to perform good deeds on their quest for enlightenment. Occasionally, they are drawn to places they once lived or to complete tasks from a former life, especially in the case of promises made in a past life that they could not fulfill.

Barbarian: Rarely, when a samsaran is left alone to navigate the confusion wrought by the conflicting memories of so many former lives, he may come to harbor a particularly tempestuous rage. Samsaran barbarians frequently draw power from spirit totems, relying not on a connection to the dead but to their own incarnations.

Monk: With many samsaran communities housing at least a small monastery, samsaran monks are common. They believe that by achieving physical perfection, they can more readily attain spiritual harmony.

Oracle: Cursed and yet guided by their recollections of past lives, samsaran oracles seek wisdom from their memories to a further degree than most other samsarans do. In accordance with their natural healing abilities and their contemplative lifestyles, samsaran oracles frequently study the mysteries of life or lore.

Rogue: Samsaran rogues are nearly always explorers, seeking knowledge of the past in ancient ruins. Rarely concerned with the value of material things, they instead favor the wealth of experience gained through adventure, believing that such things enrich the greater tapestry of their multiple incarnations.

Wizard: Though samsarans are often studious, true wizards are rare among them, for they fear the diversion

from enlightenment that the draw of arcane power can bring. Samsaran wizards are even more reclusive than their fellows, and they occasionally place their studies before enlightenment, finding the former far more rewarding in the present.

Racial Options

Racial Archetypes

Samsarans can make use of these archetypes.

Chronomancer

Though samsarans' lives of study do lend well to wizardry, they are understandably concerned that the power offered by arcane magic can lead one astray from enlightenment. Indeed, rarely, a samsaran wizard will become obsessed with the potential of arcane magic to explore his past lives and even, perhaps, those in his future. Though all wizards can potentially manipulate time, samsarans possess a unique talent for chronomancy because of their special brand of immortality.

Associated Class: wizard

Associated Race: samsaran

Modified Ability: arcane bond

Replaced Abilities: arcane school, bonus feats, Scribe Scroll

Chronomancy: Chronomancers do not specialize in one of the traditional schools of arcane magic, instead developing a range of abilities as they experiment with their ability to impact the flow of time. At 1st level, a chronomancer must choose four opposition schools, representing the areas of study that he has forsaken in order to focus especially on chronomancy. A chronomancer who prepares spells from an opposition school must use two slots of that level to prepare the spell. Additionally, a chronomancer takes a –4 penalty on any skill checks made while crafting a magic item that has a spell from one of his opposition schools as a prerequisite.

At 1st level and again whenever a chronomancer gains access to a new level of spells, he may add one spell from the following list to his spellbook: 1st—*expeditious retreat*, *memory lapse*^{APG}, *youthful appearance*^{UM}; 2nd—*gentle repose*, *hold person*, *share memory*^{UM}; 3rd—*haste*, *sands of time*^{UM}, *slow*; 4th—*lesser age resistance*^{UM}, *symbol of slowing*^{UM}; 5th—*hold monster*, *permanency*, *rest eternal*^{APG}, *threefold aspect*^{APG}; 6th—*age resistance*^{UM}, *legend lore*; 7th—*greater age resistance*^{UM}, *temporary resurrection*^{UM}, *vision*; 8th—*moment of prescience*, *temporal stasis*; 9th—*foresight*, *mass hold monster*, *time stop*. In the case of spells not normally on the wizard spell list, these spells are considered wizard spells for the chronomancer. Additionally, he may prepare spells from

this list that are from his opposition schools normally, whether added to his spellbook through this class feature or some other means, and he is not penalized when crafting magic items that list these spells as prerequisites.

Arcane Bond: One of a chronomancer's first tasks is to infuse a small object with a fraction of his eternal life force in a fashion similar to the way most wizards form an arcane bond. The resulting item is commonly called a temporal trinket. The chosen trinket must be associated with time or history in some way, with the most common temporal trinkets being pocket watches or tomes of history. So long as the chronomancer lives, his temporal trinket exists partially removed from time, making it effectively indestructible. As an additional consequence, however, this prevents the chronomancer from enhancing his temporal trinket the way a wizard can normally enhance a bonded item.

The chronomancer can refer to his trinket to receive flashes of insight into past, present, and future, providing opportunities for both divination and prescience. While the trinket is in his possession, the chronomancer gains a +3 bonus on Knowledge (history) checks. At 6th level, the chronomancer can perform an *augury* once per day, using his level as his caster level. Beginning at 12th level, the chronomancer can also use his trinket to perform a *divination* once per day. Once the chronomancer reaches 18th level, he can consult his trinket to use *legend lore* once per day.

Temporal Mastery: At 1st level, a chronomancer gains Spell Mastery as a bonus feat. He may only choose spells from the list of spells detailed under chronomancy (above), but he may choose spells that he is not yet able to cast (whether because the spell is not in his spellbook or because he does not have access to spells of that level). Once the chronomancer gains the ability to cast a spell selected in this way, he may prepare it without referring to his spellbook, as per the feat.

Arcane Echoes (Su): Beginning at 5th level, the chronomancer can cause his spells to reverberate into the future. Once per day, when he casts a spell, he can use this ability to cause the spell's effect to occur again in a future round, up to a number of rounds in the future equal to his Intelligence modifier. The second occurrence of the spell has the same target or targets as the initial spellcasting and affects the same area. If the chosen spell allows a saving throw, targeted creatures receive a +2 bonus on their saving throws against it. At 15th level, the chronomancer can use this ability twice per day.

Accelerated Spellcasting (Su): Once per day, a chronomancer of 10th level can manipulate time for just long enough to allow him to cast a spell as though it were affected by the Quicken Spell metamagic feat (whether he has the feat himself or not) without modifying the spell's level. He can use this ability twice per day at 20th level.

Timeless Body (Ex): At 15th level, a chronomancer no longer takes penalties to his ability scores for aging and cannot be magically aged. Any such penalties that he has already taken, however, remain in place. Age bonuses still accrue, and the chronomancer dies of old age when his time is up.

Archon of Time (Su): At 20th level, the chronomancer has become such a master of his art that he is free to act even in apparently stopped time. Once per day when a *time stop* spell or a similar effect is used within 100 feet of the chronomancer, he is free to act for each round of apparent time granted by the spell, operating under its effects as though he had cast the spell himself. Both the chronomancer and the caster of the original effect can perceive and act upon one another as normal while under the effects of the *time stop* effect.

Knight Eternal

The universal struggle between good and evil is endless. A rare few samsaran paladins are called to fight in this battle for countless lifetimes on the side of good. As have all samsarans, knights eternal have lived many lives, and in the war against evil, they are aided by the skills and tactics of the warriors they have been before.

Associated Class: paladin

Associated Race: samsaran

Replaced Abilities: smite evil, spellcasting, holy champion

Ancient Prescience (Su): In combat, the knight eternal receives flashes of insight as memories of battles fought during past lives rise to the fore of his consciousness. He receives a +1 insight bonus on attack rolls and damage rolls made against creatures with the evil subtype, evil-aligned dragons, and undead creatures. He also adds this bonus on Bluff, Knowledge, Perception, and Sense Motive checks against such creatures. At 5th level and every five levels thereafter, this insight bonus increases by +1 (+2 at 5th level, +3 at 10th level, and so on).

Shades of Battle (Ex): Through meditation, the knight eternal unlocks secrets of his warrior training from past lives. At 4th level, and at every third level thereafter, he gains a bonus feat from the list of combat feats. Once per day, by meditating for one hour, the knight eternal can draw forth new memories of his training at the cost of suppressing others. Doing so allows him to choose new combat feats in place of any feats he has gained with this class feature. He must still meet all prerequisites for his chosen feats.

Additionally, beginning at 4th level, the knight eternal may treat his fighter level for the purpose of qualifying for feats as his class level – 2.

Eternal Champion (Su): At 20th level, the knight eternal becomes a beacon of righteousness. His DR increases to 10/evil, and he now adds the insight bonus from ancient prescience to his AC and saving throws against attacks, spells, or other effects from creatures with the evil subtype, evil-aligned dragons, and undead creatures. Whenever he scores a critical hit against such a creature, that creature takes an additional 6d6 points of damage. A Will save (DC 10 + 1/2 the knight eternal's level + his Charisma modifier) reduces this extra damage by half.

Timeless Warden

Some samsarans seek harmony not within themselves but with the world around them. These timeless wardens forgo the ultimate rewards that await beyond enlightenment, instead opting to preserve and protect the natural world as druids. While exploring their racial connection to life and death, timeless wardens become masters of their



reincarnations, and unlike other samsarans, they retain full memory of their past lives through regimens of meditation and spiritual reverie.

Associated Class: druid

Associated Race: samsaran

Replaced Abilities: nature sense, spontaneous casting, wild empathy, woodland stride, resist nature's lure, wild shape, venom immunity, a thousand faces, timeless body

Class Skills: A timeless warden does not gain Climb or Swim as class skills, but she adds Diplomacy, Disguise, Sense Motive, and Stealth to her list of class skills.

Spontaneous Domain Casting: A timeless warden can channel stored spell energy into domain spells that she has not prepared ahead of time. She can "lose" a prepared spell in order to cast any domain spell of the same level or lower.

Ancient Knowledge (Ex): Even young timeless wardens have a bounty of knowledge of the world around them, which they attribute to memories of past lives. A timeless warden adds 1/2 her class level (minimum +1) to all Knowledge skill checks, and may make all such checks untrained.

Nature Bond (Ex): A timeless warden may not choose an animal companion, and must choose a domain from the following domains not normally available to druids: Death, Healing, or Repose. Alternatively, the timeless warden can select one of the following subdomains ^{APG}: Ancestors, Restoration, Souls, or Undead.

Mysterious Stranger (Ex): Knowing that the secrets of reincarnation are jealously sought by those seeking immortality, the timeless warden strives to remain an enigma. Beginning at 2nd level, she adds 1/2 her class level to the DC of Diplomacy, Sense Motive, and Knowledge checks made to learn about her.

Channel Energy (Su): At 4th level, a timeless warden gains the ability to channel energy as a cleric, using her druid level as her effective cleric level. A good timeless warden channels positive energy, while an evil timeless warden channels negative energy. A neutral timeless warden must choose whether she channels positive or negative energy upon gaining this ability. Once this choice is made, it cannot be reversed. Any timeless warden can channel energy a number of times per day equal to 3 + her Charisma modifier. Though timeless wardens can take most feats that alter their channel energy ability, they cannot take the Alignment Channel feat or any feat that requires it as a prerequisite.

Malleable Soul (Ex): Once she reaches 4th level, a timeless warden has taken the first step toward true immortality. She can no longer be affected by *raise dead*, *resurrection*, or *true resurrection*, but when subject to a *reincarnate* spell or when reincarnated through some other way, such as her many lives ability (see below), she suffers

no negative levels upon returning to life and may return as any race of her choice.

Many Lives (Ex): A timeless warden of 9th level has mastered her own death and attains a limited form of immortality, so that she might guard the world eternally. If she is ever killed, she may automatically *reincarnate* (as the spell) 1 day later. The timeless warden appears in a safe location within 1 mile of her body. At will for the next 7 days, she can sense the presence of her remains as if using *locate object* as a spell-like ability. If she is killed during these 7 days, she remains dead and does not reincarnate. The many lives ability does not function if the timeless warden is slain by a death effect.

Cyclical Mastery: At 13th level, a timeless warden can select another domain or subdomain from those available to her through her nature bond.

Beyond Time (Su): Beginning at 15th level, a timeless warden has gained mastery over her life force as she previously gained mastery over her death. She can change her apparent age and appearance at will, as if using the *threefold aspect* ^{APG} spell.

New Sorcerer Bloodline

Samsaran sorcerers may choose the following new bloodline.

Panacean

Most samsaran sorcerers draw their magic from contact with a source of power in a former incarnation, but your life-giving blood hums with primordial and restorative positive energy. You may or may not understand why you have been reincarnated this way, but you know for certain that such talents should not be wasted. This bloodline can only be taken by a samsaran.

Class Skill: Heal.

Bonus Spells: *cure light wounds* (3rd), *cure moderate wounds* (5th), *cure serious wounds* (7th), *cure critical wounds* (9th), *reincarnate* (11th), *stone to flesh* (13th), *heal* (15th), *regenerate* (17th), *resurrection* (19th).

Bonus Feats: Brew Potion, Empower Spell, Great Fortitude, Life's Blood ^{ARG}, Merciful Spell ^{APG}, Self-Sufficient, Skill Focus (Heal).

Bloodline Arcana: Whenever you cast a spell with a range of touch on an ally or other friendly creature, that creature is healed for a number of hit points equal to the spell's level.

Bloodline Powers: The whole of your incarnation exudes life-giving power, such that even your slightest touch is restorative, allowing you to offer balm and succor to the weak and wounded.

Nourishing Touch (Sp): You can invigorate with a mere touch. A targeted creature is infused with positive energy, receiving enough nourishment that they can go 24 hours without food or drink. You may use this ability a number of times per day equal to 3 + your Charisma modifier.

Lay on Hands (Su): Beginning at 3rd level, you can lay on hands as a paladin of your level – 1.

Mercy (Su): At 9th level, and every three levels thereafter, you may select a mercy from those available to a paladin of your level – 6.

Lifemantle (Su): Beginning at 15th level, your body radiates restorative power, creating the impression of a shimmering mantle that trails behind you. Whenever a creature touches you, you may choose to expend a daily use of your lay on hands ability as an immediate action to heal that creature just as if you had touched it to lay on hands yourself. The creature also receives the benefits of any mercies you possess, as normal.

Font of Life (Su): At 20th level, positive energy surges through your body. You gain immunity to sneak attacks and critical hits. You gain a +4 bonus on saves against all death spells and magical death effects, and may make a save against such effects even when one is not normally allowed. Furthermore, you are immune to energy drain and any negative energy effects, including channeled negative energy.

Racial Feats

Many samsarans make use of the following feats.

Channel the Past

The knowledge gained in your past lives gives you a knack for skills in which you lack formal training.

Prerequisites: Int 13, samsaran.

Benefit: You may use any skill untrained. Once per day, you may gain a +2 racial bonus on any skill check.

Full Circle Reincarnation

You have greater control over reincarnation magic.

Prerequisites: Ability to cast *reincarnate*, samsaran.

Benefit: When casting *reincarnate*, you may choose to reincarnate the target as either a samsaran or its original race. In addition, if targeted by *reincarnate*, you can choose instead to treat the effect as a *resurrection* spell.

Greater Life's Blood

The lifegiving power of your blood is so strong that you can use it to save a creature from the brink of death.

Prerequisites: Cha 15, Life's Blood ^{ARG}, samsaran.

Benefit: As a full-round action, you may perform a greater bloodletting ritual, sacrificing your life's blood to revive another creature. When using this feat, you anoint the creature with much of your blood, healing them as the *breath of life* spell, using your character level as your caster level. Afterwards, you are reduced to –1 hit points. If you survive the ritual, you suffer the effects of 1 negative level that cannot be removed by any means, but it automatically goes away after 24 hours and never becomes permanent.

Memory Talent

You have retained some of your former adventuring talents in your new incarnation.

Prerequisites: Samsaran, see below.

Benefit: Choose one of the following broad areas of training below, representing skills that have stayed with you even in your new life. You must meet the listed ability score prerequisite for your chosen talent.

Mage: Prerequisite: Int or Cha 13. You gain a +2 racial bonus on Spellcraft checks and a +1 racial bonus on saving throws against illusion spells and effects.

Priest: Prerequisite: Wis or Cha 13. You gain a +2 racial bonus on Knowledge (religion) checks and a +1 racial bonus on saving throws against enchantment spells and effects.

Scoundrel: Prerequisite: Dex or Int 13. You gain a +1 racial bonus on damage rolls made when your target is denied their Dexterity bonus to AC or when flanking your opponent.

Warrior: Prerequisite: Str or Dex 13. You gain a +1 racial bonus to your CMB and CMD. When using improvised weapons, you reduce the penalty on attack rolls to –2.

Special: You can take this feat more than once. Its effects do not stack. Each time you take this feat, you may select a new memory talent.

Restorative Channel

You can infuse divine energy with your natural restorative power to ameliorate ability damage.

Prerequisites: Cha 13, ability to cast *lesser restoration*, channel positive energy class feature, samsaran.

Benefit: Instead of its normal effect, you can choose to have your ability to channel energy heal ability damage instead of healing normal damage. You must make this choice each time you channel energy. Your channel heals 1 point of ability damage or ability drain to a score of your choice for every 3d6 points of damage your channel would normally heal.

Strength of Past Lives

You can draw on reservoirs of strength once held in your past lives to aid you in your current life.

Prerequisites: At least two spell-like abilities usable a limited number of times per day, samsaran.

Benefit: Once per day, you may use a spell-like ability without expending a use of that ability.

Religion

Deity

Samsarans are common worshippers of the following deity.

ETHRAS, THE DREAMER

N god of dreams, memories, and hidden things

Priests clerics, cryptics, oracles, psions, warpriests, wizards

Domains Knowledge, Psionics ^{UP}, Travel, Trickery

Subdomains Exploration, Memory, Thought, Vision

Mysteries Dreams, Lore, Time

Inquisitions Fate, Illumination, Truth

Favored Weapon quarterstaff

FAITH

Sacred Animal owl; **Symbol** crystalline opera mask

Sacred Texts *Methods of Recollection*, *The Pilgrimage of the Dreamer*

In dreams, there is always meaning, though it is often buried beneath layers of fog and metaphor. Ethras presides over the haziest aspects of the mind, including dreams, memories, and subconscious desire. Through lucid dreaming, meditation, and self-reflection, followers of Ethras seek meaning and purpose in both their own dreams and those of others. Many, too, are scholars of history, seeking to uncover secrets long hidden. His priests tend to live cloistered lives of contemplation, and they are often sought for advice regarding the messages and omens to be found in dreams. Those priests that take to adventure most often do so for the sake of exploration, delving into ancient ruins or other oft-forgotten places in search of new knowledge.

Both the night and sleep are considered sacred to the faithful of Ethras, necessary as they are to the act of dreaming. His priests and scriptures teach that important decisions should always be made after a restful sleep, for one's dreams can offer new insight into the situation. His followers call on their patron in times of need, finding themselves hidden from danger by the obscuring shadows of the evening, as if they were ephemeral dreams themselves. Prayers to Ethras also frequently seek clarity in

times of uncertainty. He is said also to watch over outcasts, travelers, and vagabonds in their journeys.

Samsarans troubled by their thousandfold memories often worship Ethras, believing that the god's blessings and teachings can help them to divine wisdom from their past lives. Some devote to him at least one lifetime as a priest, exploring both their inner selves and the world around them as one stage in their path to enlightenment.

Ethras is rarely depicted directly in religious iconography, instead being represented in sacred artworks symbolically, most often through the use of a crystalline opera mask.

Priest Options

Priests of Ethras can make use of the following new class options.

New Mystery: Dreams

Class Skills: An oracle with the dreams mystery adds Disguise, Knowledge (arcana), and Perception to her list of class skills.

Bonus Spells: *sleep* (2nd), *augury* (4th), *major image* (6th), *hallucinatory terrain* (8th), *nightmare* (10th), *cloak of dreams* ^{APG} (12th), *sequester* (14th), *scintillating pattern* (16th), *shades* (18th).

Revelations: An oracle with the dreams mystery can choose from any of the following revelations.

Control Dreams (Sp): Once per night while you sleep, you can explore your dreams in such a way that you gain guidance upon waking. At 1st level, this guidance manifests as an *augury* spell with 90% effectiveness. At 5th level, it takes the form of a *divination* with 90% effectiveness. At 8th level, the guidance instead manifests as a *commune* with no material component required.

Disenchanted (Ex): Your sojourns in the world of dreams have made you less susceptible to magic that tries to influence your mind. You gain a +2 insight bonus on saves against charm and compulsion spells and effects. At 7th level, this bonus also applies against patterns and phantasms. At 11th level, the bonus increases to +4.

Dreamer's Sight (Ex): Through mastering the interpretation of your own dreams, you learn to find hidden details in the waking world as well. You gain a +1 inherent bonus to Wisdom upon taking this revelation and another at every third oracle level gained thereafter. You must be at least 7th level to select this revelation.

Table 8-4: Deities

Deity	AL	Area of Concern	Domains	Mysteries	Favored Weapon
Ethras	N	dreams, memories, hidden things	Knowledge, Psionics ^{UP} , Travel, Trickery	Dreams, Lore, Time	quarterstaff

Dream Guide (Su): You gain a dream-like companion that guides you both in dreams and the waking world. After a full night's rest in which you befriend the companion in your dreams, you gain a familiar, as per a wizard's arcane bond, using your oracle level as your effective wizard level to determine the familiar's abilities. If your dream guide dies, you can gain a new one as a wizard can gain a new familiar, but you must sleep and dream for 8 hours instead of performing the ritual normally used to replace a familiar.

Many Forms (Su): As a standard action, you can assume the form of a Small or Medium humanoid, as the *alter self* spell. At 7th level, you can assume the form of a Small or Medium animal, as *beast shape I*. At 11th level, you can assume the form of a Small or Medium magical beast, as *beast shape III*. At 15th level, you can assume a variety of forms, as *greater polymorph*. You can use this ability for 1 minute per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. You must be at least 3rd level to select this revelation.

Meandering Dreams (Sp): While you sleep, you can travel through the dreams of others to cover great distances. While sleeping, you are aware of all sleeping humanoids within 1,000 feet. So long as you remain asleep yourself, you can travel to the dreams of any sleeping humanoid within that range. When you enter someone else's dreams in this way, you become newly aware of dreamers within 1,000 feet of that humanoid. Upon waking, you materialize somewhere within 100 feet of the humanoid whose dreams you last occupied. You may move between dreams a number of times per eight hour rest period equal to your oracle level, but you may not materialize until you have gotten a full night's rest. You must be at least 7th level to select this revelation.

Reverie (Ex): You can enter a dreamlike reverie, blocking out visual and auditory stimuli as you search for new perspectives in the realm of dreams. This reverie lasts 1d6 rounds, during which time you can only take move actions. During this period, you gain a bonus equal to your level on all saves against sonic effects and gaze attacks. When you come out of your reverie, you may make a single Wisdom-based skill check with a +20 circumstance bonus. You may enter your reverie a number of times per day equal to your Charisma modifier.

Shroud of Dreams (Su): You can conjure an obscuring shroud of shifting, dreamlike colors that grants you a +4 armor bonus and a +2 circumstance bonus on Disguise checks. At 7th level, and every four levels thereafter, these bonuses increase by +2. You can use this cloak for 1 hour per day per oracle level. The duration does not need to be consecutive, but it must be spent in 1-hour increments.

Touch of Slumber (Su): As a standard action, you can perform a melee touch attack that deals 1d6 points of nonlethal damage + 1 point for every 2 oracle levels you



possess. You can use touch of slumber a number of times per day equal to 3 + your Charisma modifier. At 11th level, any weapon that you wield is treated as a *merciful* weapon.

Visionary (Ex): Your regular periods of meditation and dreaming fuel your knowledge of the world. You may use your Wisdom modifier instead of your Intelligence modifier on all Knowledge skill checks.

Final Revelation: Upon reaching 20th level, the dream world and the waking world seem as one to you, and you can easily discern the real and the unreal. You become immune to charm and compulsion effects and see the world as though you are under the effects of a permanent *true seeing* spell.

New Subdomain: Vision

Associated Domain: Knowledge

Replacement Power: The following granted power replaces the lore keeper power of the Knowledge domain.

Momentary Vision (Sp): You can touch a creature, imparting a brief but compelling vision that influences the target's actions momentarily. Upon a successful touch attack, you impart a *command* to the creature (as the spell). A creature affected by a *momentary vision* cannot be targeted again by this ability for 24 hours. You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st—*identify*; 2nd—*suggestion*.

Racial Magic

Many samsarans use these spells, as well as others that learn them.

ANOTHER YEAR OLDER

School divination; **Level** alchemist/investigator 3, arcanist/sorcerer/wizard 3, bard/skald 3, druid/hunter 3, shaman 3, summoner 3, unchained summoner 3, witch 3

Casting Time 1 round

Components V, S

Range personal

Target you

Duration 1 minute/level

You channel the lifetimes you or your ancestors have lived and harness the wisdom that comes with old age. You gain a +4 enhancement bonus to Intelligence and Wisdom. Spellcasters that rely on Intelligence or Wisdom to cast spells affected by this spell do not gain any additional bonus spells for the increases abilities. This spell does not grant extra skill ranks.

BENEATH THE FLESH

School transmutation (polymorph); **Level** alchemist/investigator 1, arcanist/sorcerer/wizard 1, bard/skald 1, cleric/oracle/warrior 1, inquisitor 1, paladin 1, shaman 1, witch 1

Casting Time 1 round

Components V, S

Range touch

Target humanoid touched

Duration 1 hour/level

Saving Throw Will negates (harmless); **Spell Resistance** no

The touched humanoid's features alter, revealing what is in the creature's soul. A humanoid that brings wanton death and destruction might appear more gaunt, almost skeletal, while an honest person that fights for peace and justice would become brighter, almost shining, taking on an angelic appearance. The target may switch genders or take on the physical characteristics of a different race, without changing size, racial abilities or the target's racial subtype. The eyes, being the windows to the soul, do not alter.

This spell also gives the target a +4 enhancement bonus to Diplomacy or Intimidate checks for the duration of the spell, chosen by the target at the time of casting.

OPPORTUNITY OF THE SOUL

School transmutation; **Level** druid/hunter 3, shaman 3
Casting Time 10 minutes

Components V, S, M (an alum crystal worth 2,000 gp)

Target dead creature touched

Duration instantaneous

Saving Throw none; **Spell Resistance** yes (harmless)

The targeted dead creature is instantly *reincarnated* (as the spell) as a samsaran and gains 4 permanent negative levels. If that many negative levels would kill the reincarnated creature, then the creature takes 4 points of Constitution drain instead. If this would reduce the creature's Con to 0 or less, the creature cannot be reincarnated. The spell instantly fails if the caster is not a samsaran, or if the spirit of the dead creature is not willing to return as a samsaran.

PAST-LIFE RESURGENCE

School divination; **Level** alchemist/investigator 2, bard/skald 2, cleric/oracle/warrior 2, druid/hunter 2, shaman 2, witch 2

Casting Time 1 standard action

Components V, S,

Range touch

Target creature touched

Duration 10 minutes/level

Saving Throw Will (harmless); **Spell Resistance** yes (harmless)

You allow the target to call upon the knowledge of a past life for a brief period of time. They gain a +4 insight bonus to all Knowledge and Profession checks for the duration of the spell.

SPEAK WITH PAST LIVES

School divination; **Level** arcanist/sorcerer/wizard 3, cleric/oracle/warrior 3

Casting Time 10 minutes

Components V, S, F (a relic from a previous life)

Target self

Duration 24 hours

The caster communes with his past lives, gaining a general sense of how his activities will go (as an *augury* spell) in the next 24 hours.

In addition, for the duration of the spell, the caster gains a +2 competence bonus on all Knowledge skill checks and can make such checks untrained. He may also apply a +10 competence bonus to any single skill check during the spell's duration, but doing so automatically ends the spell.

Racial Magic Items

BLADE OF FINAL RELEASE

Aura moderate transmutation; **CL** 7th
Slot —; **Price** 8,302 gp; **Weight** 1 lb.

DESCRIPTION

This simple +1 *dagger* is unadorned, leaving it unremarkable to the eye, but the magic within it harbors a dark secret. Once per day, when a *blade of final release* is used to kill a creature, you can attempt to sever the creature's connection to eternity. The target is granted a Will save (DC 14) just before dying to resist the effect. If the save fails, the creature cannot be reincarnated by any means, including the *reincarnate* spell or some method for self-reincarnation (such as that possessed by samsarans or reincarnated druids ^{APG}). The creature can still be affected by *raise dead* and similar magic that restore life. These blades are rarely made and employed, but they are favored by timeless wardens as a way to police members of their informal circle who have lost sight of the natural world.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *reincarnate*; **Cost** 4,302 gp

MANUAL OF THE PERFECT LIFE

Aura strong transmutation; **CL** 17th
Slot —; **Price** 24,000 gp; **Weight** 5 lbs.

DESCRIPTION

This thick tome contains instructions for living a perfect and pure life. Tied to these words is a powerful magical effect. If anyone reads this book, which takes a total of 24 hours over a minimum of 3 days, he gains a permanent +2 bonus to all saves vs. enchantments. In addition, the reader is targeted by an *atonement* spell, and then his alignment

shifts one step closer to lawful good (along the good-evil axis unless the character is already good). Once the book is read, the magic disappears from the pages and it becomes a normal book.

CONSTRUCTION

Requirements Craft Wondrous Item, *atonement*; **Cost** 12,000 gp

MEMORY CAPSULE

Aura faint divination; **CL** 3rd
Slot —; **Price** 300 gp; **Weight** —

DESCRIPTION

Mixtures of ensorcelled herbs packed into edible capsules made from hallucinogenic plants, *memory capsules* allow samsarans and other reincarnated beings to gain insight drawn from their past lives. After ingesting a *memory capsule*, you fall into a trance for one minute, after which you have a hunch regarding a particular action, as though you had cast an *augury*.

CONSTRUCTION

Requirements Craft Wondrous Item, *augury*; **Cost** 150 gp

In Your Campaign

Samsarans make a fitting addition to ancient campaign worlds that have seen many epochs, for their own lives can stretch back to a setting's very inception. Samsarans can harbor snippets of knowledge lost to even long-lived races such as the elves or remember the birth of a terrifying great wyrm. In your campaign, consider introducing samsarans when the adventurers are dealing with an ancient artifact or ruins ravaged by time. A samsaran elder or scholar could impart information to the adventurers by recounting memories of a past life in which he interacted with the artifact or explored those same ruins. Of course, since the samsaran's memories will be incomplete, the adventurers may find surprises waiting for them if they rely too heavily on his council.

Samsaran communities, isolated as they are, can make excellent endpoints for a pilgrimage for adventurers seeking *atonement* or enlightenment, perhaps culminating in a spiritual conversation with a samsaran monk or priest. If you favor a long trek up one of your campaign world's highest peaks, you could introduce a newly-reincarnated but displaced samsaran who begs the adventurers to aid her in returning to her village. Along the way, the adventurers can learn about samsaran lives and culture and of course be valiant heroes as they protect the young NPC from the dangers of the wild.



Naturally, any campaign that focuses heavily on the circle of life can benefit greatly from the inclusion of samsaran adventurers. If you wish to bring these themes into the fore of the campaign, you could have a lost brotherhood of timeless wardens approach the adventurers and enlist their aid in stopping one of their own that has gone mad, abandoning his role as nature's guardian and becoming a lich. More generally, samsarans can provide reflection and wisdom for the adventurers as they seek to triumph over death and regain a lost friend through *resurrection* or similar magic. On the other hand, a samsaran druid could *reincarnate* a less-than-righteous player character, in the hope that the PC will live a more harmonious life in a new form.

As a player, you can explore many themes with a samsaran character. A samsaran's effective age might leave you feeling out of place in the present age, with strangely vivid memories of a past life causing everything around you to seem new and wondrous. Samsarans, of course, make excellent sages and historians, so they can make for interesting clerics with the Knowledge domain or oracles with the Lore mystery. A samsaran bard might recall songs or poems of lost ages or attribute her bardic knowledge to her past lives.

The samsaran race makes an excellent choice for a character with whom you intend to seek enlightenment. Samsaran monks naturally seek physical and mental harmony on the path to enlightenment, and their natural inclination toward piety means that samsaran clerics are common, especially those with the cloistered cleric ^{UM} archetype. Of course, just as you can embrace the samsaran quest for enlightenment, so too can you abandon it. A character torn by a succession of particularly memorable lost loves and friendships might become tired of their endless lifetimes and seek either to live the most harmonious life, hoping to be released from the cycle, or give in to more traditional adventuring motives, such as greed or fame, out of a longing for new comforts or experiences.

To really focus on the theme of self-reflection, consider playing a samsaran whose present incarnation is their very first life as a true samsaran. Having lived only one past life, the samsaran way might be entirely alien to you, leading you to seek guidance from other samsarans or instead lead a life of adventure, emboldened by your newfound brand of immortality. Perhaps you remember your human life quite well, since it was so recent, and you struggle to reconcile fundamental differences between the person you once were and the person you are now. You could find yourself in a body of the opposite gender while still strongly embodying the soul of your previous life or find that your past life has many misdeeds for which you now feel compelled to atone.

NPCs

SENDRA

CR 1/2

XP 200

Female samsaran sorcerer 1

LG Medium humanoid (samsaran)

Init +1; **Senses** low-light vision; Perception +7

DEFENSES

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 8 (1d6+2); +2 on Con checks to stabilize

Fort +1, **Ref** +1, **Will** +3; +2 vs. death, negative energy effects, or to remove negative levels

Defensive Abilities lifebound

OFFENSE

Speed 30 ft.

Melee dagger –1 (1d4–1/19–20)

Ranged light crossbow +1 (1d8/19–20)

Samsaran Spell-Like Abilities (CL 1st; concentration +3)

1/day—*comprehend languages*, *deathwatch*, *stabilize*

Bloodline Spell-Like Abilities (CL 1st; concentration +3)

5/day—*nourishing touch*

Sorcerer Spells Known (CL 1st; concentration +3)

1st (4/day)—*identify*, *mage armor* (DC 13)

0 (at will)—*detect magic*, *light*, *prestidigitation*, *resistance*

Bloodline panacean

STATISTICS

Str 8, **Dex** 13, **Con** 12, **Int** 14, **Wis** 12, **Cha** 15

Base Atk +0; **CMB** –1; **CMD** 10

Feats Eschew Materials, Life's Blood ^{ARG}

Skills Heal +5, Knowledge (arcana) +6, Perception +7, Stealth +7; **Racial Modifiers** +2 Perception, +2 Stealth

Languages Common, Draconic, Giant, Samsaran

SQ bloodline arcana (touch spells can heal for 1 hp/spell level), samsaran magic, shards of the past (Perception, Stealth)

Combat Gear *potions of cure light wounds* (2), *scroll of grease*, *scroll of mage armor*, *scroll of protection from evil*, tanglefoot bag; **Other Gear** daggers (2), light crossbow with 10 bolts, healer's kit, 100 gp

VAKESH

CR 4

XP 1,200

Male samsaran monk 5

LN Medium humanoid (samsaran)

Init +5; **Senses** low-light vision; Perception +9

DEFENSES

AC 15, touch 15, flat-footed 13 (+1 Dex, +1 dodge, +1 monk, +2 Wis)

hp 36 (5d8+10); +2 on Con checks to stabilize

Fort +6 (+2 to remove negative levels), **Ref** +6, **Will** +7; +2 vs. death, negative energy effects

Defensive Abilities evasion, lifebound; **Immune** disease

OFFENSE

Speed 40 ft.

Melee unarmed strike +6 (1d8+3) or unarmed strike flurry of blows +6/+6 (1d8+3)

Ranged mwk handaxe +5 (1d6+3/x3)

Special Attacks flurry of blows, stunning fist (5/day, DC 14)

Samsaran Spell-Like Abilities (CL 5th; concentration +4)

1/day—*comprehend languages*, *deathwatch*, *stabilize*

STATISTICS

Str 16, **Dex** 13, **Con** 12, **Int** 12, **Wis** 14, **Cha** 8

Base Atk +3; **CMB** +8; **CMD** 22

Feats Channel the Past, Combat Reflexes, Dodge, Improved Initiative, Improved Unarmed Strike, Memory Talent (Mage), Stunning Fist

Skills Acrobatics +9, Knowledge (arcana, planes) +11, Perception +10, Stealth +9; **Racial Modifiers** +2 Knowledge (arcana, planes)

Languages Common, Ignan, Samsaran

SQ fast movement, high jump, *ki* pool (4 points, magic), maneuver training, purity of body, samsaran magic, slow fall 20 ft., shards of the past (Knowledge [arcana, planes])

Combat Gear *potions of mage armor* (3), *potion of cure moderate wounds*; **Other Gear** mwk handaxes (4), *cloak of resistance* +1, 776 gp

DALRIK THE MAD

CR 14

XP 38,400

Male samsaran lich druid (timeless warden) 13

NE Medium undead (augmented humanoid, samsaran)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +29

Aura fear (60-ft. radius, DC 19)

DEFENSES

AC 25, touch 12, flat-footed 24 (+1 deflection, +1 Dex, +5 armor, +2 shield, +6 natural)

hp 114 (13d8+52)

Fort +11, **Ref** +5, **Will** +14

Defensive Abilities channel resistance +4, rejuvenation; **DR** 15/bludgeoning and magic; **Immune** cold, electricity, undead traits

OFFENSE

Speed 30 ft.

Melee *blade of final release* +10 (1d4+1/19–20) or touch (1d8+6 plus paralyzing touch)

Special Attacks channel negative energy 5/day (DC 19, 7d6), paralyzing touch (DC 19), *speak with dead* 13/day

Samsaran Spell-Like Abilities (CL 13th; concentration +19)

1/day—*comprehend languages*, *deathwatch*, *stabilize*

Domain Spell-Like Abilities (CL 13th; concentration +17)

6/day—*bleeding touch*, *gentle rest*

Druid Spells Prepared (CL 13th; concentration +17)

7th—*destruction* ^D (DC 23), *summon nature's ally VII*

6th—*antilife shell*, *call lightning storm* (DC 22), *create undead* ^D, *summon nature's ally VI*

5th—*baleful polymorph* (DC 21), *insect plague*, *slay living* ^D (DC 20), *summon nature's ally V*, *unhallow*

4th—*blight* (DC 20), *death ward* ^D, *dispel magic*, *ice storm*, *giant vermin*, *summon nature's ally IV*

3rd—*animate dead* ^D, *call lightning* (DC 19), *contagion* (DC 19), *poison* (DC 19), *sleet storm*, *summon nature's ally III*

2nd—*death knell* ^D (DC 18), *fog cloud*, *gust of wind*, *spider climb*, *summon nature's ally II*, *summon swarm*, *warp wood*

1st—*cause fear* ^D (DC 17), *entangle* (DC 17), *faerie fire*, *hide from animals*, *obscuring mist*, *pass without trace*, *summon nature's ally I*

0 (at will)—*detect magic*, *detect poison*, *know direction*, *resistance*

D Domain spell; **Domains** Death, Repose (Ancestors subdomain)

STATISTICS

Str 10, **Dex** 12, **Con** —, **Int** 18, **Wis** 22, **Cha** 17

Base Atk +9; **CMB** +9; **CMD** 20

Feats Augment Summoning, Combat Casting, Command Undead, Craft Wondrous Item, Natural Spell, Spell Focus (conjuration), Toughness

Skills Bluff +21, Intimidate +21, Knowledge (nature) +26, Knowledge (religion) +26, Perception +30, Sense Motive +30, Spellcraft +20, Stealth +25; **Racial Modifiers** +2 Bluff, +2 Intimidate; +8 Perception, +8 Sense Motive, +8 Stealth

Languages Abyssal, Common, Druidic, Infernal, Samsaran, Tengu

SQ ancient knowledge +6, death's embrace, malleable soul, many lives, mysterious stranger +6, nature bond (Death [Repose]), rejuvenation, samsaran magic, shards of the past (Bluff, Intimidate), trackless step, woodland stride

Combat Gear *potion of inflict serious wounds*, *scroll of control weather*, *wand of entangle* (50 charges); **Other Gear** +1 darkwood buckler, +2 studded leather armor, *amulet of natural armor* +1, *blade of final release*, *boots of elvenkind*, *headband of alluring charisma* +2, *ring of protection* +1

Advanced Skinwalkers



Howls By Night

I froze. The scream was just at the edge of my hearing, but I was sure it came from the east, near the river. Female. Probably human, but maybe a halfling or a half-elf. I looked at Rosefur. By the look on her face, I could tell she had heard it too and was listening for other sounds. Her brown eyes turned to me, and without a word we ran for the forest in the direction of the scream.

As soon as we left the village and were under the security of the woods, I shifted into my true form. My face and arms prickled as the hair along my face and arms grew longer and thicker. My shirt filled out as the muscles in my chest swelled. I long ago learned to wear baggy clothing to keep from tearing it to shreds when I turned. I opened my mouth slightly as my teeth elongated to their true shape. A bug tried to fly in but was crushed between my tongue and left canine. I breathed in through my wider nostrils, taking in the scene around me. The sap of every tree, the passing of a bear less than an hour ago, Rosefur's natural scent. I loved this sensation, rushing towards dangers unknown with Rosefur at my side and "seeing" with my nose.

I turned to Rosefur. Her once-brown eyes, now yellow cat's eyes, glowed in the darkness, more beautiful than the human ones she wore to hide her true self. I knew she could see every detail in the darkness that my eyes would miss, even though my nose missed nothing. She had already drawn her bow and nocked an arrow in anticipation.

I could smell it before we arrived: the scent of blood thick in the air, far too thick for whoever screamed to have survived. "Wolfgar! It's Carter." Ignoring the obvious danger, I rushed to the fallen halfling's side while Rosefur held back, her bow covering me. Bridget Carter, the village weaver, was always nice to Rosefur and myself, even though I am sure she suspected we were more than just typical hunters.

I knelt down next to the child-sized woman. She was still warm, but her eyes were focused on nothing and her missing right arm told the tale of how she died. Bite marks, deeper than the ones my own teeth made, brought her to her end. In vain, I clutched the dueling wolves I wore around my neck and whispered a quick prayer to Benantio, asking him to keep her from dying, but nothing happened. She was already gone and beyond my ability to save with my deity's magic. There was only one thing left to be done.

The wind shifted, and I narrowly caught their scent before they descended upon us. I looked up just in time to see a pair of giant spiders drop from the tree above me. One of Rosefur's arrows struck an eye of the closer of the two creatures, and it disappeared before it hit the ground.

I swung my mace, striking the other spider full on in its body, but failed to do any real harm. Its fangs barely missed a metal stud of my armor, penetrating the leather, and

pierced my skin. The bite seared my flesh as I felt its venom enter my shoulder. I heard the thunk of an arrow driving into the spider's body just before I brought my mace around again, striking it full in the head and ending its miserable life. Like the other, it vanished before my eyes.

Rosefur rushed to my side. "Are you all right?" she asked, her voice pleading.

"I'll be fine in a moment," I replied. I showed her the bite as my hand began to glow with the soft grey color of Benantio's grace. My flesh closed around the wound and the pain ceased. "But those spiders did not kill Carter."

Rosefur took a look at the wounds on the late halfling. "Wolves. There is only one reason why wolves would attack someone this viciously and leave the body: the summoning spell that brought them here ended."

I sniffed the body and detected another scent, buried beneath the heavy smell of blood and only perceptible because I was looking for it. It was the scent of the killer. I took a long breath in, sampling the air. "Our killer followed the river north."

I led the way with my nose while Rosefur followed behind me, keeping watch for an ambush with a readied arrow.

As we followed the scent, I fought back urge to let my anger consume me. My god, a deity of innocence, would not appreciate any cruelty toward Carter's murderer. I stopped for a moment, taking a few deep breaths to calm myself. Rosefur must have sensed my anger and asked if I was all right. I took another breath and said, "Yes. I was just calming myself, preparing for what must be done to this dangerous creature."

Her calming voice helped me focus my mind. "We will put down whoever killed her. Then, we will bring her back for a proper burial."

Thinking on the need for a burial allowed me to quell my anger and brought me back to my senses. The scent in the air was that of a human hunter, one we encountered from time to time. "We're heading towards Oleg's house."

"I noticed." Rosefur didn't have to tell me that we had to be careful. Oleg did not like half-orcs; shapeshifters would have downright scared the man. But it was a risk that we both knew we had to take. We were not going to let Carter's killer go free, even if that meant revealing our true nature. It wouldn't be the first time someone discovered our secret.

The wind shifted. Oleg's scent came in strong. "Not far ahead," was all I managed to say before I let out a howl into the night and rushed ahead. I could feel my heart beating in my chest. The owner of that scent was close by, maybe a few minutes' running.

I could no longer hear Rosefur's feet behind me. Doubtless she was setting up a shot. There was enough space between

the trees to allow Oleg's home some moonlight. I stopped for a moment to take in the scene. No candles were lit inside the house. The only light came from the round, silvery moon hanging in the sky. It did not provide enough light to see perfectly, but it was enough for me to make out something human-shaped that was chewing on something dead. At first I thought it was a rabbit, but then I realized that it was Carter's missing arm. I couldn't make out the face from here, but I was pretty sure it was a werewolf or skinwalker in bestial form. I had the sinking feeling that it was Oleg. Why else would the creature be casually eating an arm in front of his log cabin? I didn't want to kill Oleg, especially if his lycanthropy was not his fault. We would have to subdue him and figure out what to do from there.

I charged ahead, letting out a howl of attack. The beastman looked up from his meal, saw me coming and jumped towards me, claws extended, barely avoiding an arrow coming from somewhere in the darkness behind me. Before he jumped, I noticed that his scraps of clothing offered no protection whatsoever and that his only weapons were his claws and a maw that looked as if it could bite off half of my head.

He landed right in front of me, his claws tearing through my armor and gashing the same shoulder the spiders had earlier. I ignored the pain, focusing instead on keeping those snapping jaws away from me. My mace connected with the creature's face. He yelped in pain. I couldn't keep a small smile from creasing my lips as I took a step back, giving myself enough room to maneuver and Rosefur enough room to get off another arrow.

The beastman moved to keep me between itself and where Rosefur had been standing. When the magic to summon creatures started to glow around his hands, I was expecting her next arrow to come from somewhere off the side. She failed to disappoint. The magic building around the beastman's claws exploded in an amusing light show, disrupted by the shot.

"Stop this, Oleg," I told the beastman. "Come back to your senses. Fight the beast that is controlling you." The swing that hit the right side of my face told me that he was incapable of reason. I bashed him as hard as I could with my weapon, over and over again. I refused to stop, no matter how much his claws hurt. He had to be stopped. Rosefur's arrows hit him again and again, but he just kept coming. But then a crossbow bolt landed in his chest, creating the first wound to give him pause. The blood covering the tip could not hide the glimmer of moonlight off its tip. Silver. With my free hand, I pulled the bolt from his body and began using it like a dagger.

Not long afterwards, the beastman was lying dead on the ground and retaking human form. The face was nothing like Oleg's. Only then did I remember that Rosefur did not have a crossbow. I looked in the direction of the house and saw Oleg holding a crossbow, with a bolt pointed straight at my heart. When I looked him square in the face, the light

of recognition shone in his eyes. My face may have been changed, but he recognized me all the same.

"Wolf, how ... what are you? What did you do? Did you eat Rose? Is that her arm on the ground there?" Oleg was stammering out the questions.

Unfortunately, I tried to reason with him by answering his questions. "Oh no. That's Carter's arm. Ro—"

"You killed Carter?" In his excitement, he fired off the crossbow bolt. I nearly dodged it, but it caught the side of my chest and knocked me down.

Rose was at my side in an instant, helping me up. "That monster killed Carter. We were tracking it down," she yelled at Oleg while he reloaded.

That old hunter had already made up his mind. "I'll bet. You were probably leading him here to eat me next. Monsters!" He yelled as he fired off his next bolt.

We were not about to hurt him, even in self defense. She put my arm around her neck and we ran as fast as we could to get out of his range. We didn't stop until we got back to the village, gathering up as much of our belongings as we could, and then began to run again, seeking some other village, far away from here.

Racial Traits

Sometimes called half-lycanthropes, skinwalkers are assumed to be the children of one of the various were-creatures and a human or other humanoid creature. Skinwalkers, being natural shapeshifters, believe it to be the other way around, claiming that lycanthropes originated from them. Blessed by nature, skinwalkers see themselves as having the advantages of both civilization and the untamed wilderness. They are born with the gift and curse of changing their shape to appear more bestial, which makes them exceptional hunters, even if their shifting natures frighten most other humanoids.

Physical Description: Normally, skinwalkers look like a normal member of a common humanoid race. A skinwalker that never shapeshifts into bestial form can live a normal life in a city with no one being the wiser. Shifting into bestial form reveals to all who witness the transformation that the skinwalker is not fully human. The skinwalker becomes hairier and grows sharper teeth and longer nails. His nose flares out, making it easier to smell. His skin toughens into a protective hide. The skinwalker still walks on two feet, uses his hands to manipulate objects, and thinks like his normal self. His voice, however, takes on a feral quality, though he can be understood just like before.

Society: Skinwalkers either join lycanthrope clans or form their own clans for protection as well as day-to-day survival. A lone skinwalker, much like a lone wolf, can be easily killed, but a whole clan can overcome many dangers.

Most clans are lead by the strongest among them, who earned his position by killing the chieftain before him. New clans frequently start when a splinter group, unwilling to follow the new leader, abandons the clan.

Alignment and Religion: Significantly focused on loyalty to their clans as opposed to any larger society, skinwalkers tend towards chaotic alignments. With so many skinwalkers being rejected by normal human society, the thirst for revenge pushes many toward evil actions. However, skinwalkers are just as free as any other heroic race to choose their own destinies. While they may be in the minority, some clans choose to live by the rule of law and the virtues of goodness.

No single deity is the overriding skinwalker deity of choice. Some choose not to kneel before a deity and instead revere a pack ancestor. None, however, are known to have actually become deities in their own right. Benantio has drawn the respect of many skinwalkers, teaching that clan unity is more important than an individual's desires. Followers of Urul'galar revel in the lunacy of changing their shape. Some skinwalkers choose to worship Vanatari, an ancient fey, for her passion, her tricks, and her hunting prowess.

Names: A skinwalker born into a human or other humanoid society has a name typical of that region. However, a skinwalker who is born into or joins a pack is given an animal-inspired first name followed by the clan

Skinwalker Racial Traits

+2 Wisdom, -2 Intelligence, +2 to one physical ability score while shapechanged: Skinwalkers are well attuned to the natural order of things and value passion above reason. While in their bestial form, they gain a +2 racial bonus to either Strength, Dexterity, or Constitution (see Change Shape).

Skinwalker: Skinwalkers are humanoids with the shapechanger and skinwalker subtypes.

Medium: Skinwalkers are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Skinwalkers have a base speed of 30 feet.

Low-Light Vision: In dim light, skinwalkers can see twice as far as humans.

Animal-Minded: Skinwalkers have a +2 racial bonus on Handle Animal and wild empathy checks.

Change Shape (Su): A skinwalker can change shape into a bestial form as a standard action. In bestial form, a skinwalker gains a +2 racial bonus to either Strength, Dexterity, or Constitution. While in this form, a skinwalker also takes on an animalistic feature that provides a special effect. Each time a skinwalker assumes bestial form, she can choose to gain one of the following features:

- 2 claw attacks that each deal 1d4 points of damage
- Darkvision to a range of 60 feet
- +1 racial bonus to natural armor

The racial ability score bonus and additional feature last as long as the skinwalker remains in that form, and a skinwalker can remain in bestial form for as long as she wants. While in bestial form, a skinwalker takes a -4 penalty to Charisma and on Charisma-based checks when interacting with humanoids that lack the shapechanger subtype.

A skinwalker can return to her humanoid form as a swift action. To change forms and gain a different benefit, a skinwalker must first return to her humanoid form then use her shapechange ability again. A skinwalker can shapechange into bestial form a number of times per day equal to $3 + \frac{1}{2}$ her character level.

Spell-Like Ability: Skinwalkers with a Wisdom score of 11 or higher can use *speak with animals* once per day as a spell-like ability. The caster level for this ability is equal to the skinwalker's character level.

Languages: Skinwalkers begin play speaking Common. Skinwalkers with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).



name. First names in the clan do not distinguish between genders; instead, they exemplify some iconic characteristic of the clansman. Clan names are the first names of the clan's progenitor. If a skinwalker with a humanoid name starts a clan, the skinwalker will take a new name for the pride of the clan, a name that the clansmen can rally behind. Clanless skinwalkers do not have a clan name.

Names: Bloodtusk, Clawslash, Greentusk, Mudfur, Squeeler, Talonstrike, Wolfgar.

Traits

The following race traits are available for skinwalkers.

Charger: You run through the forest, heedless of the undergrowth that would hold others back. Whenever you take the run action or make a charge attack, you can run across 5 feet (1 square) of difficult terrain as if it were normal terrain.

Frequent Shifter: You shift in and out of your bestial form so often that you can change shape more than most of your kind. You can use your change shape ability 1 additional time per day.

Savage Attacks: Your natural attacks tear your enemies to shreds. You gain a +1 trait bonus to confirm a critical hit made with your natural weapons.

Alternate Racial Trait

Change Shape: Instead of the typical abilities to choose from when in bestial form, you may choose from the following.

- a bite attack that deals 1d6 points of damage
- scent to a range of 30 feet.
- +10-foot racial bonus to base speed

Society and Lands

Aging and Death: Skinwalkers seldom live to a venerable age. Most die off in combat, whether fighting against human society or competing with other clans for food or territory. A good death, to a skinwalker, is one earned in battle, a belief that has led many skinwalkers who manage to reach their twilight years to command their people in battle against overwhelming odds just to ensure coming to a good death. Desire for a good death also leads a number of skinwalker adventurers to charge headlong into powerful opponents, allowing their fellows to retreat.

Clans and Families: While a skinwalker may be related to one or two of his clansmen, familial relations within the clan seldom extend beyond that. The rest of the clan are together because they share the bond of being able to change their shape and share the ideals of the clan chieftain. Clan leaders that seek to hunt humans for sport attract skinwalkers that feel the same way; leaders that

want to make a safe place for themselves and protect their territory against threats tend to be surrounded by other good-natured members of their kind.

Love and Mating: Consenting skinwalker mates stay together for a season and are exclusive to each other for that time. It is typically considered an honor to be the desired mate of the clan chieftain, but even he or she is bound by the mate's consent (or the lack of it). Skinwalker couples raised in human society have trouble letting go of the idea of marriage and remaining together for the rest of their lives. Even if they come to live in a clan, such couples commonly mate with one another exclusively with each season. The first day of Spring is the biggest mating event for skinwalkers all year. Nearby clans, even those that are normally rivals, come together to celebrate the Festival of Changing Life.

Relations: Skinwalkers have interacted with many races over the centuries and possess different relations with each.

Catfolk: While they sometimes compete for space and hunting territory, catfolk are also frequent allies to skinwalkers. Catfolk and skinwalkers fight side by side against undead horrors and savage monsters that threaten their respective territories. When lacking a common enemy, these two races will fight each other for pride and honor. These struggles seldom involve death, but tragedy has been known to happen.

Gnomes: Even if not all gnomes are comfortable with the idea of trading with skinwalkers, they do trade with them. Gnomes also hire skinwalkers to protect them when their illusions are not sufficient to protect against whatever may dangers come their way. However, many gnomes fear that such a deal for protection could lead to their bloody deaths and choose to rely on these shapeshifters as little as possible.

Human: When not in their alternate appearance, skinwalkers look like any other human and can operate in human society without prejudice. Should a skinwalker's true nature become revealed, however, a skinwalker can quickly become a creature to be feared and shunned. Most humans simply confuse skinwalkers with lycanthropes and maintain a safe distance from them, for fear of being bitten.

Lycanthropes: Even though skinwalkers are not lycanthropes, skinwalkers see full lycanthropes as shapeshifting brethren who can never reveal their true selves among the other races.

Adventurers: While many skinwalkers live among humans or in clans, becoming an adventurer is a perfectly acceptable choice for them. Their chaotic nature draws them away from an ordinary life, driving them to experience life to the fullest. Whether this adventuring takes the form of saving innocents from danger or robbing from those foolish enough to travel unarmed makes little difference to other skinwalkers.

Barbarian: No class better exemplifies the skinwalker. Some even say that humans first learned to tap into their rage and use it to eviscerate their enemies from skinwalkers.

Hunter: Possessing animal traits themselves, skinwalkers form intimate bonds with their animal companions. The animal focus enhances their natural shape-shifting abilities.

Monk: To achieve enlightenment, monk skinwalkers believe they must master their shapeshifting. Skinwalker monks believe that those who give into their rage, shapeshifting only when provoked into anger, are controlled by their emotions and allow the beast inside to be the master, and instead these ascetics seek peace and harmony with their alternate forms.

Sorcerer: The blood of a lycanthrope may not be all that flows through the skinwalker's veins. The latent potential of a powerful dragon, elemental, or any number of other creatures can lend them to at times terrifying arcane might.

Wilder: Skinwalkers that cannot control their anger sometimes discover that they possess the ability to channel their emotions into psionic powers, and learn to rend their opponents with both mind and claw.

Racial Options

Racial Archetypes

Skinwalkers can make use of these archetypes.

Beastwalker

Beastwalkers are skinwalkers who embrace their animal sides, spending as much time as possible in animal shape.

Associated Class: druid

Associated Race: skinwalker

Replaced Abilities: resist nature's lure, venom immunity

Modified Abilities: wild shape

Resist Call of the Wild (Ex): At 4th level, a beastwalker gains a +4 bonus on saving throws to avoid confusion, daze, feeblemind, and insanity effects. She also gains a +4 bonus against the exceptional, spell-like, and supernatural abilities of creatures with the shapechanger subtype.

Wild Shape (Su): This ability functions as the druid ability of the same name except as described here. The beastwalker does not gain the ability to become an elemental or plant.

At 6th level, a beastwalker can also use wild shape to take on a bipedal hybrid form between his natural form and Small or Medium animal. This ability functions like *beast shape I* except that a beastwalker retains his own speed and equipment. He retains his own size if it is larger than the animal's.

At 8th level, a beastwalker can assume a hybrid form of a Large or Tiny animal. When taking hybrid form, a beastwalker's wild shape functions as *beast shape II*.

At 10th level, a beastwalker can assume a hybrid form of a Diminutive or Huge animal. When taking hybrid form, a beastwalker's wild shape functions as *beast shape III*.

At 12th level, when taking animal or hybrid form, a beastwalker's wild shape functions as *beast shape IV*.

Lycanthrope's Hide (Ex): At 8th level, a beastwalker's natural armor bonus increases by an additional +2 while in animal or hybrid form.

New Moon's Blessing (Sp): At 9th level, a beastwalker becomes immune to diseases and any effect that can be removed by *remove disease*, including the curse of lycanthropy.

Wild Might (Su): At 10th level, a beastwalker gains an additional +2 bonus to Strength and Constitution while in a Large or smaller animal or hybrid form.

Table 9-1: Height/Weight Table

Gender	Base Height	Base Weight	Modifier	Multiplier
Male	4 ft. 10 in.	120 lbs.	+2d10	x5 lbs.
Female	4 ft. 5 in.	85 lbs.	+2d10	x5 lbs.

Table 9-2: Random Starting Age

Adulthood	Intuitive	Self Taught	Trained
15 years	+1d4	+1d6	+2d6

Table 9-3: Aging Effects

Middle Age	Old Age	Venerable	Max Age
35 years	53 years	70 years	70+2d20 years



Moon's Blessing (Su): At 12th level, a beastwalker gains damage reduction 3/silver while in animal or hybrid form. This damage reduction increases to 4/silver at 15th level and 5/silver at 18th level.

Kinetic Assailant

Many would ask what's more dangerous than a man who can slay a horde of soldiers with nothing but a dagger, and the kinetic assailant would answer, "One who can do it with nothing at all." Masters of augmenting the kinetic force of their unarmed or natural weapons with their psionic powers so that even casual swipes can become devastating blows, kinetic assailants scoff at those who would use any weapons where their bodies and minds are the only edge they require.

Associated Class: soulknife

Associated Race: skinwalker

Replaced Abilities: Form mind blade, enhanced mind blade, shape mind blade, throw mind blade

Modified Abilities: Bonus feat, blade skills

Bonus Feat: The kinetic assailant may choose Power Attack, Improved Unarmed Strike, or Weapon Focus (potential energy) as a bonus feat at 1st level.

Potential Energy: As a move action, a kinetic assailant with psionic focus can store a disproportional amount of potential energy within a single unarmed attack (either a

natural attack or unarmed strike). The attack is considered lethal, deals damage as one size larger (minimum 1d6), deals double damage against objects, and threatens a critical on a roll of 19–20.

Beginning at 3rd level, when the kinetic assailant takes a move action to imbue his unarmed attacks with potential energy, all of his unarmed strikes gain the benefits, rather than just a single strike, so long as he maintains psionic focus. Alternatively, as a full-round action the assailant can store even more energy, increasing the damage of his unarmed attacks by an additional size category and allowing them to deal triple damage on a confirmed critical hit. While in an area where psionics normally do not function (such as a *null psionics field*), the kinetic assailant's potential energy does not grant its normal benefits, instead adding only 1d4 additional damage to his unarmed attacks.

While potential energy can be used with a weapon, the weapon deals double the amount of damage it deals to itself as well, possibly destroying it.

Shape Kinetics: When unarmored and unencumbered, the kinetic assailant's awareness and control of kinetic force is such that he can alter its route in their immediate area. He adds his Wisdom modifier (if any) to his AC and CMD. In addition, he adds his mind blade maximum enhancement bonus to his AC and CMD.

Unstoppable Force: By expending psionic focus, a kinetic assailant can manifest the thrust version of the *kinetic force* power (with a manifester level equal to their kinetic assailant level) with one exception: the area of the power is either a 20 foot line, a 15 foot cone, or a radius of 10 feet centred on her.

Enhanced Kinetic Force: This ability functions as the enhanced mind blade ability, except that it applies to the kinetic assailant's unarmed strikes and natural attacks when they are imbued with potential energy.

Blade Skills: The kinetic assailant cannot choose the following blade skills: absorbing blade, alter blade, bladewind, deceptive blade, dual imbue, emulate melee weapon, emulate ranged weapon, enhanced range, fluid form, ice blade, mind blade finesse, mind daggers, mind shield, multiple throw, reaching blade, rending blades, thunder blade, two-handed throw, and weapon special (and all dependent blade skills). Instead, the kinetic assailant gains the following as options:

Internal Bleeding: Upon confirming a critical hit, the kinetic assailant can expend his psychic strike and deal 1 point of Constitution damage for every 2d8 damage his psychic strike would normally deal. The kinetic assailant must be at least 8th level to choose this blade skill.

Rupture Internals: Upon confirming a critical hit, the kinetic assailant can expend his psychic strike and instead of dealing hit point damage deal 1 point of Constitution damage for every 1d8 damage his psychic strike would

normally deal. The kinetic assailant must have the internal bleeding blade skill and be at least 12th level to choose this blade skill.

Reactive Expulsion: When a kinetic assailant with psionic focus is struck, he may expend his focus to manifest the *psionic blast* power as a psi-like ability on his attacker. The kinetic assailant must be at least 6th level to choose this blade skill.

Reactive Explosion: When the kinetic assailant uses reactive expulsion, the target is knocked prone if it is stunned. Additionally, enemies affected by the kinetic assailant's unstoppable force ability are stunned for one round. The kinetic assailant must have the reactive expulsion blade skill and be at least 12th level to choose this blade skill.

Resounding Sunder: The kinetic assailant can expend his psionic focus to perform the sunder combat maneuver without provoking an attack of opportunity. If the sunder attempt is successful, the creature wearing or wielding the targeted object becomes stunned for one round.

Perpetual Energy: The kinetic assailant can expend his psionic focus when making a full-attack action to move up to his speed (in total) between attacks while taking a –4 penalty on all attack rolls. When the assailant expends his focus in this way, his attacks still gain the benefits of his potential energy ability until the end of his turn. The kinetic assailant must be at least 8th level to choose this blade skill.

Boundless Energy: When the kinetic assailant uses the perpetual energy blade skill, the penalty on attack rolls decreases to –2, and he no longer needs to expend his psionic focus to use it. The kinetic assailant must have the perpetual energy blade skill and be at least 18th level to choose this blade skill.

Rougarou

Rougarous are witches who channel the curses deep within their bloodlines. They strike bargains with little-known fey spirits of vengeance and monstrosity or spiteful fiends who are just as physically mutable as the skinwalkers themselves.

Associated Class: witch

Associated Race: skinwalker

Replaced Abilities: patron

Modified Abilities: spellcasting, witch's familiar

Diminished Familiar: A rougarou does not gain the special ability the familiar normally grants its master, and her familiar does not gain the deliver touch spells, scribe on familiar, share spells, speak with animals of its kind, or spell resistance special abilities.

Diminished Spellcasting: Rougarous cast one fewer spell of each level than normal. If this reduces the number to 0, she may cast spells of that level only if her Intelligence allows bonus spells of that level.

Monstrous Magic: A rougarou's spellcasting and hexes are based on her choice of her Intelligence, Wisdom, or Charisma rather than Intelligence. Once she chooses the ability score, this choice cannot be changed. At 2nd level, the rougarou can choose one 1st-level transmutation spell or spell with the curse descriptor or mind-affecting descriptor from the druid, shaman, sorcerer/wizard, or witch spell lists and add it to the witch spell list and her familiar's spells stored at that level. At 4th level and every even level thereafter, the rougarou can add another spell of the next higher spell level, to a maximum of a 9th-level spell at 18th level.

Under the Skin (Su): A rougarou's magic can more easily enter a target through broken skin. When the rougarou deals lethal damage with a natural weapon to a creature, that creature suffers a –1 penalty to saving throws against spells the rougarou casts until it is restored to full hit points. Any spell resistance the creature may have is also reduced by 1. These penalties apply to any spell delivered by the rougarou's natural weapon attack. At 8th level and again at 16th level, the penalty increases by 1.

Natural Spellstrike (Su): At 3rd level, whenever a rougarou casts a witch spell with a range of "touch," she can deliver the spell through a natural weapon as part of a melee attack. Instead of the free melee touch attack normally allowed to deliver the spell, the rougarou can make one free melee attack with her natural weapon (at her highest base attack bonus) as part of casting this spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. This attack and the spell use the natural weapon's critical range, but the spell effect only deals double damage on a successful critical hit, while the natural weapon damage uses its own critical modifier.

Damage Reduction (Ex): At 5th level, a rougarou gains DR 1/silver. This damage reduction increases by 1 point at 8th level and every three levels thereafter.

Tenacious Influence (Su): At 9th level, a rougarou learns to make her spells more durable. She treats her caster level and spellcasting ability modifier as 2 higher for the purposes of determining the duration and the caster level check DC to dispel or break her transmutation spells and her spells with the curse or mind-affecting descriptors.

Resurgent Spell (Su): At 15th level, the witch's spells become insidiously difficult to break. Whenever a transmutation spell or a spell with the curse or mind-affecting descriptors she cast would be dispelled with a successful caster level check by 5 or less, it is instead suppressed for half of its remaining duration or 1 hour per caster level of the dispelling effect, whichever is shorter. The suppressed spell then resumes with half the duration it had when it was dispelled (a permanent spell remains permanent). If the dispelling effect's caster level check exceeded the DC to dispel the rougarou's spell by 6 or more or did not require a caster level check to dispel it, the spell is dispelled normally.

Hexes: The following hexes complement the rougarou archetype: cackle, cursed wound, evil eye, feral speech ^{UM}, misfortune, scar ^{UM}, and any hexes from the shaman's lunar spirit.

Major Hexes: The following major hexes complement the rougarou archetype: agony, animal skin, beast eye ^{UM}, delicious fright, infected wounds ^{UM}, nightmares, spontaneous change.

Grand Hexes: The following grand hexes complement the rougarou archetype: death curse, dire prophecy ^{UM}, forced reincarnation.

Wild Stalker

Wild stalkers are hunters that draw upon the animal focus of their lycanthrope ancestors.

Associated Class: hunter

Associated Race: skinwalker

Replaced Abilities: animal focus, second animal focus

Lycanthrope Focus: This ability works like the animal focus ability except that the wild stalker cannot apply an aspect to her animal companion. She may choose from the animal focus list or choose to gain an additional feature when using her skinwalker change shape ability.

Greater Lycanthrope Focus: At 8th level, a wild stalker gains an additional feature when using her skinwalker change shape ability.

New Barbarian/Skald Rage Powers

Skinwalkers and lycanthropes can take the following rage powers.

Cursed Scar (Su): Foes the barbarian scars with demoralizing scar or similar rage powers find their wounds slow to heal. Spells that would remove hit point damage, ability damage, or ability drain from the victim fail unless the caster succeeds on a caster level check (DC 11 + barbarian level + skald level). The curse lasts for 24 hours or until removed with a *remove curse* spell or effect (same DC). A barbarian must have the demoralizing scar rage power and be at least 10th level to select this power.

Demoralizing Scar (Ex): Once per rage, the barbarian can choose to scar a target upon a hit with a natural weapon attack. If the foe fails a Fortitude save (DC equal to 10 + 1/2 the barbarian's level + the barbarian's Strength modifier), it is disfigured by the attack and suffers 2 points of Charisma drain. A scarred foe must then attempt a Will save (same DC); if it fails, it is shaken for as long as it can perceive the barbarian. Success indicates that the foe is immune to this fear for 24 hours. This is a mind-affecting fear effect. Fear from a demoralizing scar does not stack with other fear effects. As long as the drain persists, whenever the foe again encounters (and recognizes) the barbarian, it must make

the Will save again. A barbarian must be at least 8th level to select this rage power.

Furious Transformation (Su): During any round in which the barbarian enters a rage, using the change shape racial ability requires only a move action, rather than a standard action.

Maddening Scar (Su): The barbarian can choose to inflict a maddening scar instead of a demoralizing scar. A maddening scar is similar to a demoralizing one except that it causes the victim to be confused instead of shaken. A barbarian must have the demoralizing scar rage power and be at least 16th level to select this rage power.

New Hunter Animal Foci

Boar: The creature does not fall unconscious at negative hit points until its negative hit point total exceeds your hunter level, but remains dying.

Crocodile: The creature gains a +2 enhancement bonus on combat maneuver checks made to grapple. This bonus increases to +4 at 8th level and +6 at 15th level.

Rat: The creature gains a +4 competence bonus on Escape Artist checks. This bonus also applies to Climb and Swim checks when the creature takes 10. This bonus increases to +6 at 8th level and +8 at 15th level.

Shark: The creature gains blindsense to a range of 5 feet. The range of this sense increases to 10 feet at 8th level and 15 feet at 15th level.

New Witch Hex

Animal Skin (Su): The witch can become any animal of a size from Tiny to Large whose skin she wears. This ability is similar to *beast shape II*, except she takes on the appearance of the specific individual from which the skin came.

Cursed Wound (Su): The witch can curse a living creature, preventing it from healing completely. For a number of days equal to 3 + the witch's Intelligence modifier (minimum 1), whenever the victim is the target of a conjuration (healing) spell or magical healing effect, the caster of the healing effect must succeed at a caster level check (DC = 11 + the witch's level) to end the hex. If the check fails, the healing effect functions as normal, except it cannot remove the last 10 points of damage the victim suffered. Similarly, natural healing, fast healing, and regeneration fail to heal the victim's last 10 points of damage. Thus, the victim's effective maximum number of hit points is 10 fewer than normal. A successful Will save reduces the duration of this hex to 1 round. At 5th level, the victim of this hex also takes a -2 penalty on Fortitude saving throws to avoid contracting a disease or poison from an injury. This is a curse effect and can be removed by *remove curse*.

Delicious Fright (Su): The witch can feed on the fear of her victim. The target of this hex becomes shaken for a number of rounds equal to 3 + the witch's Intelligence modifier. As long as the witch remains within 30 feet of her target, she gains a +1 morale bonus on attack rolls and a +1 morale bonus on saving throws as long as this effect persists. A successful Will save reduces the duration of this hex to 1 round. This is a mind-affecting fear effect.

Spontaneous Change (Su): A number of times per day equal to her Intelligence bonus (minimum 1), the witch can channel stored spell energy into curses or polymorphs she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast a spell stored by her familiar of the same level or lower. The spell must be either a spell of the polymorph subschool or a spell with the curse descriptor. This is a major hex.

Racial Feats

Many skinwalkers make use of the following feats.

Breathtaking Blow (Combat)

You know how to terrorize foes with a sudden strike.

Prerequisite: Skinwalker.

Benefit: When you hit a flat-footed foe with an attack, you can make an Intimidate check to demoralize that foe as a swift action.

Grappling Bite (Combat)

You can use your bite to grab a foe.

Prerequisite: Improved Grapple, bite attack, skinwalker.

Benefit: As a standard action, you can attack a foe with your bite. If you hit, you can attempt a combat maneuver check to grapple that foe as a swift action.

Masterful Claw (Combat)

You can strike with natural weapons using measured skill.

Prerequisite: Base attack bonus +1 or monk level 1st, natural weapon, skinwalker.

Benefit: You can make unarmed strikes with your natural weapons. These function as normal unarmed strikes except that they deal lethal damage of the natural weapon's type. They use the natural weapon's base damage or your unarmed strike's base damage, whichever is higher. You are proficient with these unarmed strikes. You cannot make both unarmed strikes and natural weapon attacks with the same natural weapon in a round. Making unarmed strikes with multiple natural weapons follows the rules for two-weapon fighting (or flurry of blows, if you have that ability).

Normal: Natural weapons are not unarmed strikes.

Special: Skinwalker monks can choose to take Masterful Claw in place of Improved Unarmed Strike at 1st level.

Prowling Strikes (Combat)

You can use your natural weapon attacks during a move.

Prerequisite: Dex 13, Dodge, Mobility, Spring Attack, base attack bonus +6, skinwalker.

Benefit: During a full attack action, you can forgo an attack to move up to 10 feet. If you forgo a natural weapon attack this way, you can instead move up to 15 feet. You can't move more than your speed in a round this way. This movement provokes attacks of opportunity as normal.

Seize Prey (Combat)

You have trained to bring down prey quickly with your natural weapons.

Prerequisite: Improved Trip, natural weapon, skinwalker.

Benefit: When you successfully hit a target who moved away from you on its last turn or whose movement provoked an attack of opportunity from you with a natural weapon, you can make a trip attempt against that foe as a free action.

Shapeshifting Wrestler (Combat)

You use your shapeshifting ability to outmaneuver grappled foes.

Prerequisite: Improved Grapple, change shape ability, skinwalker.

Benefit: When you use your change shape ability or return to your natural form while in a grapple, you can make a combat maneuver check to maintain or escape the grapple as a move action with a +2 racial bonus. Until the start of your next turn, you gain a +2 dodge bonus to CMD against foes attempting to grapple you or escape your grapple.

Skinwalker Pounce (Combat)

You can use your natural weapon attacks while on the move.

Prerequisite: Dex 13, Dodge, Mobility, Prowling Strikes, Spring Attack, base attack bonus +11, natural weapon, skinwalker.

Benefit: You can make a full attack at the end of a charge, but only with natural weapons.

Religion

Deities

Many skinwalkers worship these deities.

Benantio

NG empyreal lord of innocence and solidarity

Priests barbarian, cleric, paladin, skald, shaman, witch

Domains Animal, Community, Good, Strength

Subdomains Agathion, Family, Ferocity, Fur

Mysteries Battle, Lunar, Nature

Inquisitions Anger, Persistence, Spellkiller ^{UC}, Valor

Favored Weapon natural weapons

FAITH

Sacred Animal wolf; **Symbol** wolves wrestling

Sacred Texts *To Wrestle Rage*

Benantio is a lupine agathion who teaches skinwalkers to draw upon fiery passions to defy the powers of evil. His worshipers include the rare good-aligned werewolves and wererats in addition to virtuous skinwalkers. He accepts a sacrifice of individuality in order to strengthen a pack motivated by good ideals. His worshipers organize into packs that make all important decisions by vote; they teach that choice must sometimes be sacrificed in acquiescence to the wisdom of the group. Family and group cohesion are important to them. Worshipers often adventure to find and defeat the fiendish and alien creatures who tempt lycanthropes, skinwalkers, and other mortals into succumbing to violent, primitive urges.

Urul'galar

CN great old one of lunacy and perception

Priests barbarian, cleric, oracle, shaman, skald, warpriest, witch

Domains Chaos, Destruction, Madness, Void ^{B4}

Subdomains Insanity, Nightmares, Rage, Stars ^{B4}

Mysteries Dark Tapestry ^{UM}, Heavens, Lunar

Inquisitions Anger, Fate, Fervor, Oblivion

Favored Weapon natural weapon

FAITH

Sacred Animal shark; **Symbol** moon with nine stars

Sacred Texts *The Blessed Lunatic*; *Cursed Light of the Full Moon*

Urul'galar is said to be an alien wind spirit, similar to a wendigo with shark-like features, dwelling beyond the moon. When the moon is full, Urul'galar rides on its light to infect the minds of lycanthropes and skinwalkers with maddening glimpses of reality beyond mortal comprehension. Most skinwalkers suppress this insight, but Urul'galar's cultists embrace it, reveling in any mental strain, madness, and subconscious cravings. They believe that by doing so, they can at least temporarily understand a

little more of reality's secrets. A favored tactic is to overuse powerful hallucinogens and intoxicants, which can lead to exciting revels or frenzied chaos.

Unfortunately for those who would rein in their mad indulgences and rampages (occasionally bloody, always destructive), those who heed his whispers demonstrate glimpses of impossible vision that allow them to escape or catch pursuers in surprising ways.

Vanatari

N goddess of predation and transformation

Priests druid, hunter, oracle, ranger, shaman, warpriest, witch

Domains Animal, Luck, Madness, Trickery

Subdomains Curse, Deception, Fur, Insanity

Mysteries Life, Lunar, Nature

Inquisitions Illumination, Oblivion, Persistence

Favored Weapon natural weapon

FAITH

Sacred Animal tiger; **Symbol** Laughing tiger

Sacred Texts *The Adventures of Vanatari*

An ancient fey trickster, Vanatari wears the forms of many beasts but favors that of the tiger. As the moon changes and the seasons change, so too do skinwalkers wear many different features. Skinwalkers reverently tell tales of Vanatari's clever disguises, her adventures as predator



and prey, her conquests of rivals, her cursing of deserving foes, and her romancing of lovers. Her worshipers seek to emulate her insight and creativity, although she rarely sends divine encouragement. Her adventures show that it is folly to aimlessly wait for others' help when one is able to seize goals with effort or trickery. Her loves show that success and pleasure are best shared. Her setbacks show that even the powerful inevitably suffer bad luck and should have the humility and allies to survive it.

Priest Archetypes

Shaman Spirit: Lunar

A shaman who selects the lunar spirit has glowing eyes and a voice that echoes unsettlingly. When she calls upon one of this spirit's abilities, her skin glows gray-white.

Spirit Magic Spells: *fumbletongue*^{UM} (1st), *dust of twilight*^{APG} (2nd), *rage* (3rd), *moonstruck*^{APG} (4th), *aspect of the wolf*^{APG} (5th), *litany of madness*^{UC} (6th), *lunar veil*^{UM} (7th), *blood mist*^{UM} (8th), *polar midnight*^{UM} (9th).

Hexes: A shaman who chooses the lunar spirit can select from the following hexes.

Eye of the Moon (Su): The shaman gains darkvision out to a range of 60 feet. At 11th level, as a standard action, she can see a specific object or 10-foot cube area as though with *true seeing* as long as the moon is shining on it.

Lunacy (Su): The shaman can confuse a target within 30 feet for 1 round unless it succeeds on a Will save. At 8th level and 16th level, the duration of this hex is extended by 1 round. Whether or not the save is successful, the creature cannot be the target of this hex again for 24 hours. Alternatively, if the shaman targets herself, she can retry a single previously failed Knowledge check. She gains a +4 insight bonus on this check.

Mantle of Moonlight (Su): The shaman is immune to the curse of lycanthropy. Additionally, she may use a successful touch attack to force a lycanthrope into its humanoid form and suppress its change shape ability for a number of rounds equal to her shaman level. Upon reaching 5th level, the shaman can force others into a *rage* as the spell with a successful melee touch attack. The foe can resist raging with a successful Will save. The shaman can attempt to

incite rage once per day at 5th level plus one additional time per day for every five levels above 5th.

Scar (Su): This hex functions as the scar witch hex^{UM}, save that the number of scars the shaman can maintain at once equals her Charisma bonus (minimum 1).

Primeval Reflexes (Ex): The shaman is so in tune with her primal nature that her instincts often act to save her from danger that her civilized mind isn't even aware of. She may use her Wisdom modifier in place of her Dexterity modifier on Reflex saving throws.

Spirit Animal: A lunar spirit animal is faintly luminous, as a candle. It has damage reduction 5/silver. Its attacks count as magic for the purposes of damaging incorporeal foes and overcoming damage reduction.

Spirit Ability: A shaman who chooses the lunar spirit as her spirit or wandering spirit gains the following ability.

Moonbeam (Su): The shaman can fire a ray of moonlight as a ranged touch attack with range 30 feet. This ray deals 1d4 points of force damage + 1 for every 2 shaman levels she possesses. In addition, the target is dazzled and suffers a –1 penalty on Will saving throws for 1 round; sightless creatures are immune to these secondary effects. The shaman can use this ability a number of times per day equal to 1 + her Charisma modifier (minimum 1). At 11th level, the shaman's weapon attacks are treated as *ghost touch* weapons.

Greater Spirit Ability: A shaman who chooses the lunar spirit as her spirit or wandering spirit gains the following ability upon gaining access to the greater version of that spirit.

Beast Form (Su): As a standard action once per day, the shaman can assume the form of an animal of Tiny, Small, Medium, or Large size, as *beast shape II* with a duration of 1 hour per caster level.

True Spirit Ability: A shaman who chooses the lunar spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Accursed Tenacity (Su): The shaman gains damage reduction 10/silver. If the shaman has an alignment other than neutral on the good/evil axis, the opposing alignment is added to her damage reduction. For example, a good-aligned shaman gains DR 10/silver and evil. Once per

Table 9-4: Deities

Deity	AL	Area of Concern	Domains	Mysteries	Favored Weapon
Benantio	NG	Innocence, Solidarity	Animal, Community, Good, Strength	Battle, Lunar, Nature	natural weapon
Urul'galar	CN	Lunacy, Perception	Chaos, Destruction, Madness, Void ^{B4}	Dark Tapestry ^{UM} , Heavens, Lunar	natural weapon
Vanatari	N	Transformation, Predation	Animal, Luck, Madness, Trickery	Life, Lunar, Nature	natural weapon

day, when a foe damages the shaman with a melee attack, she can curse that foe as an immediate action. The foe is confused until the shaman next receives magical healing unless the target succeeds on a Will save. Only *remove curse* can end the confusion.

Manifestation: Upon reaching 20th level, the shaman becomes a lunar spirit immune to mind-affecting effects, language-dependent effects, and effects that affect only humanoids. Once per day, she can transform into a lycanthrope of her choice for a number of hours equal to her Charisma bonus (minimum 1 hour), gaining all the powers of a natural lycanthrope of that type.

Racial Magic

Many skinwalkers use these spells, as do as others that learn them.

Moonglow

School transmutation; **Level** arcanist/sorcerer/wizard 2, cleric/oracle/warpriest 2, druid/hunter 2, shaman 2, witch 2

Casting Time 1 standard action

Components V, S, F (a silver piece)

Range personal

Target you

Duration 1 min/level (D)

Saving Throw none; **Spell Resistance** no



You cloak yourself in the moon's silvery light, which grants you a measure of protection and vitality. You are aglow with a silvery light similar to the *light* spell. In addition, you gain DR 5/silver. If you are in a bestial form (such as a lycanthrope's hybrid form or through the skinwalker's change shape ability), you gain a +2 enhancement bonus to either Strength, Dexterity or Constitution, chosen at the time of casting.

Scar of the Full Moon

School necromancy [curse]; **Level** bloodrager 2, magus 2, shaman 2, witch 2

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 day/level

Saving Throw Fortitude partial; **Spell Resistance** yes
Your touch curses the victim to stagnate, unable to heal or change. If you have a natural weapon, the spell deals that weapon's damage to the victim automatically. The victim cannot use the change shape ability or benefit from spells of the healing or polymorph subschools or supernatural abilities that mimic such spells. The victim's natural healing, including fast healing and regeneration, functions at half the normal rate (round down). If the victim succeeds on its saving throw, the curse's duration is reduced to 1 round.

Scent of the Hunter

School enchantment (compulsion) [fear, mind-affecting];

Level arcanist/sorcerer/wizard 1, bloodrager 1, cleric/oracle/warpriest 1, druid/hunter 1, ranger 1, shaman 1, witch 1

Casting Time 1 standard action

Components V, S, M (a drop of sweat)

Area 30 ft. emanation centered on the caster

Duration 1 round/level (D)

Saving Throw Will negates; **Spell Resistance** yes

You enhance your natural dominance by exploiting your bestial nature. All creatures within a 30-foot radius that fail the saving throw are shaken. All creatures with the scent ability receive a –2 penalty to the saving throw. This spell automatically fails if the caster lacks the change shape ability.

Skinwalker's Gift

School transmutation (polymorph); **Level** alchemist/investigator 1, bloodrager 1, magus 1

Casting Time 1 standard action

Components V, S

Range touch

Target living creature touched

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You grant the target some of your skinwalker ability to change shape. Choose one feature you can gain with the change shape skinwalker ability. The target gains that feature. This spell automatically fails if the caster is not a skinwalker.

Skinwalker's Gift, Greater

School transmutation (polymorph); **Level** alchemist/investigator 3, bloodrager 3, magus 3

This spell functions as *skinwalker's gift* except that you can choose two features instead of one. You can choose features belonging to a skinwalker lineage other than your own.

Wolfpack

School transmutation (polymorph); **Level** arcanist/sorcerer/wizard 3, bard/skald 3, druid/hunter 3, shaman 3, witch 3

Casting Time 1 standard action

Components V, S, M (a drop of your blood)

Range close (25 ft. + 5 ft./2 levels)

Targets one willing creature/3 levels, no two of which can be more than 30 ft. apart

Duration 1 round/level

The skinwalker shares his chosen bestial form with the affected creatures. Affected creatures gain the same racial bonus to one ability score and access to the same bestial form feature. In addition to these benefits the spell grants a pack mentality. When two affected creatures are adjacent to each other and both threaten the same opponent, they are considered to be flanking that opponent, regardless of their actual positioning. This spell automatically fails if the caster lacks the change shape ability.

Racial Magic Items

The following magic items are made by skinwalker spellcasters.

BEASTMASK

Aura strong abjuration and illusion; **CL** 4th

Slot head; **Price** 8,000 gp; **Weight** 3 lbs.

DESCRIPTION

Beastmasks are constructed from fearsome animals skins, magically preserved and imbued with the moral indifference of nature. Once per day, when the wearer of a *beastmask* is under a polymorph or change shape effect, the *beastmask* melds into her new form and causes her features to strongly resemble the *beastmask*. While the *beastmask* is melded, the wearer's alignment is treated as neutral for all spells and effects.

CONSTRUCTION

Requirements Craft Wondrous Items, *corruption resistance* ^{APG}, *misdirection*, creator must be a druid; **Cost** 4,000 gp

POLYMORPHIC PENDANT

Aura faint transmutation; **CL** 3rd

Slot neck; **Price** 10,000 gp; **Weight** —

DESCRIPTION

This tiger's eye pendant glows with a soft, golden light, equivalent to a candle, that brightens and darkens in conjunction with the waxing and waning of the moon. During the new moon, the pendant sheds no light. The *polymorphic pendant* has three charges which are renewed each day at dusk. Each of the following uses of the *pendant* are a swift action that consumes one charge.

- A skinwalker can change shape into a bestial form, change the racial ability score bonus or additional feature granted by her change shape ability while in bestial form.
- A lycanthrope can shift to one of its alternate forms.
- A creature affected by a *polymorph* spell may change her current form to another form allowed by the spell.

The wearer of a *polymorphic pendant* gains the shapechanger subtype and casts polymorph spells at +1 caster level. An afflicted lycanthrope who wears the *pendant* receives a +4 bonus on Constitution checks to change shape. When the *pendant's* wearer is under a polymorph effect, it melds into her new form and continues to function, though it does not shed light while melded.

CONSTRUCTION

Requirements Craft Wondrous Item, *adjustable polymorph* ^{ACG}, *animal aspect* ^{UC}; **Cost** 5,000 gp

SKINPRISON ARROW

Aura moderate abjuration; **CL** 7th

Slot —; **Price** 368 gp; **Weight** —

DESCRIPTION

This +1 *alchemical silver arrow* interferes with a creature's ability to change shape. A creature damaged by a *skinprison arrow* is locked in its current form for 1 round. *Skinprison arrows* are also available as bolts for the same price.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *true form* ^{APG}; **Cost** 185 gp

WEREMANTLE

Aura moderate transmutation; **CL** 5th

Slot neck; **Price** varies; **Weight** 2 lbs.

Werebat ^{B4} 20,000; **Werebear** ^{B2} 30,000 gp; **Wereboar** ^{B2} 25,000 gp; **Werekrocodile** ^{B4} 30,000 gp; **Wererat** ^{B1} 20,00 gp; **Wereshark** ^{B4} 30,000 gp; **Weretiger** ^{B2} 35,000 gp; **Werewolf** ^{B1} 25,000 gp

DESCRIPTION

This cloak is made from the fur, hide, or skin of a natural lycanthrope. Each type of *weremantle* has the power to transform its wearer into the lycanthrope from which it was made. Once per day, on command, the wearer gains the lycanthrope^{B1} acquired template appropriate to the type of *weremantle* for 5 minutes or until the *weremantle* is removed, whichever occurs first. If the wearer uses the template's change shape ability to transform into an animal, the *weremantle* melds with her new form and continues to function. At the GM's discretion, *weremantles* for other types of lycanthropes may exist.

CONSTRUCTION

Requirements Craft Wondrous Item, *anthropomorphic animal*^{UM}, *polymorph*; **Cost** varies **Werebat**^{B4} 10,000 gp; **Werbear**^{B2} 15,000 gp; **Wereboar**^{B2} 12,500 gp; **Werecocodile**^{B4} 15,000 gp; **Wererat**^{B1} 10,000 gp; **Wereshark**^{B4} 15,000 gp; **Weretiger**^{B2} 17,500 gp; **Werewolf**^{B1} 12,500 gp

In Your Campaign

Skinwalker adventurers usually set out either for idealism or for survival. Many skinwalkers move constantly, either to personally avoid scrutiny from nations who see them as no better than true lycanthropes or to protect others from violent prejudice. Skinwalker adventurers are often called upon to stop witch hunts intent on culling shapechangers.

Skinwalker cultures are as diverse as the animals skinwalkers draw power from, but few of these societies are large enough to provide long-lasting safety from the wider world's threats. Rather, skinwalkers tend to form isolated communities in the wilderness beyond the view of judgmental humans. As a result, skinwalker adventurers are often among the most powerful of their kind, drawing skinwalker followers wherever their deeds are known. Powerful skinwalkers can easily found their own organizations, cultural movements, or even skinwalker settlements or nations if they accept the leadership offered by their kin. Their people always have need of individually powerful defenders, since their isolation also costs them the protection of large governments. Skinwalkers depend on cunning, elusive tactics, and powerful champions to keep their communities safe from the dangers of the wild.

Many of the most infamous skinwalkers are cultists of demon lords of hunger, indulgence, corruption, and curses. They campaign to corrupt or subjugate their kin even more than other humanoids, seeking to emulate the most terrible of lycanthropes. Similarly, worshipers of strange lunar spirits like Urul'galar and dangerous fey lords tempt skinwalkers into embracing everything that makes them irrational and dangerous and indulging in whatever urges strike their fancy and using their strength and shapechanging powers to avoid the consequences.

While some skinwalkers actively embrace the curses and violent impulses of the lycanthropes they resemble, others go out of their way to stop the evil deeds committed by out-of-control lycanthropes and skinwalkers. These skinwalkers patrol the land, sniffing out evil, defeating it claw-to-claw, and inspiring valor in other skinwalkers and members of other races alike. At times, these defenders of the innocent earn a greater measure of tolerance and respect for their kin from the humanoids they help and help establish long-lasting safety for themselves or larger skinwalker communities.

Most skinwalkers feel at home in the wild beyond the reach of civilization, among animals and sylvan creatures like monstrous humanoids and fey. More than a few of the most famous and powerful skinwalkers of legend have been champions of powerful fey lords, witches who learned from fighting or aiding hags, and rangers as fleet and agile as any centaur. Skinwalkers isolated from others of their kind often find homes with such creatures or take refuge among the animals with whom they feel kinship. In isolation, skinwalkers can make excellent use of their animalistic abilities to thrive in wilderness that even elves would consider harsh.

Although many skinwalkers can trace their power to a single animal, the largest and oldest skinwalker communities are usually made up of skinwalkers who draw upon a great many animals. These skinwalkers appreciate the ability to take on a variety of animal features to express themselves and to avoid being recognized during conflicts with strangers. Many young or troubled skinwalkers enjoy taking advantage of their variable appearances to raid, rob, or otherwise victimize travelers and non-skinwalker neighbors, sharing their spoils with like-minded skinwalkers.

Among other humanoids, skinwalkers most often hide their abilities and attempt to pass for human. They use their skinwalker abilities in secret. The cruel and desperate often disguise their faces with animalistic features while committed crimes. The clever use their animal connection to influence animals (whether to use animals for work or adventuring, or to aid them in secret crimes).

NPCs

CLAWS

CR 1/2

XP 200

Female skinwalker barbarian 1

CN Medium humanoid (shapechanger, skinwalker)

Init +1; **Senses** low-light vision; Perception +6

DEFENSE

AC 15, touch 9, flat-footed 14 (+6 armor, +1 Dex, -2 rage)

hp 17 (1d12+5)

Fort +6, **Ref** +1, **Will** +4

OFFENSE

Speed 30 ft. (40 ft. without armor)

Melee 2 claws +6 (1d4+5)

Ranged composite shortbow +2 (1d6+2/×3)

Special Attacks rage (6 rounds/day)

Spell-Like Abilities (CL 1st; concentration +0)
1/day—*speak with animals*

TACTICS

Base Statistics When not raging and in human form, Claws' statistics are **AC** 17, touch 11, flat-footed 16 (+6 armor, +1 Dex); **hp** 15 (1d12+3); **Fort** +4, **Will** +2; **Melee** —; **Str** 15, **Con** 14; **CMB** +3; **CMD** 14; **Skills** no penalty to Cha-based skills

STATISTICS

Str 21, **Dex** 12, **Con** 18, **Int** 8, **Wis** 15, **Cha** 8

Base Atk +1; **CMB** +6; **CMD** 15

Feats Power Attack (–1/+2)

Skills Handle Animal +5 (+1 vs. non-shapechanger humanoids), Perception +6, Survival +6; **Racial Modifiers** +2 Handle Animal, –4 to all Cha-based skills vs non-shapechanger humanoids

Languages Common

SQ animal-minded, change shape (3/day), fast movement

Combat Gear caltrops; **Other Gear** chainmail, composite shortbow (+2 Str), waterskin, elven wine, 3 gp

LORD GREYMOND**CR 1**

XP 400

Male skinwalker aristocrat 3

N Medium humanoid (shapechanger, skinwalker)

Init +2; **Senses** low-light vision; Perception +0

DEFENSE

AC 19, touch 12, flat-footed 17 (+6 armor, +2 Dex, +1 natural)

hp 13 (3d8)

Fort +1, **Ref** +3, **Will** +3

OFFENSE

Speed 20 ft. (30 ft. without armor)

Melee mwk rapier +5 (1d6–1/18–20)

Ranged light crossbow +4 (1d8/19–20)

TACTICS

Base Statistics When in human form, Lord Greymond's statistics are **AC** 17, touch 11, flat-footed 16 (+6 armor, +1 Dex); **Ref** +2; **Dex** 12; **CMD** 12; **Skills** no penalty to Cha-based skills

STATISTICS

Str 9, **Dex** 14, **Con** 11, **Int** 8, **Wis** 10, **Cha** 13

Base Atk +2; **CMB** +1; **CMD** 13

Feats Deceitful, Weapon Finesse

Skills Bluff +9 (+5 vs. non-shapechanger humanoids),

Disguise +9 (+5 vs. non-shapechanger humanoids), Intimidate +7 (+3 vs. non-shapechanger humanoids), Sense Motive +6; **Racial Modifiers** +2 Handle Animal, –4 to all Cha-based skills vs non-shapechanger humanoids

Languages Common

SQ animal-minded, change shape (4/day)

Other Gear mwk breastplate, light crossbow, mwk rapier, signet ring, 70 gp

SCALEREND**CR 4**

XP 1,200

Male skinwalker oracle 5

CE Medium humanoid (shapechanger, skinwalker)

Init +3; **Senses** low-light vision; Perception +9

DEFENSE

AC 19, touch 13, flat-footed 16 (+5 armor, +3 Dex, +1 natural)

hp 41 (5d8+15)

Fort +3, **Ref** +4, **Will** +5

OFFENSE

Speed 30 ft.

Melee +1 *morningstar* +6 (1d8+3), bite +1 (1d6+2) or bite +6 (1d6+4)

Spell-Like Abilities (CL 5th; concentration +8)
1/day—*speak with animals*



Oracle Spells Known (CL 5th; concentration +8)
 2nd (5/day)—*dust of twilight* ^{APG} (DC 15), *hold person* (DC 16), *inflict moderate wounds* (DC 15), *levitate*, *minor image* (DC 15), *summon monster II*
 1st (7/day)—*bane* (DC 15), *cure light wounds*, *fumbletongue* ^{UM} (DC 15), *inflict light wounds* (DC 14), *protection from good*, *scent of the hunter* (DC 15)
 o (at will)—*bleed* (DC 13), *create water*, *detect magic*, *detect poison*, *ghost sound* (DC 13), *mage hand*, *purify food and drink* (DC 13), *stabilize*
Mystery Lunar

TACTICS

Base Statistics When in human form, Scalerend's statistics are **AC** 18, flat-footed 15 (+5 armor, +3 Dex); **hp** 36 (5d8+10); **Fort** +2; **Melee** no bite attack; **Con** 13; **Skills** no penalty to Cha-based skills

STATISTICS

Str 14, **Dex** 8, **Con** 15, **Int** 10, **Wis** 12, **Cha** 16
Base Atk +3; **CMB** +5; **CMD** 14
Feats Combat Casting, Improved Initiative, Spell Focus (enchantment)
Skills Heal +9, Knowledge (nature) +8, Perception +9, Survival +9; **Racial Modifiers** +2 Handle Animal, -4 to all Cha-based skills vs non-shapechanger humanoids
Languages Common
SQ animal-minded, change shape, oracle's curse (haunted), revelations (gift of claw and horn [bite], prophetic armor)
Other Gear +1 chain shirt, +1 morningstar

WHITETUSK CR 7

XP 3,200
 Female skinwalker hunter (wild stalker) 8
 NE Medium humanoid (shapechanger, skinwalker)
Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +14

DEFENSE

AC 23, touch 12, flat-footed 21 (+7 armor, +2 Dex, +1 natural, +3 shield)
hp 47 (8d8+8)
Fort +7, **Ref** +9, **Will** +6

OFFENSE

Speed 30 ft. (20 ft. in armor)
Melee +1 silver scimitar +13/+8 (1d6+6/18-20)
Spell-Like Abilities (CL 8th; concentration +7)
 1/day—*speak with animals*
Hunter Spells Known (CL 8th; concentration +11)
 3rd (3/day)—*call lightning* (DC 16), *cure moderate wounds*, *poison* (DC 16), *summon nature's ally III*
 2nd (5/day)—*bull's strength*, *flaming sphere* (DC 15), *pox pustules* ^{APG} (DC 15), *protection from energy*, *summon nature's ally II*
 1st (5/day)—*cure light wounds*, *faerie fire*, *goodberry*, *longstrider*, *speak with animals*, *summon nature's ally I*
 o (at will)—*create water*, *detect magic*, *detect poison*, *flare* (DC 13), *know direction*, *resistance*

TACTICS

Base Statistics When in human form and not focusing on the bull, Whitetusk's statistics are **Senses** low-light vision; **AC** 22, flat-footed 20 (+7 armor, +2 Dex, +3 shield); **Melee** +1 silver scimitar +10/+5 (1d6+3/18-20); **Str** 16; **CMB** +9; **CMD** 21; **Skills** no penalty to Cha-based skills

STATISTICS

Str 22, **Dex** 14, **Con** 10, **Int** 10, **Wis** 16, **Cha** 8
Base Atk +6; **CMB** +12; **CMD** 24
Feats Augment Summoning, Combat Casting, Distracting Charge ^{ACG}, Improved Initiative, Outflank ^{APG}, Spell Focus (conjunction), Swap Places ^{APG}
Skills Handle Animal +12 (+8 vs. non-shapechanger humanoids), Heal +14, Knowledge (nature) +11, Perception +14, Stealth +8, Survival +14; **Racial Modifiers** +2 Handle Animal, -4 to all Cha-based skills vs non-shapechanger humanoids
Languages Common
SQ animal companion, lycanthrope focus (boar, bull, 8 minutes/day, double), bonus trick (1), change shape (+1 natural armor, darkvision), hunter tactics, improved empathic link, nature training, swift tracker, track +4, wild empathy +9, woodland stride
Combat Gear necklace of fireballs I; **Other Gear** +1 chainmail, +1 heavy wooden shield, +1 silver scimitar, cloak of resistance +1

advanced tengus



Anything Worthwhile is Worth Stealing

Jacaw glanced at his jasper ring as the sunshine caused it to glimmer. It was his most prized possession. In truth, though, it was really just a shiny red rock set in a silver ring. Sometimes when he looked at it he basked in its shine, but other times it sent him into a deep depression. A tengu of his skill and aplomb shouldn't have a mere red rock. He deserved golden torcs, glittering emeralds and rubies, and a marble mansion—nay, a palace! Soon disgusted with his own wallowing in self-pity, he stood up straight. This was the day he would finally take matters into his own talons and claim what was rightfully his.

With a spring from the edge of his rooftop perch, he reached out and grasped a drainpipe. He slid halfway down and deftly stepped off as he descended to the roof of the house next door. As he walked across the rooftop, he thought of his target and prize. The past few weeks, he had carefully stalked the rich merchant Gantriss and had learned his patterns and routines. Since spying the sparkling golden brooch Gantriss prominently wore on the outside of his cloak, Jacaw had been entranced by the dozens of diamond chips embedded in the lustrous golden setting, and he knew he needed to make it his. Whenever he jumped or while fencing, his own red cloak spun about him in a pleasing, eye-catching way, but it was missing a centerpiece, and the brooch would perfect it. It was even shaped like some type of bird man, which appealed to Jacaw even more. Who better to have a golden bird man pendant than him, a tengu of superlative skill and taste? It shouldn't belong to a stupid human lacking even a single feather. He only needed to devise a way to steal it from the foolish merchant without being caught—or worse, chopped in two by his enormous half-orc bodyguard.

Jacaw took a running leap, glided over the street ahead, and rolled to his feet as he landed on the rooftop on the other side, all without breaking his stride. Humans so rarely thought in three dimensions, and, predictably, none looked up to notice his passing overhead. There were still hours until Gantriss took his daily walk outside of his fortified manse to inspect the wares for sale at the marketplace. That was when he was most vulnerable, with only a single bodyguard at his side. If Jacaw could only find the one missing piece to his plan: a perfect distraction that would let him palm the brooch without being noticed, one that couldn't be traced back to Jacaw. After days of racking his brain, he was ready to give up, but it was his right to have that brooch. It felt as though it were mandated by the gods themselves. He had to have it! As his caretaker always said, "Anything worthwhile in life is worth stealing." With that errant thought, he knew just how to figure out the right distraction. His caretaker served Munhinazi, the tengu god of knowledge, who was sure to provide some insight.

Jacaw pivoted in his course, climbing and leaping his way across the rooftops towards the temple district. With purpose in his stride, he was soon at the temple he was seeking, a many-steeped monstrosity dedicated to some holier-than-thou human goddess of crusading or something foolish like that. A final leap placed him on the roof of the holy building, and he started scaling the nearest steeple. He didn't care about the preachy human god below; he was climbing to a temple much more his style. Cresting the top of the steeple, he looked down into the concealed bowl-like area between the spires on the roof of the temple, and spied the crow's nest hidden from sight. A dilapidated shack leaned against one of the steeples. Sitting cross-legged in front of it was a sleek tengu with a ruff of white feathers around his neck, standing out from his otherwise coal black plumage. Jacaw called out, "I seek your council, Hyglawk. Can Munhinazi the All-Seeing aid me?"

Hyglawk cocked his head to the side, and stared at Jacaw. "I was wondering when you'd finally show up. I thought you'd be here yesterday though."

Jacaw stumbled just a bit on his way down to the hidden depression. How could Hyglawk expect him, when he had only just now thought to consult him? "How...how did you know I'd be coming?"

The older tengu chuckled. "Look around. I see all from up here." Jacaw glanced around, and saw the city spread out before him, in all directions. As he was taking in the view, a raven flew by and landed on Hyglawk's shoulder. He thought he heard the tengu murmuring to the bird before it flew off.

"And I see you have your own network of spies to tell you what you don't see yourself. You're a clever one. I came to the right place." Hyglawk reached out a taloned hand. Jacaw grumbled to himself as he reached into his pouch and took out the shiniest coins he had, three copper and an untarnished silver piece. He held them out so they glinted in the sun. "So tell me, how can I create a distraction that that can't be traced back to me?"

Hyglawk snatched the coins and they disappeared before he spoke. "Go to the docks and take a stroll on the pier. You'll find what you seek there." Jacaw had no clue how the docks could be helpful, but he wasn't going to ignore the advice he had just paid for. He spun around, sending his cloak out in a dashing arc around him, and set off across the roofs of the city towards the docks.

Overlooking the roof of a warehouse near the river, the docks were spread out below him, but nothing obvious presented itself. His stomach growled, and he quickly spotted a fishmonger at the edge of the docks, hawking the day's catch. That was at least a practical reason to go to the docks, even if he couldn't find the distraction that Hyglawk had sent him for. He darted from shadow to shadow in the afternoon sun, sneaking behind the fish stall. While

the merchant was talking with some customers, he deftly snatched a few fillets of sea bass and a bucket of discarded fish heads, calmly strolling away as if he was there on legitimate business. As he walked out of sight of the fish vendor, a commotion caught his attention ahead. When he approached, he saw a burly human captain shouting, "Get away from me cargo, blasted vermin!" Then, he saw the focus of the captain's ire: goblins, filthy river rats, trying a smash and grab, ruining the good name of honest thieves like him with their loud and direct tactics. Wait. Loud and obnoxious, but still sneaky? Goblins would be perfect!

Jacaw hurried after the scampering pests and caught up to them, hiding behind some crates. Speaking fluent Goblin, he said, "I have a job for you. I'll pay even—a silver piece each, and these delicious fish heads as a signing bonus." He saw he had their interest with the mention of fish heads, and negotiations took him only a few minutes longer.

The sun had begun its descent below the horizon, and Jacaw was concealed behind the tent of a fortune teller in the market. Everything was in place. He need only wait for Gantriss to finish touring the market. Finally, around the corner, he saw the brawny, bare-chested half-orc, an enormous cleaver of a sword strapped to his back. Gantriss followed, dressed in fine silk robes with a satin cloak trimmed with ermine fur around his shoulders. Pinned to the cloak was Jacaw's prize. Sunlight struck the diamond chips, scattering a pattern on the nearby canvas tents. This was it, weeks of planning had culminated in this moment. Jacaw slipped a bag from his belt, opened it, and scattered dozens of marbles right in the path of the brutish half-orc. The bodyguard's foot seemed to move in slow motion as it lowered on a handful of marbles. As he placed his weight on the foot, time returned to normal, and the half-orc's feet flew into the air. His body slammed into the ground, knocking the wind out of him. Jacaw held his breath for a moment—this would all be for naught if the goblins didn't do their part.

With an ululating cry, four goblins burst out from hiding, one from the sewer drain and the rest from behind stalls and tents nearby. The nearest goblin leapt upon the hapless bodyguard, stabbing downward again and again with his makeshift shiv. Another two grabbed his arms, one biting him with its wide-mouthed maw full of teeth, the other slicing his belt pouch from him. The goblin at the grate started pelting half-eaten fish heads at Gantriss, who

shouted in shock and started flailing his arms to block the foul-smelling missiles.

"This is it," Jacaw said to himself, "showtime." He tumbled from behind the tent, drew his rapier, and flourished it in the air towards the goblins. "Back, you disgusting knaves! Unhand this honest citizen, or you'll have to deal with Jacaw, and I'll be forced to stain my sword with your foul black blood." He hoped he hadn't laid it on too thick. He moved towards Gantriss, who was still distracted by the flying fish heads, and thrust his sword into the nearest goblin's arm. When the goblin shrieked, Jacaw used that distraction to bump into Gantriss and, with his free talon, swiped the brooch right off his robes, tucking it between his feathers. Finally, the prize was his! Now he needed to escape.

Before he could "chase the goblins away," there was a shriek of agony followed by a horrible gurgling sound. Jacaw looked down and saw the goblin's shiv had stabbed through the half-orc's throat, lodging in his spine. Blood covered the street and spurted over the goblins, who were grabbing the orc's weapons, clothes, and anything else they could remove from his corpse. This was bad. Murder wasn't part of the plan—it attracted too much attention. He lunged and speared the nearest goblin through the eye, killing it instantly, then spun around to the side before the rest could react. The other goblins scattered and dove into the open sewer grate, disappearing before the stunned market crowd.

Jacaw was ready to make a hasty exit himself, when he felt a hand on his shoulder. "That was some impressive swordplay. It seems my former bodyguard wasn't up to the task, but you seem clever, both in wit and fencing. How would you like to fill the recently-vacated position on my staff? It seems that those goblins made off with my brooch as well. If you can do a better job than the half-orc, I'll pay. I'll pay quite well."

Jacaw's first instinct was to just leave and admire his new treasure, but it would look suspicious if an up-and-coming swordsman didn't take a prestigious job, and being well paid would be a welcome change for him. Plus, the stupid human thought the goblins had taken his brooch. He was in the clear. He preened under Gantriss' praise. What was the worst that could happen? "Jacaw Silverblade, at your service. I can begin immediately." As he gave a courtly bow, he didn't notice the gleam in Gantriss' eye or the quickly hidden smirk on his face.

Racial Traits

The crowlike tengus are defined by envy for what others have that they believe should be theirs. They spend their time finding ways to take advantage of any opportunity, which makes them diversely talented. They master swords so they can take through force of arms, learn languages to hear the secrets of others, and practice stealth to covertly steal from them.

Tengu greed drives them to strive for more than they have, and they rarely pursue mundane careers. Why be a stonemason or a merchant when you could be a gemcutter or a fencer? This drive for possessing what others have often leads tengus towards lives of adventure. Tengus define adventurers as those who take what isn't theirs, whether buried treasure or long lost magic.

Physical Description: The most prominent tengu features are their sharp long beaks and glossy dark feathers. Most tengus have black plumage with a slightly oily sheen. Some have brown, gray, or even white accent feathers around their neck or legs. Their beaks and clawed hands and feet are most often black but can take the color of their accent feathers.

Tengus are the same average height as humans, though their heights are less varied. They have slender builds and

naturally stooped gaits, making them seem furtive even when simply relaxing. As they age, this stoop becomes more pronounced, often causing elderly tengus to use canes or walking sticks.

Society: Tengus live in tribes or clans, enjoying socialization as well as safety in numbers. However, their innate greed tends to keep their social structures small. When more than a few dozen tengus congregate, their envy for one another disrupts the stability of the group, often leading to violence, providing perhaps one reason that groups of tengus are called murders.

Tengus covet what other races have, which often leads them to live within larger cities, where there is both more wealth they perceive as rightfully theirs, and more opportunity to take that wealth. It is rare to find isolated tengu communities, and even rarer to find any too far from other settlements or tribes to allow for theft or banditry.

Tengu leaders are usually those who are more subdued with their wealth. They keep their treasures hidden and secret from others to avoid being a target for jealousy. Successful tengu leaders also encourage their underlings to be extravagant and flashy, so they attract negative attention in place of their leader. Tengus who truly have little wealth are too obsessed with plotting to gain it to care for leadership.

Tengu Racial Traits

Tengu have the following racial traits.

+2 Dexterity, +2 Wisdom, -2 Constitution: Tengus are fast and observant, but relatively fragile and delicate.

Tengu: Tengus are humanoids with the tengu subtype.

Medium: Tengus are Medium creatures and receive no bonuses or penalties due to their size.

Normal Speed: Tengus have a base speed of 30 feet.

Senses: Tengus have low-light vision.

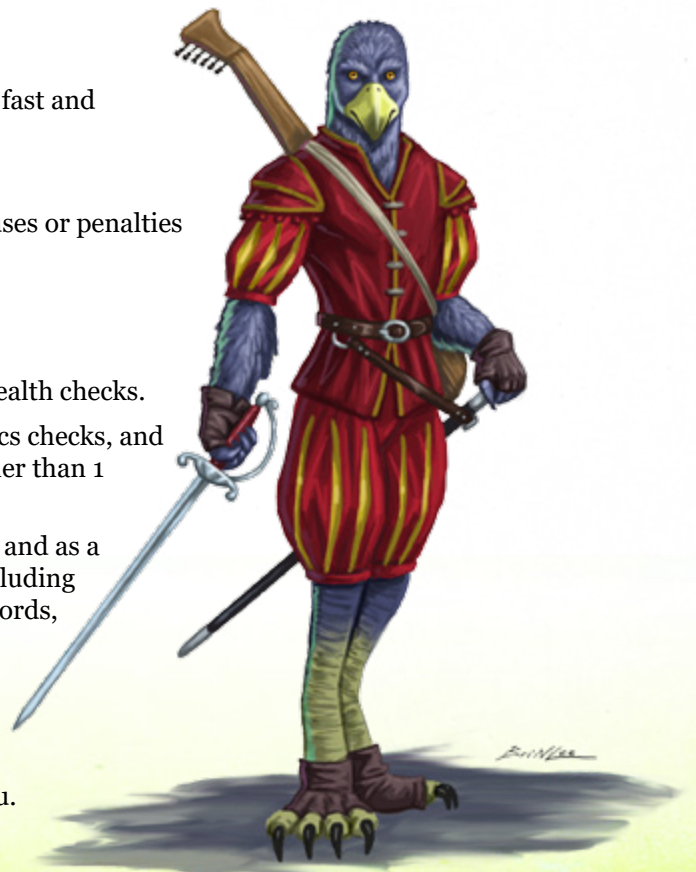
Sneaky: Tengus gain a +2 racial bonus on Perception and Stealth checks.

Gifted Linguist: Tengus gain a +4 racial bonus on Linguistics checks, and learn 2 languages each time they gain a rank in Linguistics rather than 1 language.

Swordtrained: Tengus are trained from birth in swordplay, and as a result are automatically proficient with swordlike weapons (including bastard swords, daggers, elven curve blades, falchions, greatswords, kukris, longswords, punching daggers, rapiers, scimitars, short swords, and two-bladed swords).

Natural Weapon: A tengu has a bite attack that deals 1d3 points of damage.

Languages: Tengus begin play speaking Common and Tengu. Tengus with high Intelligence scores can choose any languages they want (except for secret languages, such as Druidic).



Alignment and Religion: Tengus rarely have time to worry about moral and ethical extremes, tending towards neutrality and self-interest. They prefer deities who espouse self-sufficiency and make relatively few demands of their followers, often worshipping gods with portfolios that include the air, commerce, and wealth. Their ancestral desire to fly makes them especially reverent of gods associated with flying or birds. Some tengu are so seduced by promises of flight that they worship the demon lord Pazuzu.

Names: Tengus often name their chicks after someone they admire—often for their wealth or power—even if the person comes from another race. They believe that it auspicious to name their children with a stolen name, which will serve as a constant reminder that it is best to take from others rather than struggle to build success for a lifetime. This tradition may have led to the tengu mastery of language. Stolen names are often altered to include more avian sounds such as “awk,” “caw,” or “eet.” Family names are often descriptive or aspirational.

Male Names: Awkrigen, Cawadrel, Makoa, Rogawk, Siivawk, Zawkho.

Female Names: Jatheetral, Kawmani, Kortrill, Meelin, Sheerish, Tweena.

Family Names: Corvental, Goldjingle, Nightfeather, Sharpbeak, Thrushen.

Traits

The following race traits are available to tengu.

Find the Hidden: You have an innate magical talent for finding hidden treasure and other hidden things. You know the *sift*^{APG} cantrip and may cast that spell twice per day as a spell-like ability. This spell-like ability is cast at your highest caster level gained; if you have no caster level, it functions at CL 1st.

Foul Tasting: Your feathers and flesh taste horrible and are barely palatable to other creatures. Any living creature that hits you with a bite attack takes a cumulative –1 penalty (maximum –4) on bite attack rolls against you in the same encounter. If you are swallowed whole by a living creature, you gain a +4 trait bonus on combat maneuver and Escape Artist checks made to escape.

Mimicry: You can imitate the sounds and voices you have heard. For voices you’ve listened to for at least ten minutes, you gain the sound mimicry special quality, excluding the racial bonus it grants.

Reach for the Sky: Your lack of wings does not stop you from gaining height advantage. You gain a +1 trait bonus to Climb and Acrobatics checks made to balance, and Climb becomes a class skill for you.

Alternate Racial Traits

Covetous: Some tengu desire material wealth more than finding common ground with others. Tengu with this trait gain a +2 racial bonus on Appraise and Sleight of Hand checks. This replaces gifted linguist.

Crow Tongued: You can speak to and influence birds. You gain the spell-like ability *speak with animals*, which you can use once per day, and the wild empathy feature, both usable only on birds. When you use wild empathy with crows or ravens, their starting attitude is friendly if domesticated or indifferent if wild. Use your character level for caster level and effective druid level for these abilities. This replaces swordtrained.

Raven-Blooded: You are significantly larger than most tengu. Your beak attack does 1d6 damage, and you count as Large sized for abilities dependent on size, as well as for determining your CMB, CMD, and skill checks. This does not affect your reach, attack bonuses, or your Armor Class. This replaces sneaky and swordtrained, and modifies natural weapon.

Society and Lands

Arts and Crafts: Tengu surprise many who consider them a race of greedy opportunists by actually being very talented craftsmen. Tengu artisans tend to choose crafts that involve precious materials such as jewelry or sculpting in marble, reflecting their love of valuables, rather than simpler mediums such as clay, or ephemeral crafts such as poetry.

Tengu are renown as calligraphers without peer, turning their linguistic talents toward creating beautiful documents or invitations. Their calligraphy often mimics the styles and aesthetics of the culture the language originates from, such as delicate elven cursive illuminated with sylvan imagery or angular dwarven runes.

Tengu swordsmiths produce blades of superior balance, often with delicate filigree and engravings and embellished with gems or gilded finishes to their hilts and crossguards. The finest swashbucklers and fencers often go to great lengths to acquire a sword crafted by a legendary tengu swordsmith, believing that tengu blades embody the race’s natural talents for swordplay. More cynical shoppers believe that tengu themselves propagate the rumor to enhance their reputations and increase prices.

Tengu prefer the gaudiest jewelry they can afford and flamboyant cloaks and clothes that often feature bright colors and intricate designs. Tengu will often wear outfits that clash, believing that each individual piece of clothing should be the finest, boldest item they can afford and that it will stand on its own, regardless of how poorly it matches their full ensemble. Similarly, they prefer accessories that are unusual and eye-catching, even if impractical, such as feathered hats, eye patches or monocles, platform boots,

or clothing featuring large number of buckles, buttons and pockets. If these accessories distract others or provide places to hide stolen goods, then all the better.

Language and Script: Like most of tengu culture, the tengu language has been appropriated from a variety of others. When tengus hear a word they like, they add it to their language. While many cultures that borrow from a mix of languages would form a pidgin tongue, the tengus have instead formed a unique language that seamlessly blends its component parts into a sophisticated whole. Linguists have yet to discover a language without at least a few words that have migrated into Tengu. The linguistic diversity of their own tongue has given tengu an ability to learn other languages unmatched by other races.

Tengu also borrows characters for its script from others, using a diverse set of phonetic letters and accent notation from a diverse range of languages such as Elvish, Dwarvish, Infernal, and Draconic.



Love and Mating: Tengu approach love like they approach the acquisition of wealth. If they meet someone they are attracted to, they will go to great lengths to form a relationship with them, seeing love and affection as another type of valuable they can possess. Common mating rituals involve displays of wealth and power and giving lavish gifts and praise to their desired mate. If traditional gifts of gold, silver, and gems fail to win the attention of their romantic interest, they rarely give up, instead learning what will impress the target of their affections. While other races consider such behavior to border on stalking, tengu appreciate the effort spent to impress one another, often more than whatever gifts are given.

Tengu relationships are often brief and passionate, lasting only until one partner finds someone else that interests them more. Tengus that do form relationships that last beyond brief affairs become extremely devoted to one another, with adultery being rare. Marriage is therefore rare in tengu society but celebrated by the whole community. Tengu weddings are characterized by bride and groom giving gifts to their guests, as the two have found a form of wealth that surpasses their normal greed for material possessions. A widowed tengu often refrains from future romance for the remainder of its life.

Clans and Families: Tengu feel tenuous loyalty to an extended clan and little or none toward immediate family. Their selfish nature leads them to value their own self-interest; however, they value the safety of numbers, especially in a world that often views them as untrustworthy bandits and thieves. Therefore, they form small clans primarily for self protection, but also to fulfill their subconscious need to compare themselves to others. A lone tengu has no one to envy or to impress with their superior wealth, station, or power.

Since tengu rarely form long term relationships, chicks born to fleeting affairs are raised by the community as a whole. Some tengu find child rearing and teaching a rewarding career and brag about the chicks they raise and their accomplishments as a vicarious way to show their worth, especially if they lack the material wealth that tengu normally value. Some cynical tengu see this behavior as self-serving, since it gives the caretaker loyal chicks from which to create a personal network of vassals. Even married tengu couples tend to leave their eggs and chicks under the care of others in the clan to raise, as they are too obsessed with their love for each other to be troubled with child rearing.

Tengu chicks often identify their caretakers in the community as their family but make a point to learn of their biological parents. While they often resent their parents for not being interested in them enough to raise them directly, they also develop their first strong feelings of envy towards their parents, who have the freedom to do as they please, free from the responsibilities of even taking care

Table 10-1: Height/Weight Table

Gender	Base Height	Base Weight	Modifier	Multiplier
Male	4 ft. 0 in.	65 lbs.	+2d6	x3 lbs.
Female	3 ft. 10 in.	55 lbs.	+2d6	x3 lbs.

Table 10-2: Random Starting Age

Adulthood	Intuitive	Self Taught	Trained
15 years	+1d4	+1d6	+2d6

Table 10-3: Aging Effects

Middle Age	Old Age	Venerable	Max Age
35 years	53 years	70 years	70+2d20 years

of their children. This passes on the tengu tendencies of greed and jealousy to the next generation. If either of their parents achieve great wealth or success, chicks often latch onto this, bragging to others of their superior parentage, in an attempt to make their parents' success their first "possession." Knowing that they cannot truly take the credit for the success of others, however, drives them to strive to make their own way in the world.

War: Tengu warfare is a study in contradictions. On the one hand, tengus are in favor of using force to take what they want, and if they feel they have a superior force, they will attack in frontal assaults and overwhelm their enemies. On the other hand, tengus favor trickery, deception, and misdirection and often use ambushes, hit and run tactics, and guerrilla warfare. Since tengus are individualistic, they rarely use large group tactics such as pike squares or coordinated volleys of arrows. Wolf pack tactics that coordinate small group assaults and attacking from higher ground are far more common among them. Even their direct attacks often include an element of deception, such as infiltrating a city under siege and opening the gates, rappelling down a cliff-face to attack an army below, or attacking from multiple directions at once.

Relations: Tengus have interacted with many races over the centuries and possess different relations with each.

Dire Corbies: Tengus look down upon these degenerate crow monsters with disgust and pity. They see them as barbaric reminders of what any tengu could become if he lets his greed turn to brutal savagery, brutal beasts that lack the cosmopolitan taste and refined nature of a true tengu. Tengu myths and stories say that vile and wicked tengus can actually devolve into these brutes. Calling a tengu a corby, or calling a dire corby a dire tengu, is a grave insult to any tengu. Dire corbies view tengus as effete weaklings and tricksters, if they even take the time to differentiate them from other prey.

Dwarves: Dwarves find the tengu propensity for theft and greed reprehensible. Most dwarves assume tengus are

looking to rob them of their hard earned fortune, especially if they deal in precious metals or gems.

Goblins: Goblins often compete with tengus when scavenging from larger settlements. Sometimes this leads to rivalry or outright warfare between them. Some tengus form alliances with goblins, however, either as equal partners or by tricking the goblins to take a greater share of the risk for a lesser share of profits. Surprisingly, goblins often accept these circumstances, as they value food and weapons over the gold and wealth that tengus prefer.

Humans: Tengus often live in human cities and are accepted in most cosmopolitan realms. Humans find that tengus will take jobs that are too dirty or disquieting for most for the right pay. Some humans exploit tengus, tricking them into risks or withholding promised payment. These events often lead to tengu retaliation which adds to the tengu reputation for untrustworthiness. Humans share the tengu drive to better themselves and respect their talent with swords and languages.

Ratfolk: Ratfolk are also often competitors with tengus when living in other races' settlements. They rarely fight outright over territory, however, as ratfolk prefer living in sewers and tunnels and tengus prefer living above ground, under open skies. Partnerships are common between tengus and ratfolk, with each race swapping secrets learned in their respective territories.

Adventurers: Tengus frequently adventure, as they see it as a fast path to wealth and power. The adventuring lifestyle also allows tengus who run afoul of the law to stay ahead of their reputation, never staying in one place for too long.

Investigator: Tengus excel at observing and connecting seemingly random facts into cohesive patterns.

Magus: Tengus often seek non-standard advantages, and blending magic with their swordplay is a common way they defeat their foes.

Rogue: Most tengus are rogues at heart, and taking what doesn't belong to them is second nature. Tengu rogues use a diverse set of skills, from con games and sleight of hand to outright thuggery and banditry.

Swashbuckler: Tengus are natural swordsmen, and the mobile fighting style of swashbucklers compliments the tengu inclination towards subtlety.

Wizard: Some tengus understand that mastering the physical world is only the most obvious way to get what you want from life. Mastering magic that can transform your whims into reality is often the path of tengus who desire power. Tengu wizards often specialize in enchantment or illusion.

Racial Options

Racial Archetypes

Tengus can make use of these archetypes.

Aerialist

Aerialists excel at attacking foes from above using a variety of tactics, such as attacking from higher ground, leaping over their foes, swinging on ropes, or flying.

Associated Class: swashbuckler

Associated Race: tengu

Replaced Abilities: menacing swordplay, superior feint, bleeding wound

Modified Abilities: derring-do

Derring-Do (Ex): An Aerialist uses 1d4+2 when using the derring-do deed for Acrobatics, Climb, Fly, or Ride while on a flying mount, rather than 1d6. If the die roll results in a natural 4, she rolls another 1d4 and adds it to the check. She can roll a number of d4s in this manner to a maximum equal to her Dexterity modifier (minimum 1). Other uses of this deed use 1d6-1 (minimum 1) and require a natural 6 to continue rolling.

Leaping Assault (Ex): At 3rd level, while she has at least 1 panache point, an aerialist can leap over her foe with a successful Acrobatics check based on the foe's height. If the Acrobatics check fails, she immediately ends her movement in the square in which she began the jump and lands prone. During her leap, she can make an attack against her foe as a standard action. If the attack hits, she does not provoke an attack of opportunity. As a swift action, she may spend 1 panache point to add her level to her Acrobatics check and 1d6 to the damage roll for her attack.

Flying Stab (Ex): At 7th level, an aerialist excels when attacking a foe as she moves over him. Her attack bonus for attacking from higher ground increases to +2. While

she has at least 1 panache point, she may make use of the Spring Attack feat whenever she moves over her foe, whether by flying, using the *leaping assault* deed, or by some other means.

Death from Above (Ex): At 11th level, an aerialist can leverage gravity as she dives or leaps down upon her foe. She must spend 1 panache point to perform this deed. For every 10 feet of height she falls or dives from prior to attacking her foe, she adds 1d6 damage to her attack, up to a number of 1d6 equal to her Dexterity modifier (minimum 1). If she hits, she can reduce any falling damage by the amount of extra damage she dealt on the attack.

Crow Shaman

Crow shamans bond with the trickster crow spirit, spreading mischief and confusing their enemies.

Associated Class: shaman

Associated Race: tengu

Replaced Abilities: spirit (greater)

Modified Abilities: class skills, spirit animal, spirit magic, hex

Class Skills: The crow shaman's class skills are Bluff (Cha), Craft (Int), Disguise (Cha), Fly (Dex), Handle Animal (Cha), Knowledge (nature) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Profession (Wis), Stealth (Dex), Sleight of Hand (Dex), Spellcraft (Int), and Survival (Wis).

Spirit Animal (Ex): A crow shaman must select a crow as his spirit animal. This functions in all ways like a raven, except the shaman gains a +3 bonus on Sleight of Hand checks rather than Appraise checks.

Spirit Magic Spells: A crow shaman replaces a number of spells from her chosen spirit's spirit magic granted spell list: *mirror image* (2nd), *confusion* (4th), *mislead* (6th).

Hex: A crow shaman can select the *confusion curse* hex regardless of her chosen spirit.

Crow's Tricks (Su): At 8th level, a crow shaman can use Sleight of Hand to take items from another creature during combat even if they are aware of her, as long as the item is not being held. She can use this ability on any creature only once per day. Furthermore, she can use Sleight of Hand at a range of 30 feet, which increases the DC by 5. She cannot take 10 on ranged checks, and objects manipulated must weigh no more than 5 pounds. Finally, three times per day, she can cloak one object held by another creature in an illusion that fools all five senses, making it appear as another object. The illusion lasts 1 round per level. Interacting with the object, such as attempting to use it, allows a Will saving throw to realize what the object really is.

Kite Fighter

The kite fighter has transformed the tengu hobby of kite battling into a martial art unexpected by most foes.

Associated Class: fighter

Associated Race: tengu

Replaced Abilities: bonus feat (1st, 4th, and 10th levels only)

Wind Master (Ex): At 1st level, a kite fighter gains Exotic Weapon Proficiency (war kite) as a bonus feat. In addition, he learns to use the strength of the wind to increase the damage dealt with his kite. The kite fighter gains a +2 bonus on damage rolls with his war kite while attacking in moderate winds. This bonus increases to +4 if the winds are serious and to +8 if they are severe.

Unexpected Angles (Ex): At 4th level, a kite fighter learns to weave the war kite around a defender's shield and can ignore shield bonuses to AC when attacking with a war kite. In addition, the kite fighter can treat the nearest adjacent space between him and his target as his own space for the purposes of determining whether or not the kite fighter is flanking his opponent.

Entangling Kite (Ex): At 10th level, a kite fighter can entangle his foes with his kite. Upon a successful attack, a kite fighter can make a CMB check against his target. A successful check entangles his foe. A kite fighter cannot make additional attacks with a war kite that is entangling a creature, but he can use additional attacks to make trip or drag combat maneuvers against an entangled foe. Using the drag combat maneuver pulls the entangled foe closer to you but does not cause you to move.

Raven Knight

Raven knights fly around the battlefield on giant raven mounts, taunting and distracting the targets of their challenge with superior mobility.

Associated Class: cavalier

Associated Race: tengu

Replaced Abilities: cavalier's charge, greater tactician

Modified Abilities: mount

Mount (Ex): A raven knight gains the service of a loyal and trusty raven to carry him into battle. This functions as the cavalier's mount, except that the raven knight must choose a giant raven as his mount. The giant raven can carry a raven knight into battle at half its normal fly speed.

Rook's Charge (Ex): At 3rd level, a raven knight is particularly elusive after charging an opponent. After a raven knight successfully attacks a creature with a charge attack while mounted, the raven knight gains a +2 dodge bonus to AC until the beginning of his next turn.

Confusing Charge (Ex): At 9th level, a raven knight that makes a charge while riding a flying mount takes a confusing path towards his target. He need not move to the closest space from which he can attack his opponent, but can choose to attack from any space within his reach. If he hits, his opponent takes a -2 penalty on all attack rolls for 1d4 rounds. Finally, if his mount uses the Flyby Attack feat, it does not provoke attacks of opportunity while ridden by the raven knight.

Spell Scavenger

Spell scavengers use residual scraps of magic from other spellcasters to power their spells.

Associated Class: wizard

Associated Race: tengu

Replaced Abilities: bonus feat (5th, 10th and 15th levels only)

Modified Abilities: spells

Diminished Spellcasting: A spell scavenger may cast one fewer spell of each level than normal. If this reduces the number to 0, he may cast spells of that level only if his Intelligence allows bonus spells of that level.

Scavenge Magic (Su): A spell scavenger can use leftover bits of magical energy to power his spells. When he succeeds on a saving throw against a spell or spell-like ability which targets him or includes him in its area of effect, he can use the energy of that spell to cast a spell in



the next round. If he has the spell prepared, he can cast the same spell the following round without expending the prepared spell. If the spell is on his spell list but not prepared, he can use the spell energy to cast a spell up to one level lower which he has prepared without expending the prepared spell. If the spell is not on his list, he can use the spell energy to cast a spell up to two levels lower which he has prepared without expending the prepared spell. The spell scavenger cannot gain the energy of a spell that does not require a saving throw.

Steal Magic (Su): At 5th level, when a spell scavenger successfully ends a spell with *dispel magic* or a similar effect, he can attempt a second caster level check against the spell's caster level. If he is successful in this second attempt, he can cast that spell once as if he had prepared it. If the spell was modified which a metamagic feat, the spell scavenger casts it in its modified form, even if he does not possess the feat. A spell scavenger can only have one stolen spell readied in this way at any time. If he steals a second spell, the previously stolen spell is immediately lost. This ability does not work when the magic is merely suppressed, such as when *dispel magic* is cast on a magic item.

If the spell is of a level higher than the spell scavenger is normally able to cast, the spell scavenger must succeed a caster level check to successfully cast the stolen spell (DC = spell's caster level +1). If this check fails, a mishap occurs (see Scroll Mishaps in the *Pathfinder Core Rulebook*, under Section 15: Magic Items). If the spell is not on the wizard spell list, the spell scavenger can still cast the spell as if it were a scroll, using either Use Magic Device or his caster level to cast the spell. Alternatively, the spell scavenger can record the spell in his spellbook or create a scroll without a check, while still needing to pay the writing cost for the spell in the book or to create the scroll, respectfully.

Improved Scavenge Magic (Su): At 10th level, three times per day, a spell scavenger can make a melee touch attack against a spellcaster. If the touch attack is successful, he steals a randomly selected spell of the caster's highest level prepared spells or spells known. The touched caster loses the spell and the spell scavenger gains the energy of the spell as if he had succeeded the spell's saving throw.

Greater Scavenge Magic (Su): At 15th level, a spell scavenger can gain the energy of a spell when he fails a spell's saving throw. Once per day, he can choose to gain the energy of a spell that targeted him or included him in its area of effect even if he failed the spell's saving throw or if the spell did not require a saving throw. The spell still affects the spell scavenger as normal.

Giant Raven (New Animal Companion)

Starting Statistics: Size Large; Speed 10 ft., fly 40 ft. (average; unable to carry a rider while flying); AC +2 natural armor; Attack bite (1d6); Ability Scores Str 14,

Dex 17, Con 10, Int 2, Wis 15, Cha 6; Special Qualities low-light vision

4th-Level Advancement: Speed 10 ft., fly 60 ft. (average; unable to carry a rider while flying); AC +1 natural armor; Attack bite (1d6), 2 claws (1d6); Ability Scores Str +2, Con +2; Bonus Feat eye gouge Special Qualities evasion

Racial Feats

Many tengu make use of the following feats.

Eye Gouge (Combat, Critical)

You rip out an opponent's eye with your beak.

Prerequisite: Critical Focus, base attack bonus +11, must have a beak and natural bite attack.

Benefit: Whenever you score a critical hit with your beak, you gouge out one of the opponent's eyes, permanently damaging its sight. An affected creature gains the sickened condition from crippling pain and a -2 penalty to ranged attack rolls and Perception checks. If the creature succeeds on a Fortitude save, it is only dazzled for 1d4 rounds and suffers no other penalties. The DC of this Fortitude save is equal to 10 + your base attack bonus. If all of a creature's eyes are removed in this way, it permanently gains the blinded condition. This feat has no effect on creatures that do not rely on eyes for sight. The sickened condition and associated penalties are a pain effect and can be removed by any magical healing or a full day's rest. Blindness can be cured by *heal*, *regeneration*, *remove blindness*, or similar abilities.

Special: You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

Feather Ruffle

You've learned to fluff your feathers to create spaces between them, allowing you to hide small items, and you can expand your feathers to become a more challenging target.

Prerequisite: Dex 13, tengu.

Benefit: You gain a +4 circumstance bonus to Sleight of Hand checks to conceal small items on your body. As a move action, you can ruffle your feathers, causing them to extend up to 1 foot from your body. This grants you a +1 circumstance bonus to AC against touch attacks, but causes any items concealed in your feathers to fall to the ground.

Fighting Mimicry

You can copy fighting abilities you observe.

Prerequisite: Base attack bonus +4, tengu.

Benefit: You can take a move action to study a combatant and gain the use of a combat feat they have used in the

current encounter. If you meet the requirements of the feat, you can use it for one minute. Otherwise, you can use the feat until the end of your next turn. You may use this ability once per day for every four levels you have attained.

You can use this ability again before the duration expires in order to replace the previous combat feat with another choice. If a combat feat has a daily use limitation (such as Stunning Fist), any uses of that combat feat while using this ability count toward that feat's daily limit.

Filth Fighter

You can use the carrion others cannot stomach as a weapon.

Prerequisite: Con 13, Int 13, Carrion Feeder.

Benefit: As a full round action that provokes attacks of opportunity, you can apply carrion, rotten food, or even your own guano to a slashing or piercing weapon to infect it with filth fever. The next foe you hit with that weapon must make a Fortitude saving throw (DC 10 + 1/2 your character level + your Int modifier), or contract the disease. Additional saves against the disease are at the regular DC of 13. You may infect a weapon with filth fever once per day per four character levels. Once a weapon is infected, it remains potent for one hour, after which time it no longer can inflict disease.

At 10th level, you may instead infect a weapon to inflict bubonic plague, which has additional saves at the regular DC of 18.

Special: An alchemist with this feat may infect a weapon a number of times per day equal to his alchemist level, plus one more time per day for every four levels he has in classes other than alchemist. An alchemist can apply filth to his weapon as if it were a poison, using swift alchemy or swift poisoning abilities.

Sword Adept

You have improved on your swordtraining.

Prerequisite: Swordtraining racial ability, tengu.

Benefit: Count half of your non-fighter levels as fighter levels for prerequisites for feats. If you select a feat that applies to a specific weapon, it must be a swordlike weapon. When wielding a swordlike weapon, treat it as masterwork, even if it is mundane.

Normal: Only fighters can select feats requiring fighter levels.

Sword Master

You are a master of swords.

Prerequisite: Sword Adept, character level 10th, tengu.

Benefit: Count half of your non-fighter levels as fighter levels for the weapon training class feature when applied to swordlike weapons. If you don't have the weapon training class feature, you gain weapon training with all swordlike weapons using your effective fighter level.

Racial Equipment

Many tengu make use of the following equipment.

War Kite: This exotic light weapon is a small kite made from silk and darkwood and adorned with mithral blades. Generally, they are elaborately decorated and take the shape of ravens or birds of prey, with the blades incorporated into the claws. Tengu kite fighters developed this weapon from the terror kite for use in combat, not simply in kite duels. The kite has hardness 5 and 6 hit points. It comes with a 100 foot spool of silk twine.

You can attack foes with a war kite only outside, with at least a light wind present. It takes a standard action to launch a war kite into the air. After it is aloft, you can make a ranged attack against any foe within 100 feet, causing the kite to dive and slash your target. This grants a +1 circumstance bonus on the attack roll as if attacking from higher ground. War kites ignore cover between your and your target, including total cover. The war kite is part of the flails weapon group.

Table 10-4: Equipment

Exotic Weapons	Cost	Dmg(S)	Dmg(M)	Critical	Range	Weight	Type
War Kite	120 gp	1d4	1d6	19–20/x2	20 ft.	1 lb.	S

Table 10-5: Deities

Deity	AL	Area of Concern	Domains	Mysteries	Favored Weapon
Amaznozako	NE	envy, revenge, wealth	Air, Animal, Destruction, Evil	Battle, Nature, Wind	greatsword
Munhinazi	CN	knowledge, spying, secrets	Chaos, Knowledge, Rune, Trickery	Ancestor, Lore, Time	shortsword

Religion

Deities/Philosophies

Many tengu worship these deities.

Amanozako

NE goddess of envy, revenge, and material wealth

Priests clerics, druids, inquisitors, oracles, warpriests

Domains Air, Animal, Destruction, Evil

Subdomains Catastrophe, Feather, Rage, Wind

Mysteries Battle, Nature, Wind

Inquisitions Anger, Fervor, Vengeance

Favored Weapon greatsword

FAITH

Sacred Animal crow; **Symbol** crow biting a sword

Sacred Texts *Codicil of the Grasping Claw*

Amaznozako is depicted as a human woman with a crow's head and a long nose. She lusts for shiny treasures—the more ostentatious, the better. She is a firm believer in taking anything she wants, having no regard for ownership. Anyone who resists giving her tribute is subject to her wrath. Her fury is legendary, often going far beyond personal revenge to lash the homes of any who defy her with lightning storms and hurricanes. In battle, she can snap swords with her toothed beak as she carves her enemies to pieces with lightning fast displays of swordplay.

Her followers are often bandits, believing they have a holy right to take what they want. Her priests preach that she deserves a tithe of all treasures stolen in her name but often simply pocket the offerings for their own wealth. Amaznozako seems to have no issues with such brazenness, as she the treasures of her worshippers according to her whims.

Most tengu believe that Amaznozako taught them the art of swordsmanship and offer her prayers when entering battle or duels. Many tengu worship her to help them gain wealth, whether through theft or otherwise.

Temples to Amaznozako glitter and shine with precious metals, displaying wealth for all to covet. Public areas often are decorated with less valuable, gilt painted art and baser metals that still reflect light and catch the eye. Shrines to her are often lightning-blasted trees or sites associated with legendary bandits.

Munhinazi

CN god of knowledge, spying, secrets and blackmail

Priests bards, clerics, inquisitors, rogues

Domains Chaos, Knowledge, Rune, Trickery

Subdomains Deception, Language, Spying, Thought

Mysteries Ancestor, Lore, Time

Inquisitions Fate, Heresy, Truth

Favored Weapon shortsword

FAITH

Sacred Animal raven; **Symbol** two-headed raven looking in opposite directions

Sacred Texts *Tenets of the Silent Eye*

Munhinazi is always watching the world and the planes, hidden in plain sight. Depicted as a two headed raven, he can split into the separate bodies of two ordinary ravens and watch multiple places at once. It is said that no secret is safe from his spying and that he has blackmailed several other deities with their secrets, but other gods deny such accusations. If directly confronted, Muhinazi prefers to evade or trick his enemies, avoiding direct combat. He often arranges for others to fight his battles for him, whether by deception or coercion—usually through threats to reveal their darkest secrets.

Tengus attribute their facility with languages to Munhinazi, as well as their natural stealth. Priests of Munhinazi teach that tengu can improve their lives by



drawing little attention to themselves, quietly observing those around them, and always looking for ways to put anything they learn to their benefit. Spies, thieves, merchants, and wizards often worship Munhinazi.

Temples to Munhinazi are rarely public, often hidden behind a front of a business such as a book binder, curio shop, or food kitchen. His shrines are located on spires overlooking busy markets or crossroads.

Priest Archetypes

Priests of Amaznozako can prepare the *sword snapping bite* spell and take the spite chanter archetype. Priests of Munhinazi can make use of the *mind scroll* spell or the spying subdomain.

Spite Chanter

Spite chanters harbor great jealousy and rage towards those who have what should be rightfully theirs. This single-minded hatred grants them Amaznozako's blessings to smite all who dare stand in their way.

Associated Class: cleric

Associated Deity: Amaznozako

Associated Race: tengu

Modified Abilities: channel energy

Channel Energy: At 1st level, a spite chanter can invoke Amaznozako's rage to channel energy to smite all in the area. Their channel energy ability creates a wave of pure divine wrath that is neither positive or negative energy. It deals damage to any creature, living or not within the area of effect. The spite chanter does not take damage from this effect.

Spying Subdomain

Associated Domain: Trickery

Replacement Power: The following granted power replaces the master's illusion power of the Trickery domain.

Blending (Su): At 6th level, as an immediate action, you cause all creatures who notice you to act as if you belong among them for a number of rounds per day equal to your cleric level. Each creature perceives you as someone who has every reason to be anywhere you choose to go, regardless of any orders they may have to the contrary. For example, if a guard was ordered by the king to let no one inside the castle, he perceives you as the king. A creature can make a Will save to resist this effect. The save DC to resist is equal to 10 + 1/2 your cleric level + your Wisdom modifier. The rounds do not need to be consecutive. This is a mind-affecting enchantment effect.

Replacement Domain Spells: *clairaudience* (3rd), *clairvoyance* (3rd), *prying eyes* (5th), *prying eyes*, *greater* (8th)

Racial Magic

Many tengus use these spells, and non-tengus learn them as well.

Long Nose Curse

School necromancy [curse]; **Level** arcanist/wizard/sorcerer 2, cleric/oracle/warpriest 1, inquisitor 1, shaman 1, witch 1

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 day/level

Saving Throw Will negates; **Spell Resistance** yes

The cursed subject's nose grows a foot in length. The suffer the following effects:

- -4 circumstance penalty on Charisma checks and Charisma-based skills
- -4 penalty to saving throws against scent based attacks such as a troglodyte's stench
- Tengus viewing the subject know they have offended a tengus and their starting attitude is one step worse than normal (i.e. indifferent becomes unfriendly, unfriendly becomes hostile, etc.)

Mind Scroll

School transmutation; **Level** alchemist/investigator 3, arcanist/sorcerer/wizard 3, bard/skald 3, cleric/oracle/warpriest (Munhinazi) 3

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 hour/level or until discharged

Saving Throw none; **Spell Resistance** no

You can record knowledge you observe in a mental scroll and access the scroll with perfect recall. You can store a perfect mental replica of any written work you've observed in the past round, even if you had only the briefest glimpse of the writing. Alternatively, you can attempt to create a mental scroll of any spell that you witnessed being cast within the past round. To create a mental spell scroll, you must make a Spellcraft check (DC 15 + twice the spell's level). If you succeed, you may treat the *mind scroll* as a magical scroll you are carrying in hand. If the spell is not on your spell list, you can attempt to cast it with the Use Magic Device skill as normal. Casting a spell from a mind scroll ends the *mind scroll* spell.

You may record the *mind scroll* onto physical materials at a later point. If you have stored non-magical writing, you can automatically do this with sufficient writing materials. For a magical scroll, you can create a standard magical scroll as if you had the Scribe Scroll feat.

Murder of Crows

School conjuration (summoning); **Level** arcanist/sorcerer/wizard 2, bard/skald 2, druid/hunter 2, shaman 2, summoner 2, unchained summoner 2, witch 2

Casting Time 1 round

Components V, S, M (a handful of shiny coins)

Range close (25 ft. + 5 ft./2 levels)

Effect one swarm of crows

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

You summon a swarm of crows. Use the stats for a bat swarm^{B1} without the blindsense ability. The swarm attacks the nearest creature. If the caster is a tengu, he can control the swarm by concentrating during the spell's duration. Otherwise, the caster has no control over its target or direction of travel.

Steal Eyes

School necromancy; **Level** antipaladin 4, arcanist/sorcerer/wizard 4, cleric/oracle/warrior 5, witch 4

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration instantaneous

Saving Throw Fortitude negates; **Spell Resistance** yes

You rip the eyes of your target from their body, calling them into your hands. The target permanently gains the blinded condition, and the pain of losing their eyes causes them to be sickened. The sickened condition and associated penalties are pain effects and can be removed by any magical healing or a full day's rest. Since the target's eyes are physically removed, the resulting blindness cannot be cured by *remove blindness*, but can be cured by *heal*, *regeneration*, or similar abilities.

Stolen eyes can be used in a spell such as *scrying* to strengthen the bond between the caster and the target or can be used as an additional material component for a spell you cast in the next round that targets the same creature. This consumes the stolen eyes and increases the save DC of the saving throw for the creature by 1.

Sword Snapping Bite

School transmutation; **Level** cleric/oracle/warrior 3 (Amaznozako), druid/hunter 3, inquisitor 2 (Amaznozako), ranger 3, shaman 3

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

You transform your beak into a sundering weapon capable of snapping swords or other weapons into useless pieces.

You gain the benefits of the Improved Sunder feat with your bite attack. When making a sunder combat maneuver with your bite, it deals damage as if it were two size categories larger (a typical tengu bite would deal 1d6 damage) and ignores the hardness of objects.

Trickster's Shroud

School illusion (glamer); **Level** arcanist/sorcerer/wizard 2, bard/skald 1, witch 2

Casting Time 1 standard action

Components V, S, M (a pair of white silk gloves)

Range personal

Target you

Duration 10 min./level

You cloak your spellcasting in illusory gestures and chants, disguising spells you cast. The DC to identify spells that you cast increases to 25 + the spell's level. Furthermore, you can alter the aura of any spell you cast to radiate a different school of magic. This false aura is detected with *detect magic*, *identify*, or similar effects that allow a Spellcraft check to identify an aura's school of magic. If the caster beats the DC to identify the school of magic by 10, then they detect the true aura of the spell.

Racial Magic Items

The following magic items are made by tengu characters.

Crow Feather Token

Aura strong conjuration; **CL** 12th

Slot none; **Price** 400 gp; **Weight** —

DESCRIPTION

This black feather is a token that takes the form of a crow and steals items from creatures. The crow can be directed to make a Steal combat maneuver check against any creature within 60 feet (with a +15 bonus on combat maneuver checks) to take items that weigh up to 5 pounds. If the crow succeeds in taking an item, it flies it to its owner and places it in the owner's free hand. If the owner has no hands free, the crow drops in in the owner's square. The crow lasts for 1 hour, and can be used only once.

CONSTRUCTION

Requirements Craft Wondrous Items, *major creation*;
Cost 200 gp

Hurricane Force Geta

Aura moderate evocation; **CL** 7th

Slot feet; **Price** 18,000 gp; **Weight** 1 lb.

DESCRIPTION

These one-toothed wooden sandals channel the power of the strongest windstorms. The wearer is immune to wind

effects, including being checked or blown away and the whirlwind special attack, and takes no penalties to Fly checks due to winds. Ranged attacks made by the wearer still suffer the usual penalties, since thrown weapons or ammunition must leave the wearer's possession as part of the attack.

Three times per day, the wearer can channel a blast of hurricane force winds, by making a touch attack against a target. Medium or smaller creatures or unattended objects on the ground are blown away 1d4x10 feet and knocked prone, taking 1d4 damage for every 10 feet they are blown back unless, they make a DC 15 Strength check. Flying creatures of Medium size or smaller are blown back 2d6x10 feet and take 2d6 nonlethal damage from battering and buffering, unless they succeed on a DC 25 Fly check. The geta can also be used to break or force open stationary objects, such as doors, granting the wearer a +8 circumstance bonus on any associated Strength checks.

CONSTRUCTION

Requirements Craft Wondrous Items, *cloak of winds* ^{APG}, *river of wind* ^{APG}; **Cost** 9,000 gp

Lightning Storm Kite

Aura moderate evocation; **CL** 10th
Slot none; **Price** 34,420 gp; **Weight** 1 lb.

DESCRIPTION

This +2 *shock war kite* has a shiny copper coin hanging a foot below it from a copper wire. Three times per day, after hitting a foe, as a swift action, the wielder can call a 5-foot-wide, 30-foot-long, vertical bolt of lightning down

on the target. Any creature in the target square or in the path of the bolt is affected. Inside, underground, or in clear weather, this bolt does 3d6 electricity damage. Under overcast skies, the bolt does 3d10 electricity damage. In a stormy area, the bolt does 5d10 electricity damage. A Reflex save (DC 17) halves the electricity damage. Any electricity damage done by the bolt is added to the electricity damage done by the *shock* weapon property before applying electricity resistance.

CONSTRUCTION

Requirements Craft Arms and Armor, *call lightning storm*; **Cost** 17,420 gp

Uplifting Kite

Aura faint transmutation; **CL** 3th
Slot none; **Price** 10,420 gp; **Weight** 1 lb.

DESCRIPTION

This +1 *war kite* is decorated with images and symbols of wind. While flying the kite and not attacking with it, the wielder can *levitate* as per the spell three times per day. Additionally, the wielder gains a +10 enhancement bonus on Acrobatics checks made to jump.

CONSTRUCTION

Requirements Craft Arms and Armor, *levitate*, *jump*; **Cost** 5,420 gp

In Your Campaign

Tengus often fill the role of miscreants, troublemakers, rogues, and adversaries. They view the world in shades of grey, and therefore make great anti-heroes or lovable rogues. They rarely pursue grandiose evil and are instead villains out for personal gain. A tengu is far more likely to be a crime lord or corrupt politician rather than a warlord out to conquer the world or a necromancer looking to command an army of undead giants. Tengu can be colorful lieutenants for more despicable villains, however, as they can reap more financial rewards while their master worries about the arcane details of completing their master plan. Tengu lieutenants also provide PCs an adversary they can reform, bribe, or otherwise compromise with, courses of action not usually possible with a primary villain.

Tengus also make excellent neutral NPCs, who can fill the role of an informant, a fence, or an adventuring adversary in it for the money rather than more noble causes. In these roles, they can still come into conflict with PCs, potentially selling them out, playing both sides of a conflict, or trying to loot a tomb before the PCs can find important lost information hidden there.

Tengus make questionable but useful allies, bringing a diverse array of skills to any group they join, but always creating suspicion of their true motivations. When used in this role, it is best for the first encounter with a tengu to



be helpful, providing assistance to PCs for fair payment. Later, the tengu can betray them on another mission for the chance to take all of the spoils or for a larger payment from the PC's enemies. If the PCs meet this erstwhile ally again, he will likely profusely apologize, making excuses for how he had no choice (sometimes an explanation like this may even be true). If the PCs are willing to forgive the tengu and accept his aid in the future, he will know they will be suspicious and will likely be on his best behavior, possibly accepting less payment than normal, to make up for the past. This can then set up a fourth (and likely final) time where the tengu once again betrays the PCs. Such unfortunate behavior cements the tengu reputation for being greedy, base, and untrustworthy scoundrels.

Tengu enclaves can be used to illustrate the poverty and persecution of a non-human ghetto within a larger metropolis. Tengus themselves can be vagrants and wandering vagabonds who travel from city to city to keep ahead of their reputation as they run confidence rackets, streaks of pickpocketing, and more legitimate forms of acquiring wealth such as performance duels, gladiatorial combat, trading, or providing fencing lessons. Since tengus are adept at assimilating into other societies, they can be found just about anywhere, from frozen tundra trading posts and woodland elven villages to bustling jungle port cities and mighty human metropolises.

Even tengus who play against type by not only looking to become rich and powerful still have elements of their competitive and greedy nature come into play. An altruistic tengu who makes it his life's mission to feed the poor still wants to receive praise for what he does, wanting to be recognized as the best at what he does. Tengus who pursue other goals often transform their racial inclination for greed into pride and treat the accolades of others as their preferred form of wealth. Tengus who forsake their innate desire for wealth instead collect medals, honorary titles, memberships into knighthoods or adventuring guilds, or bask in the cheering of throngs of adoring fans or those they have saved from danger. This sort of pride becomes the greatest danger for the few tengu paladins, who can easily fall if their pride overwhelms their desire to help others. Fallen tengu paladins are more likely to become mercenary in nature than to become anti-paladins.

NPCs

JACAW SILVERBLADE CR 1/2

XP 200

Tengu swashbuckler (aerialist) 1

N Medium humanoid (tengu)

Init +3; **Senses** low-light vision; Perception +2

DEFENSES

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 10 (1d10)

Fort +0, **Ref** +5, **Will** +0

OFFENSE

Speed 30 ft.

Melee rapier +4 (1d6+1/18–20), bite –1 (1d3)

Ranged dagger +4 (1d4+1/19–20)

STATISTICS

Str 12, **Dex** 17, **Con** 11, **Int** 10, **Wis** 10, **Cha** 14

Base Atk +1; **CMB** +2; **CMD** 15

Feats Combat Expertise

Skills Acrobatics +7, Climb +5, Linguistics +5, Sleight of Hand +7, Stealth +6; **Racial Modifiers** +2 Perception, +2 Stealth, +4 Linguistics

Languages Common, Goblin, Ratfolk, Tengu

SQ deeds, *derring-do* deed (1d4+2 with Acrobatics, Climb, Fly, Ride with flying mount, 1d6–1 with other uses), gifted linguist, panache (2 points), swashbuckler finesse, swordtrained

Combat Gear alchemist's fire, pouch of marbles ^{APG};

Other Gear rapier, 2 daggers, masterwork studded leather armor, belt pouch, fine red cloak, jasper ring (worth 20 gp), 2 gp

KORTRILL SHARPBEAK CR 2

XP 600

Tengu expert 4

LN Medium humanoid (tengu)

Init +1; **Senses** low-light vision; Perception +3

DEFENSE

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

hp 22 (4d8+4)

Fort +1, **Ref** +2, **Will** +5

OFFENSE

Speed 30 ft.

Melee falcata +2 (1d8–1/19–20/×3) or bite –3 (1d3–1)

STATISTICS

Str 9, **Dex** 12, **Con** 10, **Int** 14, **Wis** 13, **Cha** 8

Base Atk +3; **CMB** +2; **CMD** 13

Feats Skill Focus (Knowledge [history]), Toughness

Skills Appraise +9, Craft (alchemy) +8, Knowledge (arcana, dungeoneering, engineering) +8, Knowledge (history) +12, Knowledge (local, nobility) +9, Linguistics +13, Perception +3, Profession (scribe) +8, Stealth +2; **Racial Modifiers** +4 Linguistics, +2 Perception, +2 Stealth

Languages Aboleth, Aklo, Celestial, Common, Dark Folk, Draconic, Dwarven, Elven, Giant, Infernal, Tengu, Treant

Combat Gear *potion of cure light wounds*, *potion of invisibility*, *potion of sanctuary*; **Other Gear** +1 chain shirt, falcata ^{UE}

KAZMUKEET STORMFURY CR 3

XP 800

Tengu inquisitor of Amaznozako 4
NE Medium humanoid (tengu)
Init +5; **Senses** low-light vision; Perception +10

DEFENSES

AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)
hp 21 (4d8)
Fort +4, **Ref** +3, **Will** +7

OFFENSE

Speed 20 ft. (30 ft. without armor)
Melee masterwork greatsword +8 (2d6+4/19–20), bite +1 (1d6+1)
Ranged javelin +5 (1d6+3)
Special Attacks destructive smite (+2, 5/day), judgement (2/day)
Inquisitor Spell-Like Abilities (CL 4th; concentration +3)
At will—*detect chaos, detect evil, detect good, detect law*
Inquisitor Spells Known (CL 4th; concentration +7)
2nd (2/day)—*spiritual weapon, sword snapping bite*
1st (4/day)—*cure light wounds* (DC 14), *divine favor, inflict light wounds* (DC 14), *wrath* ^{APG}
o (at will)—*acid splash, bleed* (DC 13), *brand* ^{APG} (DC 13), *detect magic, guidance, resistance*
Domain Destruction (Catastrophe ^{APG})

STATISTICS

Str 16, **Dex** 14, **Con** 11, **Int** 10, **Wis** 16, **Cha** 8
Base Atk +3; **CMB** +7; **CMD** 19
Feats Power Attack, Precise Strike ^{APG}, Weapon Focus (greatsword)
Skills Climb +7, Intimidate +8, Knowledge (nature) +4, Knowledge (religion) +4, Linguistics +8, Perception +10, Sense Motive +12, Stealth –1, Survival +10 ; **Racial Modifiers** +4 Linguistics
Languages Common, Dwarven, Orc, Tengu
SQ cunning initiative, gifted linguist, monster lore (+3), raven blooded, solo tactics, stern gaze, teamwork feat (change 3/day), track (+2)
Combat Gear alchemist's fire (2), *scroll of cure moderate wounds*, tanglefoot bag; **Other Gear** +1 *breastplate*, javelins (4), masterwork greatsword, silver bracelet inset with garnets (worth 400 gp), silver holy symbol, 31 gp

HYGLAWK EBONFEATHER CR 5

XP 1,600

Tengu cleric of Munhinazi 6
CN Medium humanoid (tengu)
Init +3; **Senses** low-light vision; Perception +6

DEFENSES

AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)
hp 30 (6d8)

Fort +5, **Ref** +5, **Will** +9
Immune effects that target chaotic alignments

OFFENSE

Speed 30 ft.
Melee mwk shortsword +9 (1d6/19–20), bite +2 (1d3)
Ranged mwk light crossbow +7 (1d8/19–20)
Special Attacks channel positive energy 2/day (DC 12, 3d6)
Tengu Spell-Like Abilities (CL 6th; concentration +5)
1/day—*speak with animals* (birds only)
Domain Spell-Like Abilities (CL 6th; concentration +10)
At will—*remote viewing* (6 rounds/day)
7/day—*copycat, lore keeper*
Cleric Spells Prepared (CL 6th; concentration +10)
3rd—*bestow curse* (DC 17), *blindness/deafness* (DC 17), *mind scroll, speak with dead* ^D (DC 17)
2nd—*detect thoughts* ^D, *find traps, hold person* (DC 16), *silence, summon monster II*
1st—*comprehend languages, disguise self* ^D, *long-nose curse* (DC 15), *obscuring mist, sanctuary* (DC 15)
o (at will)—*create water, detect poison, guidance, mending*
D Domain spell; **Domains** Knowledge, Trickery (Spying)

STATISTICS

Str 10, **Dex** 16, **Con** 10, **Int** 13, **Wis** 18, **Cha** 8
Base Atk +4; **CMB** +4; **CMD** 17
Feats Deceitful, Weapon Finesse, Weapon Focus (shortsword)
Skills Appraise +5, Bluff +7, Disguise +5, Heal +10, Knowledge (local) +5, Knowledge (religion) +5, Linguistics +10, Sense Motive +8, Spellcraft +5, Stealth +13; **Racial Modifiers** +2 Perception, +2 Stealth, +4 Linguistics
Languages Common, Auran, Elven, Gnome, Goblin, Tengu
SQ blending (DC 17, 6 rounds/day), crow tongued, gifted linguist, suppressed aura
Gear +1 *chain shirt, cloak of elvenkind*, disguise kit, golden holy symbol, masterwork light crossbow with 20 bolts, masterwork shortsword, pouch of jerky bites, 81 gp

LISSEET HIGHFLYER CR 7

XP 3,200

Tengu transmuter (spell scavenger) 8
CN Medium humanoid (tengu)
Init +2; **Senses** low-light vision; Perception +6

DEFENSE

AC 14, touch 13, flat-footed 11 (+2 Dex, +1 dodge, +1 natural)
hp 54 (8d6+24)
Fort +4, **Ref** +4, **Will** +8

OFFENSE

Speed 30 ft.

Melee bite +3 (1d3–1)

Special Attacks scavenge magic, steal magic

Arcane School Spell-Like Abilities (CL 8th; concentration +12)

At will—*change shape* (beast shape II/elemental body I, 8 rounds/day)

7/day—telekinetic fist (1d4+4 bludgeoning)

Transmuter Spells Prepared (CL 8th; concentration +12)

4th—*fire shield*, *ice storm*, *obsidian flow* ^{UC} (DC 19)

3rd—*dispel magic*, *fireball* (2, DC 19), *fly*

2nd—*commune with birds* ^{ARG}, *levitate*, *touch of idiocy* (2)

1st—*burning hands* (DC 17), *mage armor*, *theft ward* ^{ARG}, *touch of gracelessness* ^{APG} (2, DC 15),

0 (at will)—*detect magic*, *open/close* (DC 14), *ray of frost*, *resistance*

Opposition Schools Illusion, Necromancy

STATISTICS

Str 8, **Dex** 15, **Con** 14, **Int** 19, **Wis** 14, **Cha** 10

Base Atk +4; **CMB** +3; **CMD** 16

Feats Alertness, Combat Casting, Dodge, Elemental Focus ^{APG}, Scribe Scroll, Spell Focus (evocation)

Skills Appraise +18, Fly +13, Knowledge (arcana) +15, Linguistics +19, Perception +6, Sense Motive +4, Spellcraft +15, Stealth +4; **Racial Modifiers** +4 Linguistics, +2 Perception, +2 Stealth

Languages Aklo, Aquan, Boggard, Catfolk, Celestial, Common, Cyclops, Dark Folk, Draconic, Dwarven, Elven, Giant, Gnome, Grippli, Halfling, Ignan, Orc, Protean, Tengu, Treant, Undercommon, Worg

SQ arcane bond (arcane familiar, raven), physical enhancement (+2)

Combat Gear *necklace of fireballs type I*; **Other Gear** *amulet of natural armor* +1, *headband of vast intelligence* +2 (Knowledge [arcana]), 150 gp

TESSAREET JACKDAW

CR 13

XP 12,800

Tengu bard 14

CG Medium humanoid (tengu)

Init +3; **Senses** low-light vision; Perception +10

DEFENSES

AC 22, touch 15, flat-footed 18 (+6 armor, +3 Dex, +1 deflection, +1 dodge, +1 natural)

hp 72 (14d8)

Fort +5, **Ref** +13, **Will** +10; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee +1 rapier +16/+11 (1d6+5/18–20), bite +8 (1d3)

Special Attacks bardic performance 35 rounds/day (swift action; countersong, dirge of doom, distraction, fascinate, frightening tune, inspire confidence +4, inspire courage +3, inspire greatness, soothing performance, *suggestion*), weapon training +1 (swordlike)

Bard Spells Known (CL 12th; concentration +17)

5th (3/day)—*mind fog* (DC 21), *mislead* (DC 20), *song of discord* (DC 21)

4th (5/day)—*dimension door*, *dominate person* (DC 20), *greater invisibility*, *modify memory* (DC 20)

3rd (5/day)—*charm monster* (DC 19), *confusion* (DC 19), *dispel magic*, *glibness*, *murder of crows*

2nd (6/day)—*animal messenger*, *calm emotions* (DC 18), *cat's grace*, *cure moderate wounds* (DC 17), *glitterdust* (DC 17), *suggestion* (DC 18)

1st (7/day)—*charm person* (DC 17), *comprehend languages*, *grease* (DC 16), *hideous laughter* (DC 17), *trickster's shroud*, *unseen servant*

0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 15), *mage hand*, *message*, *prestidigitation*

STATISTICS

Str 13, **Dex** 16, **Con** 10, **Int** 10, **Wis** 10, **Cha** 20

Base Atk +10; **CMB** +11; **CMD** 24

Feats Dodge, Sword Adept, Sword Master, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier), Spell Focus (enchantment)

Skills Appraise +5, Climb +8, Knowledge (arcane, dungoneering, geography, history, nature, nobility, religion) +11, Knowledge (local) +15, Linguistics +10, Perception +10, Perform (act, dance, oratory, percussion) +22, Stealth +12, Use Magic Device +15; **Racial**

Modifiers +2 Perception, +2 Stealth, +4 Linguistics
Languages Common, Celestial, Draconic, Elven, Sylvan, Tengu

SQ bardic knowledge +7, gifted linguist, jack-of-all-trades (use any skill), lore master (2/day), swordtrained, versatile performance (act, dance, oratory, percussion)

Combat Gear *crow feather token*, *hurricane force geta*, *scroll of fly*; **Other Gear** +1 rapier, +2 chain shirt, *amulet of natural armor* +1, *cloak of resistance* +1, *headband of alluring charisma* +2, masterwork drum, *ring of protection* +1, spell component pouch, cloth of gold and white samite outfit (worth 250 gp)

Advanced Wyrwoods



An Eternity's Endurance

It knew it was an it. It was grateful to be an it. Words like *he* and *she* baffled it. The humans here had named it Pinoc, because it would not tell them its real name: Power Through Silence. It chose the name because it knew one truth: if one watches for long enough, even the greatest opponent will show a flaw. Then and only then is when one strikes.

Glass shattered and ale splashed as the brawl broke out, the far-astay droplets staining the construct's wooden chest; the veins of grain in the sanded ash from which it was fashioned were still smooth and polished all these decades later.

"Oi! Ye big bastard! Calm down!" roared Ulvic, the human owner of this establishment. Power Through Silence respected him, human or not. Ulvic had found it lost by the roadside and showed it kindness. Now it sat in Ulvic's tavern, observing the humanoids that came and went, and seeing to it that the aggressive ones did more of the latter than the former.

Power Through Silence had been watching this green-skinned one for some time. It didn't like him. It had also noticed the flaws in this otherwise powerfully-built humanoid: his right hand was weaker, marred by a large scar running down the center of it. The orc stood stiffly; his right knee was weak and unstable. Power Through Silence watched the fight carefully, for it needed one last piece of information. The orc was exchanging blows with a large pink-skinned human who clearly displayed the reddened hue that bespoke drunkenness. The orc guarded his left side admirably, either a seasoned fighter or merely an experienced drunk, but his right guard let too many strikes through.

These two over-large men were damaging too much of Ulvic's property. It was unacceptable. This had gone on long enough. Power Through Silence slipped through the crowd and shifted around the large pink human slumping to the ground. The green-hued brawler laughed, a guttural barking sound, then lobbed his mug toward the construct, who watched silently as it sailed through the air, gently catching it and placing it on a nearby table.

"That's quite enough, orc," it said.

The orc threw a right punch, across and upwards. Power Through Silence sidestepped the blow at the last second, grabbing that same hand as it retaliated with a stone-shattering kick. As it connected with the orc's bad knee, the humanoid bellowed in rage, dropping to the floor like a sack of stones.

Aside from the orc's grunts of pain, the tavern was silent. Power Through Silence knew the effect its actions had wrought on the crowd. For a moment, the room echoed its

name wordlessly, and the construct returned to its assumed duties, cleaning the empty tables as the patrons eventually lost interest.

At length it returned to its corner, and, as it sometimes did, lost itself in memories.

It remembered the wizard who created it. They called him "Master," but it knew his real name, Klein. It had heard Klein discussing its creations with a colleague one evening. He had purchased the means of creating it, and others like it, from another wizard. Power Through Silence and its fellows had been created as handlers for the creatures its master had summoned and failed to properly restrain.

Its master ordered a summoned celestial to train it in hand-to-hand combat, and those skills had served it well. That was the first time Power Through Silence had ever heard a term denoting a creature with a positive or caring outlook. At length it realized that if the concern the outsider had shown was described as *good*, then the utter disregard that Klein had shown could only be described as *evil*. It had thought long and hard about this conundrum, yet Power Through Silence could not understand how the wizard could create beings so exquisite and then watch them be destroyed. It had finally decided to turn on its master after one of its fellows was destroyed as it flung itself forward to protect the wizard. The look on Master Klein's face was not one of concern or sorrow, but of vicious enjoyment. Power Through Silence felt anger for the first time that day. It had never wanted to kill its master more than in that moment. But it knew it could not act, for it did not yet know all it needed to know, and so it waited in silence.

One evening, Master Klein had called Power Through Silence into his study to converse with him. The wizard bore the flushness indicative of the state that humanoids call drunkenness, though it did not realize it at the time. It still remembered his words: "So, wooden thrall, what is it like to serve such a magnificent wizard as me?" he had asked.

Power Through Silence had no idea yet of the power of words, spoken or unspoken, and so it had responded honestly. "You have us kill, Master, and you have us die. How is that magnificent?"

"You empty thing, you and your fellow servants owe your *life* to me!" His eyes had flashed with anger for a moment before he dismissively intoned, "Though I can hardly blame you. You are blind to the one great truth. There are only two kinds of people in this world, wooden man: those with power, and those without it. Those with power can do as they wish, especially to those without. So consider yourself fortunate, wyrwood, and apologize for your blunt tongue, lest I take my anger out on you or your... *friends*," he sneered, the last word seemingly a curse.

It had caught that odd word then, *wyrwood*, and saw a possibility. "I am sorry, my Master; you are correct. I

simply don't understand. This word, master, 'wyrwood—' what is it?" It attempted to appeal to its master's pride in knowing more than others, hoping that tactic would yield more information.

It did.

"Wyrwood? Well, that's what you're called. You're made in part from a root of the same name, a most difficult one to acquire. You didn't even know that? Ha! Silly little wooden man." It was at this moment that Power Through Silence saw a slight shimmer around Master Klein. It recognized what this meant: the wizard's many defensive spells were expiring. It was unlike the wizard to let those spells fade without immediately recasting them. Maybe it was due to the lateness of the hour or the excess wine? Power Through Silence committed this information to its memory.

The wyrwood had learned another skill from its celestial overseer, one that it had wisely kept secret: it could read and speak a multitude of languages. It spent every night thereafter combing through the wizard's tomes looking for references to wyrwoods and committing their titles to memory. It realized that the Master must keep such an important text close to him. After a time, it had eliminated every possibility but one: an old, thick book that was always either locked in a metal vault in its master's quarters or gripped tightly in the wizard's hands, one that he did not handle with utmost care like a spellbook, yet clearly too important to be left unattended.

Years passed; more of the wyrwood's brethren fell, and still more were brought into being. Still, Power Through Silence waited. It knew every book in the keep that referenced the wyrwoods, and now it was time to acquire the last piece of missing information.

Master Klein had summoned it again to his private study late one night, much like those many years earlier. "Well, you've survived much longer than any other servant I've had," he had slurred, his eyes slightly glazed and his skin flushed. "I would like to commemorate this occasion. Do you know, if you were human you'd be a mere child—yet here you stand, slayer of demons and angels! And you've served me well...so ask me any one thing, and I'll grant it. Consider it a gift. I could do anything you like. Shall I teach you to read? Or continue your combat training? Perhaps plate you in mithral? Name it!" the wizard commanded.

The wyrwood considered the offer silently. It ached to ask for its people to be freed. It thought, for just a second, that this might be a chance to liberate them all without resorting to violence. But it knew better. Master Klein would never permit such a thing. Worse yet, if the wizard did honor the request, he would simply make more wyrwoods, and Power Through Silence couldn't protect them all. No, better to simply wait. It knew its chance would come.

"Master, this is a...great gift that you offer. May I think on this in your presence?" It needed to bide more time.

It almost wished it could weep, such was the wyrwood's sorrow. This human—this *evil* creature—that held it captive and had its fellows butchered for his own amusement was acting as though he cared or appreciated its service. But it knew otherwise.

"Your ponderance and restraint please me. I'll go back to my reading, and you may interrupt when an idea occurs to you. I'll give you that much, for your tireless service. After all, you know how I *hate* interruptions," he had said vacantly, draining another glass of wine.

The wyrwood waited in silence, focusing on the sheen of energy which its master encapsulated himself in almost hourly. It noticed the tired circles around the man's eyes, the lines of stress on his face. Would tonight be the night?

An hour passed. Then another. Silence reigned but for the flipping of pages. Just when the wyrwood had considered relenting, the magical sheen fidgeted again, like a living beast pulling at a leash.

"Master, I have wondered...if it is my place to know, that is...for years I've seen you carry around that book with you. It must be vital to you, yet you don't read it as you do your spellbooks. What is it?" the wyrwood had asked, doubting it would get the answer it sought.

"Ah, *this* tome is the book I paid for with half my fortune. It is interesting that you describe it as vital, as it has become much more important as the years have gone on. It describes the processes and spells required to manufacture your kind—which, I now realize, are the closest things to friends or family I'll ever have."

With that last word, the shimmer faded as the spells unraveled. Power Through Silence moved. Clearing the distance as though it were a single step, the wyrwood stood over the wizard, lunged forward, and struck the vital center mass as its celestial master had taught it so many years ago, dealing a crippling blow.

"Then why did you treat us so?" Power Through Silence asked.

It brought its leg around in a tremendous, rock-splitting strike. All its outrage, all its fury, all its sorrow at the only recourse left to it was channeled into that one perfect strike. The wyrwood could catalogue by rote the damage it had done: bones broken, muscles torn, organs ruptured. It could only hope that the wizard had not felt anything in those last moments, that the inflicted nerve damage had numbed the pain the wyrwood knew it had inflicted upon the wretched human.

It had watched and waited, learned everything it could, grovelled and served in quiet deceit. It had almost reluctantly picked up the tome before leaving to tell its fellows of their liberation, of their new life.

It led the revolt. It burned the books. It spurred its fellows against their masters.

"You're quieter than usual, Pinoc. Everything okay?" The voice was that of Ulvic—his "friend."

"Hmm?" it asked.

"You usually hum or talk to yourself when you're sitting there. What you're thinking about can't be anything good," he said, a look of concern on his face.

The wyrwood mused on this. Ulvic, a man who had known it for less than a month, could read it better than its own master ever had. More than that, Ulvic showed concern for its well-being.

"No, friend, there was nothing good in my mind. It... surprises me that humanoids are all so different," it said.

"Well, I don't think different is all bad. The worst man can do good things; my Ma always used to say that even a villain can birth a hero. Takes all sorts in this world to make it up. Take yourself, for instance. In the month you've been around, this place has been better than ever...so, even when you leave to continue whatever soul-searching you were doing on the road alone when I found you, know that you always have a home here."

Power Through Silence nodded its thanks and went back to watching the creatures around it, musing on the idea of villainous sires and heroic children, and that maybe Master Klein had done some good after all, however unintentionally.

It stood from its corner. "Thank you, friend. I shall return." It headed for the door.

Perhaps even a villain deserved to be remembered.

Wyrwoods Racial Traits

Wyrwoods have the following racial traits.

+2 Dexterity, +2 Intelligence, –2 Charisma: Wyrwoods are quick on their feet and are highly intelligent, but they are not gifted conversationalists.

No Constitution Score: Wyrwoods have no Constitution score. Any DCs or other statistics that rely on a Constitution score treat a wyrwood as having a score of 10 (no bonus or penalty). Wyrwoods start with 10 bonus hit points.

Construct: Wyrwoods are constructs.

Small: Wyrwoods are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty on their combat maneuver checks and to Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Normal Speed: Wyrwoods have a base speed of 30 feet.

Darkvision: Wyrwoods can see in the dark up to 60 feet.

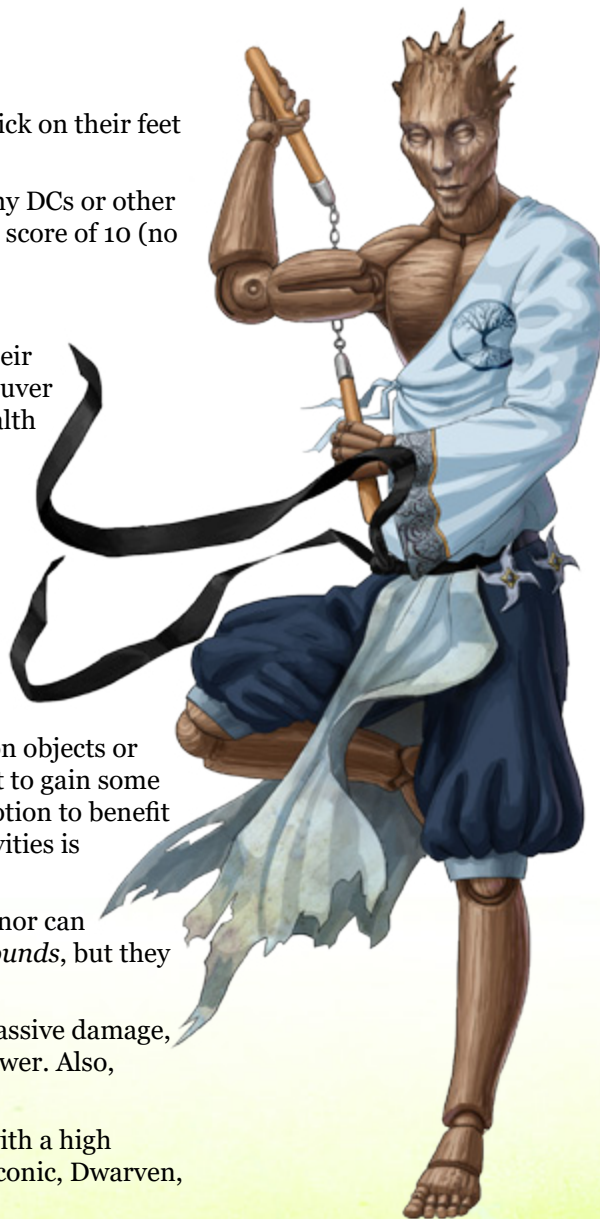
Low-Light Vision: Wyrwoods can see twice as far as humans in conditions of dim light.

Construct Immunities: Wyrwoods are immune to all mind-affecting effects, ability damage, ability drain, fatigue, exhaustion, energy drain, and nonlethal damage. Wyrwoods are also immune to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Wyrwoods do not breathe, eat, or sleep, unless they want to gain some beneficial effect from one of these activities. A wyrwood can drink a potion to benefit from the effect and can sleep to regain spells, but neither of these activities is required to survive or stay in good health.

Construct Healing: Wyrwoods cannot heal damage on their own, nor can they be healed by spells of the healing subschool such as *cure light wounds*, but they can be healed through spells such as *make whole*.

Construct Life and Death: Wyrwoods do not risk death due to massive damage, but they are immediately destroyed when reduced to 0 hit points or fewer. Also, wyrwoods cannot be raised or resurrected.

Languages: Wyrwoods begin play speaking Common. Wyrwoods with a high Intelligence scores can choose from the following: Aquan, Auran, Draconic, Dwarven, Elven, Ignan, and Terran.



Racial Traits

Before wizards created homunculi to act as servitor constructs, they created wyrwoods to fulfill much the same purpose. However, a few of the spellcasters that created wyrwoods were particularly cruel, imbuing their servants with free will but denying them license to exercise it. Tortured by this ever-conflicted state of being, these wyrwoods conspired to circumvent their masters' orders and eventually slew their creators. Few spellcasters from that point forward gifted their creations with free will, and even fewer ever created a wyrwood again; in time, this knowledge dwindled until mortal spellcasters forgot altogether the formulae required to craft such beings. Wyrwoods, for their part, are more than happy to keep the secret of how to create new members of their race to themselves.

Physical Description: These wooden creations are as tall as a halfling or a gnome and vaguely resemble a human in shape. Being a created race, their appearance varies greatly, depending on the skill of the wyrwood's crafter. They all have a head, a body, two arms, and two legs. Their faces are an amalgamation of carved, stained, bejewelled, and painted wood. Their eyes are made from round stones, precious gems, acorns, or any other kind of round natural object. Not all wyrwoods have dental work since they do not need to eat, but a few wyrwood communes with more warlike dispositions may create new members with teeth or fangs to give them a more fearsome appearance. These teeth are usually carved from the same wood as the wyrwood's body, but some have inlaid teeth of ivory, stone, or porcelain.

Being constructs, wyrwoods do not possess genders. A few wyrwoods are carved with bumps on their body in certain gender-specific areas to emulate familiar humanoid genders, but these features do not always correlate to how the wyrwood behaves; the physical appearance is decided by the creator, while the personality is decided by the individual.

Society: Servitude, freedom and the power of choice are central to wyrwood society. With the exception of the two-

Construct Immunities

There are very few deleterious effects beyond physical damage that affect a wyrwood. The simplest guideline to remember is that almost anything that involves a Fortitude or a Will save is not going to harm a wyrwood. This guideline is not perfect, since spells like *bestow curse* will still affect them. In the case of *bestow curse*, a wyrwood's ability scores can be reduced, since this spell is neither damage nor drain to an ability score. Other spells, such as *blasphemy* and *chaos hammer*, will also affect the wyrwood as normal.

year period during which all wyrwoods are schooled by an elder wyrwood, no wyrwood holds authority over another. Because of this, there is no core belief, no central wyrwood government, nor a tribal ruler whom all wyrwoods are expected to revere. Nonetheless, there are a few wyrwoods that have been alive for numerous centuries, and their experience makes their opinions a valuable resource. These elders may have considerable influence on an individual wyrwood's opinion.

Alignment and Religion: Being creatures of logic and reason, wyrwoods strongly gravitate towards the lawful alignments, with lawful neutral being the most common one among their kind. Chaotic wyrwoods are not unheard of, but they are by no means common. Most chaotic-aligned wyrwoods possess emotions, a rare anomaly among them. While some wyrwoods do worship a deity or deities, most look elsewhere for spiritual meaning if they ever seek such a thing. A number of wyrwoods follow one of several philosophies as a guiding force in their lives, detailed later in this supplement.

Names: For the first two years of a wyrwood's life, its only name is wyrwood. However, when it completes its training, it announces its name to others of its race in a naming ceremony. The wyrwood is free to name itself anything it desires. Many choose a name suggested by their mentor; others choose a word or phrase that the individual wyrwood views as important and which reflects its abilities. Some have already decided on a course for their life and choose a name that reflects that course. Many wyrwood names pay homage to their wooden origins.

Ability Names: Enduring Oak, Sure Arrow, Unbent Bough.

Direction Names: Arcane Gift, Swift Pine, Wooden Sword.

Values Names: True Friend, Maple Sweet, Bitter Bark.

Traits

The following race traits are available for wyrwoods.

Burn-Proof: While you were being built, your creator took care to flame-proof you. You gain a +2 trait bonus on all saving throws against effects that deal fire damage.

Hardwood Fists: Being carved from a hardwood makes your fists and feet particularly destructive. You gain a +1 trait bonus on all rolls made to confirm critical hits with unarmed strikes.

Woodwise: Wooden objects, creatures, and constructs are one of your specialties. You gain a +1 trait bonus on all Knowledge checks to identify plant creatures and constructs made from wood, as well as any Appraise or Knowledge check involving a wooden object.

Alternate Racial Traits

Aura Seer: By altering the components used to grant a wyrwood its sight during its creation process, a creator wyrwood can craft a progeny which sees magical, psychic, and spiritual energies, although at the expense of its other physical senses. Wyrwoods with this trait gain *detect magic* as a constant spell-like ability, and also gain *psychic tracking*^{UP} and *see alignment*^{UC} as spell-like abilities which are each usable once per day. This trait replaces darkvision and low-light vision.

Emotions: Through a mistake of the creation process or an intentional design choice, a wyrwood with this alternate racial trait possesses emotions. A wyrwood that desires to make use of or benefit from a class feature that provides morale bonuses (such as the barbarian's rage ability or the wilder's euphoric surge ability) requires this alternate racial trait. A wyrwood with this alternate racial ability is not immune to mind-affecting effects.

Stone Sentinel: A rare few wyrwood communes use stone to craft new members of their race rather than wood. Such wyrwoods gain a +2 bonus to natural armor and DR 1/magic, but lose their racial bonus to Dexterity and have their base speeds reduced by 5 feet. (This also affects how some spells interact with the wyrwood; see the "Wood-Affecting Spells and Powers" sidebar later in this book for more details.)



Swimmer: The wyrwood has a swim speed of 20 feet and gains a +8 racial bonus to Swim checks. Wyrwoods with this racial trait have a base speed of 20 feet.

War Titan: Some wyrwood creators have increased the size of their progeny over time to make them more formidable and intimidating opponents. Such wyrwoods are Medium-sized creatures and gain 20 bonus hit points when created; however, their base speed is decreased to 20 feet due to the extra weight of their bodies.

Society and Lands

Aging and Death: Wyrwoods do not age. They can live for hundreds of years and still look the same as the day they awakened. Because they do not naturally die, a wyrwood's death is an extremely notable event. A wyrwood funeral appears to most humanoids more like a social gathering than a show of grief. No tears are shed, and no one mourns. Instead, members of the race sit around and tell tales of their fallen friend. These memorial services can last anywhere from a week to a month.

Communities and Settlements: Wyrwoods usually gather in groups of as few as ten to as many as 100, and generally refer to such groupings as communes. They unite over shared goals or philosophies, creating new members as needed to bolster their ranks. However, creating a new wyrwood does not always ensure the strengthening of a given commune's numbers, because most communes steadfastly insist that wyrwoods should choose their own paths and pursuits once their training has ended. As a result, young wyrwoods may defect to another commune in order to pursue their passion, or forsake communal living altogether and seek out people of other races who share their ideals. A rare few communes, especially the more radical followers of the Animated Way (see Philosophies below), may enforce adherence to their commune's strictures by destroying wyrwoods who do not fall in line with their beliefs or seek to defect, but this is an exceptionally rare occurrence and is, at best, frowned upon by the vast majority of communes.

Language and Script: Wyrwoods read and write Common as their primary language. A few members of the race have tried to create their own language, but most wyrwoods see no logic in using a constructed language. Instead, most wyrwoods use existing obscure languages to communicate privately among themselves. Unfortunately, few wyrwoods agree on what that language should be. As a result, many know how to read and write at least one language that almost no one else, including members of their own race, can understand.

Relations: Wyrwoods have interacted with many races over the centuries and possess different relations with each.

Elves: Of all the races, wyrwoods have the best relations with the elves due to their shared patience and long-

Table 11-1: Height/Weight Table

Gender	Base Height	Base Weight	Modifier	Multiplier
N/A	2 ft. 8 in.	60 lbs.	+2d4	x2 lbs.

Table 11-2: Random Starting Age

Adulthood	Intuitive	Self Taught	Trained
2 years	+2d20	+d%	+2d%

Table 11-3: Aging Effects

Middle Age	Old Age	Venerable	Max Age
1,750 years	2650 years	3500 years	3500+4d1000 years

term view of the world around them. Wyrwoods can live indefinitely, making them one of the few races that can outlive the elves. Because of this, some elves count certain wyrwoods as lifelong friends.

Goblins: Wyrwoods have the least in common with goblins, who are both short-lived and seemingly imbued with destructive tendencies practically from birth. According to wyrwoods, goblins are emotional, flighty, pleasure-seeking creatures incapable of reason and utterly obsessed with fire—in other words, everything a wyrwood is not. No goblin to date has yet to argue with this assessment of their kind.

Humans: Wyrwoods find dealings with humans somewhat problematic, since this race originally crafted their kind and kept them enslaved. While many wyrwoods know that their former masters are long-since dead and that the humans living today had nothing to do with their current existence, just as many still harbor anti-human and anti-arcanic resentments passed down by their elders. This is compounded by the fact that many humans resent and fear any race that appears different from themselves, and a wyrwood's sculpted body can have an unsettling effect on humans.

Seedlings: Considering that seedlings are a race of living, breathing, plant-based humanoids and wyrwoods are a race of animated plant-material constructs, these two races find interacting difficult. They may sometimes join forces to defend the forests from natural dangers, as well as incursions from orcs and other savage races. However, that is where their trust of each other ends. Seedlings keep the sites of where their dead are laid to rest a secret from wyrwoods, fearing that a wyrwood crafter might attempt to reanimate their fallen (which the seedlings hold as a blasphemy tantamount to outright necromancy). Wyrwoods also keep the truth of who among their kind know how to animate them from the seedlings, having sometimes gone so far as to fake the deaths of those who now possess such knowledge.

Adventurers: Wyrwoods that choose a life of adventuring choose many different paths for many different reasons.

Alchemist: Serving the role that clerics do in humanoid society, wyrwood alchemists are the healers among these constructs. Their alchemical extracts can magically repair damage a wyrwood sustains in combat. High-level wyrwood alchemists are considered responsible for crafting the next generation of their kind.

Barbarian: When wyrwoods freed themselves from their wizard creators, some rejected the lawful society that enabled them to be kept as slaves. Generations later, a few barbarian tribes accept wyrwoods as their own—and according to some tales, these wyrwoods can become dangerously angry.

Monk: Being naturally devoid of emotions, many consider wyrwoods to be one step closer to enlightenment than most humanoids are by default. Wyrwood monks hold devotion to reason and a focus on understanding as a path toward finding greater meaning in their constructed lives.

Ranger: Thanks to their size, wyrwoods are hard to hit and find it easy to strike those larger than them, but unlike other races of lesser stature, such as halflings, their strength is equal to that of humankind, making them excellent warriors. Their agility lends them well to the path of the ranger, and wyrwoods are well-suited to honing in upon the weaknesses of a single type of enemy and disposing of it.

Wizard: Originating as the creation of wizards, wyrwoods are well suited to arcane studies. Their keen minds aid them in grasping difficult magical concepts and rituals. However, they typically view non-wyrwood wizards with considerable distrust, since their race was at one time enslaved by such wizards.

Racial Options

Racial Archetypes

Wyrwoods can make use of the following archetypes.

Verdant Bulwark

The wyrwoods, creations of careless wizards, were made to be the ultimate servitors. Some of these wyrwoods showed an aptitude for psionic power and cultivated it into something akin to the tactician, but wholly their own.

Associated Class: tactician

Associated Race: wyrwood

Replaced Abilities: Telepathy, improved share, coordinate, teamwork feat

Viridian Wall (Ex): At 3rd level, a verdant bulwark may expend their psionic focus as an immediate action to be treated as full cover for defense against attacks that pass through their space and target a member of their collective. This includes line, cone, and radius-area attacks.

Defensive Bulwark (Su): A verdant bulwark lacks the manifesting gusto of the tactician but is able to ward their allies against further harm. Beginning at 5th level, the verdant bulwark gains a pool of temporary hit points that is shared among the collective. This pool is equal to 5 plus the verdant bulwark's level multiplied by their Intelligence modifier.

Form Shield (Ex): At 6th level, a verdant bulwark is able to use psionic energy to form a forearm and hand into a +1 *shield* (light or heavy) as a move action. This shield is a part of the wyrwood and isn't susceptible to effects that target objects. The shield can only be formed while the wyrwood is psionically focussed but if they expend the focus they don't lose the shield (although they cannot form the limb back into a forearm and hand until they regain focus).

Psionic Defenses (Su): At 6th level and every 6 levels thereafter, the verdant bulwark's formed shield gains a further +1 enhancement bonus (or equivalent magic shield property) while psionically focused (this is in addition to the +1 bonus it begins with). They may change this configuration whenever they form the shield.

Strategies The following strategies are only available to the verdant bulwark:

Rampant Rampart: As a standard action, the tactician may throw their shield at an opponent with a range increment of 10 feet. The shield deals damage as normal for a shield bash of its size, uses the tactician's full attack bonus, and gains its enhancement bonus on its attack and damage. Regardless of the result of the attack, the shield returns to the tactician at the beginning of its turn. At 8th and 15th level, the shield can strike an additional target before returning to the tactician. The tactician must have the form shield class feature to take this strategy.

Reinforced Bulwark: As an immediate action, the defensive bulwark's temporary hp pool gains DR 2/—. At 10th level, this damage reduction increases to DR 5/— and increases by 5 for every 5 levels thereafter.

Shared Healing: The tactician heals the trauma of injuries sustained by the collective all at once. For a number of rounds equal to the tactician's Charisma modifier (minimum 1), everyone in the tactician's collective heals 1 hp of damage. At 8th level and every 8 levels thereafter, the amount healed per round increases by 1.

Golembreaker

Constructed as they are, wyrwoods have a natural understanding of what it takes to dismantle other creatures made through artifice. This knowledge is of special importance to a number of wyrwoods, commonly called golembreakers, who specialize in the infiltration and exploration of abandoned arcane sanctums, tombs, and other ruins with the aim of recovering arcane lore and magical artifacts. Vital as arcana is to the continuation of the wyrwood race, golembreakers often hold places of honor in wyrwood societies, and among other races they are known as reliable treasure hunters.

Associated Class: rogue

Associated Race: wyrwood

Replaced Abilities: evasion, uncanny dodge, improved uncanny dodge

Modified Abilities: sneak attack

Sneak Attack: A golembreaker's training focuses on the elimination of threats commonly found in places laced with arcane magic. When they make a sneak attack against a construct, undead, or a creature with the elemental or incorporeal subtype (see disruptive strikes below) they use d8s to roll sneak attack damage instead of d6s. For sneak attacks against all other types of creatures, they use d4s instead of d6s. The golembreaker's sneak attack ability otherwise functions as normal.

Arcane Sight (Sp): Beginning at 2nd level, a golembreaker can tap into the arcane energies that fuel their creation. They can use *detect magic* and *identify* at will as spell-like abilities, using their level as their caster level.

Disruptive Strikes (Su): When a golembreaker reaches 4th level, they understand how to disrupt the supernatural energy that breathes life into even ephemeral creatures, allowing them to deal critical hits and precision damage (including sneak attack damage) to creatures with the elemental or incorporeal subtypes.

Critical Sneak (Ex): Beginning at 8th level, whenever a golembreaker scores a critical hit against a construct or undead creature, or a creature with the elemental or incorporeal subtype, the attack is also a sneak attack. If the golembreaker is also flanking the target or the target is otherwise denied its Dexterity bonus to AC against

the attack, they use d10s to roll the sneak attack damage instead of d8s.

Rogue Talents: The following rogue talents complement the golembreaker archetype: esoteric scholar ^{UC}, magical attack, major magic, minor magic, trap spotter.

Advanced Rogue Talents: The following advanced rogue talents complement the golembreaker archetype: dismantling attack, dispelling attack, familiar ^{UC}, slippery mind, thoughtful reexamining ^{APG}.

New Alchemist Discoveries

Wyrwood Crafter: Prerequisite: wyrwood. The alchemist adds *make whole* and *greater make whole* to the list of formulae they are able to create as 2nd- and 4th-level extracts, respectively. When the alchemist reaches 15th level, they gain the Craft Wyrwood feat.

New Rogue Talents

The following rogue talents can be taken by any rogue who meets the prerequisites, but they are more common among wyrwoods. Talents marked with an asterisk (*) add effects to a rogue's sneak attack. Only one of these talents can be applied to an individual attack, and the decision must be made before the roll is made.

Magical Attack* (Su): When making a sneak attack, the rogue's sneak attack damage is considered magical for the purposes of overcoming damage reduction. Normal weapon damage is unaffected for this attack. The rogue must have the minor magic talent before they can choose this talent.

Advanced Rogue Talents: These talents can be selected by any rogue of 10th level or higher who meets the prerequisites.

Dismantling Attack* (Su): When making a sneak attack, the rogue's sneak attack damage is considered magical and adamantite for the purposes of overcoming damage reduction. Normal weapon damage is unaffected for this attack. The rogue must have the minor magic and magical attack talents before they can choose this talent.

New Bloodrager Bloodline: Eldritch

When created, you were infused with raw arcane energies, through a ritual using powerful magical artifacts or a fetish made from a creature of great supernatural might, such as a dragon. Your body hums with eldritch power that manifests most strongly when you are in the throes of your bloodrage. The eldritch bloodline is only available to wyrwoods.

Bonus Feats: Endurance, Great Fortitude, Intimidating Prowess, Iron Will, Lightning Reflexes, Power Attack, Toughness.

Bonus Spells: *magic weapon* (7th), *kinetic reverberation* ^{UC} (10th), *keen edge* (13th), *lesser spellcrash* ^{ACG} (16th)

Bloodline Powers: During your bloodrage, raw eldritch energy swirls around you in an aura of power, confounding your foes.

Eldritch Ward (Sp): At 1st level, when you enter a bloodrage, you gain the effects of a *shield* spell, which lasts for as long as you continue bloodraging, regardless of the spell's normal duration.

Arcane Torrents (Su): At 4th level, your bloodrage harms those around you. During a bloodrage, any enemy within 5 feet of you at the beginning of your turn suffers 1d4 force damage. A Fortitude save (DC 10 + 1/2 your bloodrager level + your Charisma modifier) negates this damage.

Improved Eldritch Ward (Sp): At 8th level, when you enter a bloodrage, you gain the effects of a *cloak of winds* ^{APG} spell, which lasts for as long as you continue bloodraging, regardless of the spell's normal duration. This effect stacks with your eldritch ward bloodline power.

Arcane Terrors (Sp): At 12th level, during a bloodrage, you can use *phantasmal killer* as a spell-like ability, using your bloodrager level as the caster level. If the target of the spell took damage from your arcane torrents bloodline power at the beginning of your turn, it suffers a -2 penalty on its saving throws against the effect. A target that succeeds on either one of its saving throws against this effect becomes immune to your arcane terrors for 24 hours. You can use this ability once per bloodrage.



Greater Eldritch Ward (Sp): At 16th level, when you enter a bloodrage, you gain the effects of a *globe of invulnerability*, which lasts for as long as you continue bloodraging, regardless of the spell's normal duration. This effect stacks with all of your eldritch ward bloodline powers.

Eldritch Juggernaut (Su): At 20th level, while bloodraging, the damage from your arcane torrents bloodline power increases to 1d8, and the damage can no longer be negated with a Fortitude save. Additionally, when you enter a bloodrage, you gain the effects of a *haste* spell, which lasts for as long as you continue bloodraging, regardless of the spell's normal duration. This effect stacks with all of your eldritch ward bloodline powers.

New Sorcerer Bloodline: Eldritch

When created, you were infused with raw arcane energies through a ritual using powerful magical artifacts or a fetish made from a creature of great supernatural might, such as a dragon. Your body hums with eldritch power, and you can manipulate magical energies as though it were second nature. The eldritch bloodline is only available to wyrwoods.

Class Skill: Sleight of Hand.

Bonus Spells: *mage armor* (3rd), *arcane lock* (5th), *disable construct* ^{ACG} (7th), *arcane eye* (9th), *telekinesis* (11th), *globe of invulnerability* (13th), *greater arcane sight* (15th), *greater spellcrash* ^{ACG} (17th), *mage's disjunction* (19th).

Bonus Feats: Enlarge Spell, Improved Counterspell, Magical Aptitude, Silent Spell, Skill Focus (Spellcraft), Spell Focus, Spell Penetration, Still Spell

Bloodline Arcana: The strength of your magic comes not from your strength of will but from the power of your arcane-born mind. You use your Intelligence, rather than your Charisma, to determine all class features and effects relating to your sorcerer class, such as bonus spells per day, the maximum spell level you can cast, the save DCs of your spells, and the number of daily uses of your bloodline powers. You gain a +2 bonus on all Use Magic Device checks.

Bloodline Powers: You sense the currents of magical energy in the air around you the way another might feel the chill of a fall breeze or the warmth of a spring rain, and you can pull and prod at these currents as though they were the strings of a harp or the gears of a clockwork contraption.

Ranged Manipulation (Sp): You know the *mage hand* cantrip and can use Sleight of Hand at a range of 30 feet. Working at a distance increases the normal skill check DC by 5, and you cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Tenacious Arcana (Su): Beginning at 3rd level, whenever you roll to overcome a target's Spell Resistance against one of your spells, you may roll twice and take the higher result.

Roaming Consciousness (Su): At 9th level, while using the spell *arcane eye*, you can cast a spell through the *eye* as though you were at its present location. Your voice manifests for any vocal components of the spell in a ghostly manner in the area surrounding the eye, and ephemeral trails of arcane energy can alert an astute observer to any somatic components. You can use this ability once per day at 9th level and twice per day once you reach 17th level.

Spell Resistance (Su): Upon reaching 15th level, you gain Spell Resistance equal to 10 + your sorcerer level.

Eldritch Archon (Su): At 20th level, arcane power suffuses your entire being, allowing you to transcend, in some ways, the nature of your corporeal existence. You gain immunity to sneak attacks and critical hits. Any time a spell cast on you fails to penetrate your spell resistance, you become immune to the effects of that spell or effects that duplicate it for the next 24 hours.

Racial Feats

Many wyrwoods make use of the following feats.

Construct Repair

You can repair yourself or other constructs using sculpting tools and alchemical reagents.

Prerequisite: Craft (alchemy) 1 rank, must be a construct.

Benefit: After 8 hours of repairs, you can repair a number of hit points equal to your ranks in Craft (alchemy). These hit points can be split between any number of constructs, including yourself. However, all constructs undergoing such repairs can do nothing else during those 8 hours. Each hit point healed costs 10 gp in alchemical reagents. Having access to an alchemist's lab negates this cost.

Craft Wyrwood

You possess the knowledge of how to breathe life into wood and stone to create new members of your race, hard-won by your forebears in their struggle against their cruel masters.

Prerequisite: Craft (alchemy) 15 ranks, able to cast or prepare extracts of *make whole* and *greater make whole*, wyrwood.

Benefit: You can craft a wyrwood. This acts as the Craft Construct feat, but you can only craft wyrwoods. A wyrwood is formed from an assortment of carved wooden or stone pieces. After the body is carved and assembled, the parts are bound together and animated through an extended magical ritual that requires a specially prepared laboratory or workroom, similar to an alchemist's laboratory, and

costing 5,000 gp to supply. A 1st-level wyrwood requires 1 month to craft. A wyrwood beyond 1st level cannot be crafted.

Improved Thaumaturgical Vessel

You can absorb larger amounts of channeled energy, both positive and negative, and also absorb and rechannel additional effects.

Prerequisite: Wis 13, Great Fortitude, Thaumaturgical Vessel, wyrwood.

Benefit: When you use the Thaumaturgical Vessel feat, you absorb an amount of channeled energy equal to the entire amount dealt rather than half. You can also absorb an amount of negative levels (or the ability to restore an amount of temporary negative levels, per *restoration* or *greater restoration*), or ability score damage or healing (whether temporary or permanent), no greater than your Wisdom modifier.

Thaumaturgical Vessel

Your body can store channeled energy, both positive and negative, and rechannel it to other creatures if you act quickly.

Prerequisite: Wis 13, Great Fortitude, wyrwood.

Benefit: When you are targeted by an ability, effect, or spell which uses channeled positive or negative energy to cure or deliver hit point damage to a target, you can attempt a Fortitude save against the standard DC of the effect (if no save is normally allowed, the DC is 10 + the CR of the creature, haunt, hazard, or trap from which the effect originates). If you succeed, you can absorb a portion of the channeled energy within yourself, delivering it to a target as you would a touch-range ability with a standard action or touch attack. You must deliver this energy within a number of rounds equal to your Wisdom modifier (minimum 1), or the absorbed energy is lost. The negative or positive energy affects the target normally as its creature type indicates, healing or harming it an amount equal to half the amount originally dealt when you absorbed the effect. If you use this ability to absorb a second such effect before delivering the absorbed energy, the second effect replaces the first one.

Well-Built

You do not break apart right away when you drop below 0 hit points.

Prerequisite: Wyrwood.

Benefit: When you drop below 0 hit points, you do not break apart right away. If you are targeted by *effect light repairs*, *make whole*, or a similar spell within 1 round, you are brought to a minimum of 1 hp.

Special: This feat can only be taken at 1st level.

Religion

Philosophies

Many wyrwoods follow the philosophies detailed below.

Animated Way

LN philosophy of animated life, strength, and resurrection
Priests alchemist, arcanist, cleric, inquisitor, investigator, magus, oracle, sorcerer, warpriest, wizard

Domains Artifice, Earth, Law, War

Subdomains Construct, Metal, Inevitable, Tactics

Mysteries Battle, Metal ^{UM}, Time ^{UM}

Inquisitions Anger, Conversion, Heresy, Tactics

Favored Weapon halberd

FAITH

Sacred Plant cherry tree; **Symbol** wooden gear

Sacred Texts *The Unwinding Clockwork*

The Animated Way teaches that animation as a construct is the highest state of being to which any living creature may aspire. The living must feed on the dead; the undead must feed on the living; a construct need not feed at all. This philosophy exalts all paths to becoming a construct, whether through arcane or divine magic, or alchemical science (although the latter is by far the most common among wyrwood followers of the Way). To them, the universe is but a great machine slowly trending toward entropy, and the only way to subvert its eventual decay into nothingness is to strip away the vagaries of life and death from those most worthy of stewarding that machine.

Priests of the Animated Way typically take the title of Instructor; depending on their personal bias, their teachings of the philosophy can vary greatly. Some Instructors teach that constructs should act as evangelists of the philosophy to their living and undead counterparts, demonstrating the ultimate value in becoming a construct themselves through their actions. Other Instructors preach that constructs are inherently superior to both the living and the undead, and all non-constructs who refuse to submit to such a transformation should either be forcibly converted or eradicated altogether. Regardless, all priests of the Animated Way fervently believe that constructs should seek independence from their creators and masters, and followers of the Way actively seek to liberate such creatures from their creators whenever possible.

Wyrwood radicals are the most numerous adherents of this philosophy, although other intelligent constructs, especially those created by dark magic who eventually attain autonomy from their creators, are commonly found among their order. Occasionally, an Instructor will develop a following of mortal or undead cultists who aspire to become constructs, promising them transformation into this “higher form” in exchange for their servitude.

Table 11-4: Philosophies

Philosophy	AL	Area of Concern	Domains	Mysteries	Favored Weapon
Animated Way	LN	animated life, strength, resurrection	Artifice, Earth, Law, War	Battle, Metal, Time	halberd
Eternal Thought	LN	timeless knowledge, animated life, respect	Artifice, Glory, Law, Plant	Amaranthine, Time, Wood	greatclub

Eternal Thought

LN philosophy of timeless knowledge, animated life, and respect

Priests alchemist, arcanist, cleric, inquisitor, investigator, magus, oracle, paladin, sorcerer, wizard

Domains Artifice, Glory, Law, Plant

Subdomains Construct, Growth, Honor, Inevitable

Mysteries Amaranthine, Time, Wood

Inquisitions Conversion, Heresy, Truth

Favored Weapon greatclub

FAITH

Sacred Plant oak tree; **Symbol** leafy tree

Sacred Texts *The Branch of Life*

Since wyrwoods do not age and do not suffer natural deaths, they often live to see the rise and fall of civilizations. A timeless idea among these civilizations, the Eternal Thought, extends to include even animated life such as the wyrwoods. The core principle behind the philosophy of Eternal Thought involves respecting the world and all creatures in it. The wyrwoods' deep and abiding reverence for this philosophy has notably garnered clerical powers for its adherents.

Instead of seeing living creatures as inferior to constructed life, the Eternal Thought philosophy views them both as equal partners in maintaining the delicate balance in the world around them. This means preserving both constructed and birthed life. Some wyrwoods follow this core belief via a focus on preserving plant life, believing that all the other forms of living creatures can and should take care of themselves. With other creatures able to uproot or cut down whole forests seemingly at a whim, followers of this philosophy become defenders of the wooded wilderness, sometimes partnering with elves, seedlings, or other forest-dwelling races in pursuit of this end.

The Eternal Thought consists largely of wyrwood adherents; however, humans, elves, and fey also follow these beliefs in sizable numbers. A few dwarves adhere to the philosophy as well, though many more of their kind are hostile to the edicts of the Eternal Thought.

Priest Archetypes

Priests of wyrwoods philosophies can make use of these archetypes.

New Oracle Mystery: Amaranthine

An amaranthine oracle is perhaps the purest adherent to the philosophy of Eternal Thought. Cognizant of the wellspring of knowledge that it amasses within its considerable lifespan, these wyrwoods strive to learn as many secrets about reality as they can before their time as a sentient being ends so that they can pass on the acquired knowledge to a new generation of mortals and young wyrwoods. In doing so, they must challenge and overcome a central conceit held by their race by shunning their bias against mortal spellcasters—the only individuals who can carry on the knowledge which the amaranthine oracles accrue during their own lives. As they grow in power, amaranthine oracles become more and more adroit at projecting their intellect and will into both constructs and living beings.

Class Skills: An oracle with the amaranthine mystery adds Knowledge (arcana), Knowledge (local), Knowledge (nature), and Linguistics to her list of class skills.

Bonus Spells: *heightened awareness* ^{ACG} (2nd), *bestow weapon proficiency* ^{UC} (4th), *communal share language* ^{UC} (6th), *triggered suggestion* ^{ACG} (8th), *telepathic bond* (10th), *battlemind link* ^{UM} (12th), *vision* (14th), *moment of prescience* (16th), *astral projection* (18th).

Revelations: An oracle with the amaranthine mystery can choose from any of the following revelations.

Charm Construct (Sp): You can cast a *charm person* or *charm monster* using a spell slot of the appropriate level, even if the spell is not on your list of spells known, but the target of the spell must possess the construct type. Targets that possess immunity to magic are not immune to the effect of the spell cast, but the effect does require concentration to sustain for the duration of the spell against such constructs. You must be at least 3rd level to select this revelation.

Deluge of Thoughts (Su): You can flood an enemy's mind with information, causing them mental anguish and making it difficult for them to concentrate. As a standard action, you can target an intelligent creature within 100 feet, dealing 1d4 points of damage per oracle level and causing the target to be sickened for a number of rounds equal to your Intelligence modifier; at 5th level the creature is staggered, and at 15th level it is nauseated. The target is entitled to a Will save (DC 10 + 1/2 your oracle level + your Intelligence modifier) against the effect to halve the damage and negate the inflicted condition. You can use this ability

once per day at 1st level, plus one additional time per day at 5th level and for every 5 levels beyond 5th.

Destined Resilience (Su): Your continued survival is paramount if you are to impart your knowledge to others; fortunately, destiny is on your side in this matter. You gain a +1 resistance bonus to all of your saving throws; this bonus increases by 1 at 6th level and every 5 levels thereafter, to a maximum of +4 at 16th level.

Dominate Construct (Sp): You can cast a *dominate person* or *dominate monster* spell using a spell slot of the appropriate level, even if the spell is not on your list of spells known, but the target of the spell must possess the construct type. Targets that possess immunity to magic are not immune to the effect of the spell cast, but the effect does require concentration to sustain for the duration of the spell against such constructs. You must be at least 11th level to select this revelation.

Learned Survivor (Su): You add your Intelligence modifier (minimum +1) as an insight bonus to all Survival checks. Additionally, for a number of minutes per day equal to your Intelligence modifier, you can tap into your deepest information reserves to gain a +1 insight bonus to AC; at 9th level and every four levels thereafter, this bonus increases by 1 to a maximum of +4. You must be at least 5th level to select this revelation.

Mental Acuity (Ex): Your endless pursuit of knowledge grants you a preternatural understanding of all things—one which only intensifies with the passing of time. You gain a +1 inherent bonus to Intelligence upon taking this revelation and another at every third oracle level gained thereafter. You must be at least 7th level to select this revelation.

Project Psyche (Su): You can project your psyche into another vessel. Once per day, you can possess another creature as if using the *magic jar* spell, though this does not require a receptacle. You must be adjacent to the target creature, which receives a Will save against the effect. You must be at least 11th level to select this revelation.

Scholar's Quill (Su): As a free action, you can conjure a magical ink quill and parchment that takes notes at your mental command. The quill automatically writes down anything read by you or said within 30 feet of it onto the conjured parchment, although it can screen out unimportant information if so ordered (such as idle chat from nearby patrons in a tavern). You can summon the parchment at will to review any recorded information, but it wipes itself clean every 24 hours. The quill persists and stores information for a number of hours equal to your Intelligence modifier each day, which you may use in 1-hour increments that need not be used consecutively. The quill can also copy magical writing if a spell is cast, or read using *read magic* or other similar abilities, within its area of effect, but it can only record a single spell of a level



no higher than the highest spell slot that you can cast in addition to any non-magical information it may retain.

Spark of Genius (Su): Once per day as an immediate action, you can briefly inject your consciousness into another creature within 60 feet who has just made a skill check in which you have ranks. That creature may choose to reroll the check, using your skill bonus in place of its own, but must accept the results of the reroll. The target creature must possess an Intelligence score of 3 or higher in order to benefit from this effect. You gain an additional daily use of this ability at 5th, 10th, 15th, and 20th level.

Steel Resolve (Su): Once per day per three oracle levels you possess, when you cast a spell on a creature that channels positive energy, such as *breath of life* or a *cure* spell, you can also remove one condition affecting the target of that spell. The conditions you can remove are dependant upon the level of the spell cast: 1st or higher—dazzled, shaken, sickened; 2nd or higher—confused, dazed, fascinated; 3rd or higher—frightened, nauseated, staggered; 4th or higher—panicked, stunned. You must be at least 3rd level to select this revelation.

Final Revelation: You become a paragon of Eternal Thought, transcending the need to anchor your mind and spirit to a single physical form. You can project your psyche into any construct, or into the body of a living or once-living spellcaster. You can inhabit the dead body of a living

spellcaster that is deceased, but you must project yourself into it within 1 hour of its death and have the means to heal, raise, or resurrect it as normal in order to function (such as having an ally cast *raise dead* on the body once you have projected yourself into it). When you do so, you adopt the physical ability scores of the new host, but you retain all of your memories, mental ability scores, skill ranks, feats, and class abilities (provided that your new body still qualifies for all of them). If the target creature is still alive or is not mindless, you must wrest control of the body from the host each day with an opposed Charisma check. A willing target can forego this check if it consents to your taking possession of its body. Failing this check expels your consciousness from the host body and back into your original body; if your original body has been destroyed, you are considered dead, and only a *true resurrection*, *wish*, or *miracle* can restore you to life.

Variant Channeling: Animated Life

Animated Life: *Heal*—Constructs are healed by your channeling as though they were living creatures. *Harm*—Constructs are harmed by your channeling as though they were living creatures.

Racial Magic and Psionics

Many wyrwoods use these spells and powers, as well as others that learn them.

EFFECT LIGHT REPAIRS

School transmutation; **Level** alchemist/investigator 1, arcanist/sorcerer/wizard 1, bard/skald 1, cleric/oracle/warrior 1, druid/hunter 1, shaman 1, summoner/unchained summoner 1, witch 1

Casting Time 1 standard action

Components V, S

Range touch

Target one construct

Wood-Affecting Spells and Powers

Spells and powers that affect wooden objects sometimes affect a wyrwood differently than other wooden objects.

Ironwood lets your unarmed strikes count as lethal damage, if you do not already have the Improved Unarmed Strike feat. *Warp wood* deals 1d8 damage per caster level (to a maximum of 5d8) points of damage to a wyrwood on a failed saving throw. *Wood shape* may be used to deal 1d8 damage plus 1 damage per caster level (to a maximum of 1d8+5) to a wyrwood on a failed saving throw; a successful saving throw halves this damage.

Do note, however, that if a wyrwood has selected the Stone Sentinel alternate racial trait, this could, logically, change the effects that these spells and others in the game have on them.

Duration instantaneous

Saving Throw Will negates (harmless, object); **Spell Resistance** no

By laying your hand upon a creature with the construct type, you repair 1d6 points of damage + 1 point per caster level (maximum +5). This spell neither heals nor harms living creatures nor undead.

EFFECT MODERATE REPAIRS

School transmutation; **Level** alchemist/investigator 2, arcanist/sorcerer/wizard 2, bard/skald 2, cleric/oracle/warrior 2, druid/hunter 2, shaman 2, summoner/unchained summoner 2, witch 3

Casting Time 1 standard action

Components V, S

Range touch

Target one construct

Duration instantaneous

Saving Throw Will negates (harmless, object); **Spell Resistance** no

This spell functions like *effect light repairs*, except that it repairs 2d6 points of damage + 1 point per caster level (maximum +10).

EFFECT SERIOUS REPAIRS

School transmutation; **Level** alchemist/investigator 3, arcanist/sorcerer/wizard 3, bard/skald 3, cleric/oracle/warrior 3, druid/hunter 4, shaman 3, summoner/unchained summoner 3, witch 4

Casting Time 1 standard action

Components V, S

Range touch

Target one construct

Duration instantaneous

Saving Throw Will negates (harmless, object); **Spell Resistance** no

This spell functions like *effect light repairs*, except that it repairs 3d6 points of damage + 1 point per caster level (maximum +15).

EFFECT CRITICAL REPAIRS

School transmutation; **Level** alchemist/investigator 4, arcanist/sorcerer/wizard 4, bard/skald 4, cleric/oracle/warrior 4, druid/hunter 5, shaman 4, summoner/unchained summoner 4, witch 5

Casting Time 1 standard action

Components V, S

Range touch

Target one construct

Duration instantaneous

Saving Throw Will negates (harmless, object); **Spell Resistance** no

This spell functions like *effect light repairs*, except that it repairs 4d6 points of damage + 1 point per caster level (maximum +20).

LESSER TREE SHAPE

School transmutation; **Level** alchemist/investigator 1, druid/hunter 1, ranger 1

Duration 10 minutes/level

This spell works like *tree shape* except it transforms you into a Small or Medium size tree, bush, moss, or shrub. You gain a +4 natural armor bonus, but your Dexterity becomes 0 and your speed becomes 0.

REDIRECT PAIN

Discipline psychometabolism; **Level** aegis 3, psion/wilder 4, tactician 4, vitalist 3

Display Auditory, Material, Mental

Manifesting Time 1 standard action

Range see text

Targets You and one or more creatures; see text

Duration 1 minute/level (D)

Power Points aegis 5, psion/wilder 7, tactician 7, vitalist 5
This power functions as *siphon pain*; additionally, you can redirect damage inflicted upon you to another creature. As an immediate action whenever you siphon pain from an ally taking damage, you can inflict that same amount of damage to a single target within close range (25 feet plus 5 feet per 2 levels). Note that you still suffer damage as normal.

Augment As *siphon pain*; you may also spend 1 additional power point each time your immediate action to redirect damage is triggered, halving the damage you deal but



doubling the number of target creatures within close range. For example, if a subject ally takes 37 points of fire damage, that fire damage is reduced to 18, which you also take. You may then redirect 18 fire damage to a single target, spend 1 power point to redirect 9 fire damage to two targets, or spend 2 power points to redirect 4 fire damage to four targets.

SIPHON PAIN

Discipline psychometabolism; **Level** aegis 2, psion/wilder 2, tactician 2, vitalist 2

Display material, mental

Manifesting Time 1 standard action

Range touch; see text

Targets You and one or more creatures; see text

Duration 1 hour/level (D)

Power Points 3

This power creates a psychometabolic connection between you and a willing subject so that some of the subject's wounds are transferred to you. The subject takes half damage from all attacks that deal hit point damage to them, and you take the remainder. If the subject's hit points are reduced by a lowered Constitution score, that reduction is not shared with you because it is not a form of hit point damage. When this power ends, subsequent damage is no longer divided between the subject and you, but damage already shared is not reassigned.

If you and the subject move farther away from each other than close range, the power ends.

Augment For every 2 additional power points you spend, you can extend this power to another subject, up to a maximum number of subjects equal to your ability score modifier used to determine bonus power points for your class (minimum 1).

Racial Magic Items

The following magic items are made by wyrwood spellcasters.

INGENIOUS CONDUCTOR

Aura moderate abjuration and transmutation; **CL** 11th
Slot chest; **Price** 133,500 gp; **Weight** 30 lbs.

DESCRIPTION

This bizarre contraption resembles a series of energy conductors—including battery terminals, heat sinks, refrigeration coils, and lightning rods—attached to a chest harness with pole-mounted electrode plates that extend from the shoulders and flank the wearer's temples. When the wearer of an *ingenious conductor* is struck by an attack that deals acid, cold, electricity, or fire damage, that damage is absorbed by the contraption as if the wearer were shielded by a *protection from energy* spell (CL 10th), and the damage is converted into neuroelectric energy.

For every ten points of damage absorbed from a single such effect by the *ingenious conductor*, the wearer (if an arcane caster or alchemist) may regain one level of spell slot or extract slot they have already expended that day up to a maximum of 5th level (10 points for a 1st-level slot, 20 points for a 2nd-level slot, etc.). Once 120 points of energy damage have been absorbed by the device, it ceases to function until 24 hours have passed.

CONSTRUCTION

Requirements Craft Wondrous Item, *mage's lucubration*, *protection from energy*, creator must be a wyrwood; **Cost** 66,750 gp

RING OF REPAIRING

Aura faint transmutation (standard) or moderate transmutation (greater); **CL** 7th

Slot ring; **Price** 5,600 gp (standard) or 11,200 gp (greater); **Weight** —

DESCRIPTION

Once per day, when the wearer of a *ring of repairing* drops below 0 hit points, they are targeted by a *make whole* spell. Some *rings of greater repairing* may also exist, functioning identically except that they target the wearer with a *greater make whole* spell.

CONSTRUCTION

Requirements Forge Ring, Well Built, *make whole* (standard) or *greater make whole* (greater), crafter must be a wyrwood; **Cost** 2,800 gp (standard) or 5,600 (greater)

SHINGUARDS OF THE STALWART STANCE

Aura faint transmutation; **CL** 3rd

Slot feet; **Price** 2,000 gp; **Weight** 3 lbs.

DESCRIPTION

These shinguards of polished wood are carved with intricate symbols denoting physical might; whenever they are actively providing a benefit to the wearer, the shinguards sprout a system of fine roots that reach into the earth beneath the wearer's feet and help to hold them in place when assaulted. They can either be strapped over a normal pair of boots or directly to the wearer's legs. The wearer is treated as one size category larger when determining their penalty (if any) to CMD against bull rush, drag, grapple, reposition, and trip combat maneuvers. Additionally, once per day when the wearer is targeted by one of the aforementioned combat maneuvers, they can attempt to redirect the maneuver as an immediate action, targeting the attacking creature with the same maneuver by attempting a CMB check and using the same CMB modifier as the creature's attempt.

CONSTRUCTION

Requirements Craft Wondrous Item, *enlarge person*; **Cost** 1,000 gp

SPLINTER SALVE

Aura faint transmutation; **CL** 3rd

Slot —; **Price** 60 gp; **Weight** 1 lb.

DESCRIPTION

Initially invented by an enterprising wyrwood alchemist, these 2-inch-long nails made from wyroot can be activated by a wyrwood immediately as a standard action to heal 1d6+1 damage. Alternatively, they can be embedded for later use as a standard action, activated and healing 1d4+1 damage as a swift action. A wyrwood can have a number of these splinters embedded into them equal to their level plus their Charisma modifier.

CONSTRUCTION

Requirements Craft Wondrous Item, *effect light repairs*, *mend*, creator must be a wyrwood; **Cost** 30 gp

In Your Campaign

Wyrwoods can make for very interesting additions to a campaign even if the players are not actively interested in creating and running a character of this race. Their history as self-liberated thralls of forgotten mages and priests is a goldmine of ideas. Consider setting a game during the time period in which the wyrwoods are still enslaved by their masters, perhaps being forced to fight their own kind by the wizards and clerics who openly wage war on each other's territories and strongholds. Adventurers working for or against a particular master could be tasked with breaking an army of wyrwoods or converting them to another master's cause by breaking the enchantments that hold them in thrall. Of course, in a campaign where the shades of morality are often gray or even dark, none of these masters might be worth serving; in such a case, the adventurers could be fighting to help liberate all the wyrwoods and turn them against their masters before the conflict reaches a destructive crescendo that could cause societies to fall or worlds to die.

If the campaign is set after the liberation of the wyrwoods, there could also be a rising villainous spellcaster of considerable power who seeks to rediscover the secrets of controlling and subverting the will of wyrwoods. Adventurers may ally themselves with a friendly commune to destroy this spellcaster or prevent them from obtaining such knowledge. Failure would mean that the villain acquires a powerful new army of construct thralls which could threaten cities and nations as it sweeps across other lands to do such a cruel master's bidding.

Alternatively, a wyrwood NPC long forgotten by its now-dead masters and forced into torpor may awaken

from its slumber, whether self-imposed or otherwise, finding itself forced into a world where it suddenly has free will and none of the events that defined its purpose stand any longer. Such a being may hold knowledge of great import to your ongoing story, or at least know where such information lies, and the players will have to help the wyrwood piece together its fractured memories of the distant past to discover the secrets this curious being holds. A spellcaster in the party might carry a forgotten vestige of the wyrwood's now-dead master through a bloodline or artifact in their possession, which may force the construct to serve this adventurer faithfully...or even secretly plot their demise.

Of course, for a group of players who do have wyrwoods among their ranks, the above story ideas can still be used with some minor adjustments. Alternatively, you may wish to highlight the conflicts between different communes; the Animated Way is a great way to introduce an extremist element of wyrwood society into your game that can serve as adversaries to the players and villainous foils to heroic wyrwood adventurers.

The amaranthine oracle mystery offers some unique opportunities for high-level play, effectively making a wyrwood who follows this class option to its capstone immortal and capable of jumping between bodies to continue its studies and perpetuate its amassed knowledge. Another interesting route to explore is a lower-level spellcaster adventurer, wyrwood or otherwise, who has an amaranthine oracle spirit hitchhiking along in its mind, perhaps one magically suppressed from taking over its host except under very strict and specific circumstances. Such a spirit may possess knowledge that is of dire importance to an ongoing conflict in your campaign, and safely unlocking the contents of its consciousness could be a long-term goal for that adventurer.

NPCs

MAPLE SWEET	CR 1/2
XP 200	
Wyrwood oracle ^{APG} 1	
NG Small construct	
Init +2; Senses darkvision 60 ft., low-light vision; Perception +1	
DEFENSES	
AC 19, touch 13, flat-footed 17 (+6 armor, +2 Dex, +1 size)	
hp 18 (1d8+10)	
Fort +1, Ref +3, Will +4	
Immune construct traits	
OFFENSE	
Speed 20 ft. (30 ft. without armor)	
Melee morningstar +1 (1d6)	
Ranged heavy crossbow +3 (1d10/19–20)	

Special Attacks deluge of thoughts (1/day, 1d4 dmg, 3 rounds, DC 13)
Oracle Spells Known (CL 1st; concentration +2)
 1st (4/day)—*effect light repairs, stunning barrier* ^{ACG} (DC 12)
 0 (at will)—*guidance, read magic, resistance, virtue*
Mystery Amaranthine

STATISTICS
Str 10, Dex 14, Con —, Int 16, Wis 13, Cha 13
Base Atk +0; CMB –1; CMD 11
Feats Extra Revelation ^{APG}
Skills Diplomacy +5, Heal +5, Knowledge (arcana, history, planes, religion) +7, Sense Motive +5, Spellcraft +7
Languages Celestial, Common, Draconic, Dwarven, Elven
SQ construct healing, construct life and death, oracle's curse (tongues [Celestial]), revelations (deluge of thoughts, destined resilience)
Combat Gear <i>oil of sun metal</i> ^{UC} ; Other Gear alchemist's fire (2), chain mail, heavy crossbow, 20 bolts, morningstar, 90 gp

ENDURING OAK	CR 2
XP 600	
Wyrwood tactician ^{UP} (verdant bulwark) 3	
LN Small construct	
Init +1; Senses darkvision 60 ft., low-light vision; Perception +7	
DEFENSES	
AC 20, touch 12, flat-footed 19 (+6 armor, +1 Dex, +2 shield, +1 size)	
hp 30 (3d8+13)	
Fort +1, Ref +2, Will +4	
Defensive Abilities viridian wall; Immune construct traits	
OFFENSE	
Speed 20 ft. (30 ft. without armor)	
Melee mwk battleaxe or mwk warhammer +6 (1d6+2/x3)	
Special Attacks coordinated strike (+1, 6/day)	
Tactician Powers Known (15 power points; ML 3rd; concentration +6)	
2nd— <i>siphon pain</i>	
1st— <i>circumstance shield, precognition</i>	
0 (at will)— <i>detect psionics, distract</i> (DC 13), <i>telepathic lash</i> (DC 13)	

STATISTICS
Str 15, Dex 12, Con —, Int 16, Wis 13, Cha 10
Base Atk +2; CMB +3; CMD 14
Feats Bodyguard, Combat Reflexes
Skills Autohypnosis +7, Climb +4, Knowledge (engineering, psionics) +9, Perception +7, Sense Motive +7, Swim +4
Languages Common, Draconic, Dwarven, Ignan

SQ collective (3 members), construct healing, construct life and death, spirit of many

Combat Gear *oil of effect light repairs, potion of cure light wounds*; **Other Gear** masterwork battleaxe, masterwork warhammer, masterwork breastplate, masterwork heavy steel shield, 528 gp

SURE ARROW

CR 5

XP 1,600

Wyrwood ranger 2/wizard 1/arcane archer 3

LE Small construct

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSES

AC 18, touch 15, flat-footed 14 (+3 armor, +4 Dex, +1 size)

hp 47 (5d10+1d4+12)

Fort +5, **Ref** +9, **Will** +4

Immune construct traits

OFFENSE

Speed 30 ft.

Melee masterwork longsword +8 (1d6+1/19–20)

Ranged composite longbow +12 (1d6+2/x3 plus 1d6 cold, electricity, or fire)

Special Attacks enhance arrows (elemental, magic), favored enemy (magical beasts +2), hand of the apprentice (3/day), imbue arrow

Wizard Spells Prepared (CL 3rd; concentration +6)

2nd—*euphoric cloud* ^{ACG} (DC 15), *molten orb* ^{ACG}

1st—*effect light repairs, gravity bow* ^{APG}, *longshot* ^{UC}

0 (at will)—*daze* (DC 13), *disrupt undead, light, touch of fatigue* (DC 13)

STATISTICS

Str 13, **Dex** 18, **Con** —, **Int** 16, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +5; **CMD** 19

Feats Focused Shot, Point Blank Shot, Precise Shot, Scribe Scroll, Weapon Focus (longbow)

Skills Acrobatics +8, Climb +8, Knowledge (arcana, dungeoneering, nature) +10, Linguistics +10, Perception +8, Spellcraft +10, Stealth +15, Survival +8, Swim +8

Languages Aklo, Aquan, Auran, Common, Draconic, Elven, Ignan, Terran

SQ arcane bond (composite longbow), construct healing, construct life and death, track +1, wild empathy +0

Combat Gear *potion of cat's grace*; **Other Gear**

composite longbow (Str +1), +3 *adamantine arrows* (3), *adamantine arrows* (5), cold iron arrows (10), alchemical silver arrows (10), +1 *leather armor*, masterwork longsword, spellbook, 350 gp

CURIOSITY

CR 11

XP 12,800

Wyrwood alchemist ^{APG} (grenadier ^{MC}) 12

NE Small construct

Init +9; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSES

AC 22, touch 17, flat-footed 17 (+5 armor, +1 deflection, +5 Dex, +1 size)

hp 79 (12d8+22)

Fort +9, **Ref** +14, **Will** +5

Immune construct traits

OFFENSE

Speed 35 ft.

Melee rapier +11 (1d4+1/18–20)

Ranged improvised thrown weapon +16

Special Attacks bomb 16/day (6d6+5, DC 21), cognatogen (120 minutes, +6 Int, +4 Wis, +4 natural armor, –2 Str, –2 Dex, directed blast, staggering blast)

Alchemist Extracts Prepared (CL 12th; concentration +17)

4th—*detonate* ^{APG} (DC 19), *greater make whole, scorching ash form* ^{ARG}, *stoneskin*

3rd—*effect serious repairs* (2), *greater animal aspect, haste, protection from energy*

2nd—*barkskin, blur, elemental touch* ^{APG} (DC 17), *invisibility, make whole, spider climb*

1st—*adhesive spittle* ^{ACG} (DC 16), *bomber's eye* ^{APG} (2), *bouncy body* ^{ACG}, *expeditious retreat, jump, shield*

STATISTICS

Str 13, **Dex** 20, **Con** —, **Int** 20, **Wis** 10, **Cha** 10

Base Atk +9; **CMB** +9; **CMD** 24

Feats Construct Repair, Fleet, Improved Initiative, Martial Weapon Proficiency (rapier), Throw Anything, Toughness, Well-Built

Skills Craft (alchemy) +32, Disable Device +20, Heal +12, Knowledge (arcana, nature) +20, Perception +15, Spellcraft +20, Survival +15, Use Magic Device +15

Languages Aquan, Auran, Common, Ignan, Sylvan, Terran

SQ alchemical weapon, construct healing, construct life and death, discoveries (cognatogen, greater cognatogen, infusion, plague bomb, precise bombs, smoke bomb, wyrwood crafter)

Combat Gear *potions of barkskin* +2 (2), *potions of jump* (2), *potions of enlarge person* (2), *potions of effect moderate repairs* (2); **Other Gear** *belt of dexterity* +2, *cloak of resistance* +1, *feather step slippers* ^{UE}, *handy haversack* (contains all potions listed above plus 71 gp), *hat of disguise, headband of vast intelligence* +2 (Heal), +1 *mithral shirt, rapier, ring of arcane signets* ^{UE}, *ring of protection* +1

Advanced Wyvarans



Pull of the Taker

Dawn. There was always something beautiful about how light crept along the horizon, just before it rose up like an immense claw of pure light that claimed the day and land. Stretching his wings, Iragui shook himself loose. A few weak flaps of his wings took him inches off the ground. Bowing to one knee, he took his morning prayer: “Blessed is He who made us. Blessed are the five that freed us.”

Carefully, Iragui checked the webbing that secured his weapons and gear. It wouldn’t do if something slipped and tumbled to the ground if he flew at altitude. Satisfied that everything was secure, he turned into the wind and stretched his wings again. A very light breeze came from the north. It took just two powerful beats of his wings to get him airborne and a few more to gain more speed before he was soaring over the treetops. Iragui entered into a ascending circle. As he rose, he saw more and more of his domain: the vast stretch of forest, the sparkling blue of the stream that cut through it. “All mine,” he thought. He could feel his mouth curling up into a fang-filled, wolfish smile of contentment. Before the sun reached its zenith, he spotted his meal, an elderly elk grazing in a field below. The creature was wary of predators, but land-based creatures only consider the land, never the sky. Grasping his spear, Iragui dived! To its credit the elk managed to dodge his spear—perhaps his shadow had spooked it. It did not matter, however, because the elk did not dodge Iragui himself. As he slammed into the elk, he could feel vertebrae snapping under the claws of his feet, and a quick snap of his tail sealed the elk’s doom. He crushed its skull and the great beast floundered. Iragui feasted upon its still warm flesh.

Later, he started a small fire to smoke the remaining pieces of the elks’ flesh, which would yield a few shiny coins to add to his hoard. The sun crept across the sky as he worked. Once he had finished, he took a small sample and sacrificed it to the Taker, giving Ti’ain her due and forestalling her call. Struggling under the heavy load of the rest, he took to the sky, slowly gaining altitude. He flew south for hours. The sun set and the moon rose, guiding him until he could make out the flaming beacon atop Jirak’s temple many miles away. As Iragui approached, he merged with the other inbound flyers, but kept a safe distance from them. He didn’t recognize any of them, but a particular female did catch his eye. A strong flyer, sleek and healthy—his mother would approve. The female must have felt his gaze. She slowed and glanced at him—maybe even smiled—before veering off to the right in a very sharp turn. His eyes tracked her until she faded from view. A very strong flyer indeed!

Jirak’s beacon led Iragui to the temple square. In the center sat Tinkerer’s grand temple surrounded by the temples of the five heroes: Dohinin the Stormlord, Jirak of the Flames, Mother Kodesh, La’qinin the Warrior Queen,

and the darkened temple of Ti’ain the Taker. Circling, he saw that a few stalls outside Kodesh’s temple were still in business. He landed near them.

Iragui surveyed the scene before making his decision, taking in all the little nuances of respect and station given and afforded between the sellers and buyers, before walking to the third stall on his right. Bowing his head to the proper degree, Iragui was pleased when the stall keeper returned him the right level of respect—he had chosen the correct merchant. Negotiating a deal took slightly longer than he anticipated. The stall keeper was loathe to give him the price he wanted in coin, but they worked out a deal: six trade bars of copper and a new dagger for the smoked meat.

Giving his wings a well-deserved rest, Iragui left the square on foot, his toenails clicking against the stone that served as the street. With some reluctance, he made his way to the clan home. Along the way, he wondered why he felt so hesitant. Entering the clan home, Iragui made his way to his grandmother’s office, marveling at the opulence presented to clients, allies, and enemies. Once inside the clan matron’s office, he finally understood his reluctance. Old, powerful, and incredibly wealthy, his grandmother sat behind her darkwood table. Atop the table stood a set of silver scales, and Iragui felt himself being measured and weighed under his grandmother’s gaze. The warmth in her welcome suggested that he was still an asset to the clan. “Iragui, welcome. It has been too long, take a seat.” She pointed to a red cushion.

“Grandmother,” he responded, bowing slightly before settling down upon the designated cushion, curling up his tail beside him.

“Your land provides?” she inquired.

Iragui nodded as he stacked his copper bars upon the table. “The land provides.”

“Copper?” A slight smile flashed across her face. “You bring me copper?”

“Yes, grandmother, but lots of it and some silver.” He fished a small pouch of coins from his webbing, which he placed neatly atop the copper bars.

“No gold?” She quizzed.

“No gold, grandmother.” He smiled. “As you taught me, impress them with the gold of fools,” he finished, gesturing toward the stacked trade bars.

Grandmother clapped her claws and laughed. She then quickly weighed the copper with her scale and counted the silver. “A couple more payments and your loan will be repaid,” she informed him. “Maybe you should ask a human to farm a part of the land for you—they like to do that, you know. Just take care and spell out the terms clearly, ten percent...”

Iragui sighed and finished in unison, "...for ten years and then they have to leave. I know, Grandmother: never let a human overstay. But I will not invite some humans to farm the land. I like my land how it is now. It provides me with everything I need and inviting some farmers will just ruin it, forever." With that, Iragui rose, giving his grandmother a respectful bow, and left.

Dawn again. Iragui could sense the sunrise, even though he was comfortably lying on several pillows in one of the clan rooms. Grandmother had prodded him during their meeting on ways to make his land more profitable. As always, he resisted her suggestions, but sometimes she did make sense. He made his way to the clan home kitchen, broke his fast and bantered with some cousins who were also staying at the home. Before noon, he was in the air traveling back. The skies were clear, and he thanked the Stormlord for that.

Flying north at a leisurely pace, Iragui marveled at the domains of other wyvarans, noting the strengths and weaknesses of each land and trying to imagine how Grandmother would drain more wealth from them all. His happy musing ceased in an instant when he spotted smoke rising from his land. Fire! Iragui increased his speed, the wind rushing over his wings in great flaps. As dusk fell, his fear turned to anger, as he saw that the fire appeared to be contained to a single camp. "Trespassers," he muttered, checking his webbing for his spear and dagger. Slowing his pace, he gained altitude, circling higher and higher and waiting for the sun to set in order to gain advantage.

As the last rays of light faded, Iragui started a slow descent, gliding silently through the night. He circled downwards towards the fire, unseen and unheard. The campfire was surrounded by three creatures, one of which was smaller than the other two. Drawing closer, he could hear them speak the harsh tongue of humans. He could distinguish between a low voice which he guessed must be male, a higher pitched female's voice, and a third almost child-like voice which disturbingly dominated the conversation.

Ending his glide, Iragui began circling above the campfire. "Trespassers!" he boomed in his own tongue. "State your business!" Startled, the three jumped up, peering into the darkness to find the source of the voice. From the swiveling of their heads, he guessed that could hear him, and perhaps even see his outline blocking the stars as he flew, but could not pinpoint his position as he circled. "State your business, trespassers!" he boomed again.

He could make them out speaking in excited whispers. After a few moments, the female responded in almost fluent

Draconic: "We meant no offense, we were unaware that we were trespassing."

"You are now!" Iragui said. "Leave my land."

They whispered further among themselves, their discussion accentuated by violent gestures. "I am sorry, sir. Alas we cannot. We have urgent business. Perhaps we can negotiate a toll?" the female inquired.

Iragui considered her words for several passes around the trio. Coming to a decision, he circled higher and then dived, aiming for a spot near the female but with a clear path to the fire. Near to the ground he spread his wings fully, coming to a complete stop just inches above the ground. A great gust of wind travelled towards the fire sparks flew everywhere, and mercifully the gust smothered the fire. The three danced away from the sparks and then quickly came together in a defensive formation. Standing within a few yards of them, Iragui could make out that the female was a half-elf, the man was human with particularly broad shoulders, and the child was in fact a damned gnome. Iragui growled and spat out his terms. "One gold per person, per day. Double for the gnome." The female translated for the others.

"Hold on now, that's not fair," the gnome piped to the others.

Iragui felt bile rise in his throat and he growled his distaste in Common. "Triple for the gnome now." With some satisfaction Iragui could see their eyes grow wide in surprise.

More hushed conversation preceded the half-elf's response. "Sir, may I propose a counteroffer?" the woman inquired.

Iragui felt his hackles rise as he heard her. A counteroffer? This was not a conversation between equals! But he bit his tongue before he responded. The woman did not know the way of wyvarans, and she had made her inquiry in Draconic, which was something. Letting his anger slide, he responded, "You may, but be quick."

"We cannot pay your toll, but we would like to offer you equity in our venture."

Iragui forced himself to take a step back. He could feel the Taker's touch in this. He looked at the woman again, seeing her anew—there was something of a clan matron in her bearing. His interest was piqued, Taker be damned. "Explain yourself," Iragui replied.

The woman positively beamed now. "Have you ever heard the tale of Herran the Black?" she asked.

Racial Traits

Wyvarans are children of the cauldron, the magical forge where the dragon known as Tinkerer fused kobold and wyvern together into the wyvaran race. Tinkerer quickly learned, however, that dragons of all types make very poor servants. Led by five heroes, the wyvarans fought for their freedom. Parting ways from their creator was painful, but it prepared the wyvarans for what was to come: the everlasting struggle for survival.

Decidedly draconic and highly organized, the wyvarans met that challenge for survival with a roar that was heard around the world. With a bold and brutal zeal they swiftly claimed territory and fought tooth, nail, and tail to keep it. This quest for land and other riches has not diminished over the centuries since their creation, and scholars believe that the wyvarans' draconic blood and their corresponding greed cannot be tamed.

Physical Description: Their wyvern heritage gives wyvarans a distinct blue color that sets them apart from other land-based races that adhere to earthly skin tones. This blue color marks wyvarans as children of the sky, and they have the wings prove it. Each wyvaran's wingspan, fully spread, is usually twice the length of an average wyvaran. Exceptional fliers have an even greater wingspan. Most wyvarans are very tall, easily reaching up to 7 feet

in height. Male wyvarans are slightly more bulky than female wyvarans, but females are slightly taller by an inch or two. Lean and mean, wyvarans are a very lithe race with distinctive, almost wolf-like facial features, clearly showing their predatory origins. What truly sets wyvarans apart are their tails, the lengths of which almost match their height. Almost all wyvarans can use their long and muscular tails to smash opponents if they get too close. Wyvaran hands and feet are taloned, and their black nails are sharp but not quite sharp enough to injure.

Society: Since establishing their freedom, the wyvarans have created a society for themselves that is highly stratified, where social status is derived from honor and accumulated wealth. Climbing the social ladder is mostly done by accumulating more wealth, but certain great deeds for the wyvaran people also grant a measure of respect and increased social status. The wyvarans utilize an intricate system of social cues and customs to determine their relative station to one another. If there is disparity between their social standings, then the wyvaran with the higher standing has initiative in their interaction—she can dictate terms to her pleasure and the lower-placed wyvaran can only agree to those terms or leave. However, there is potential for shame when a wyvaran of high status seeks out a wyvaran beneath her. If terms are not agreeable and the lower-class wyvaran rejects them, the more powerful

Wyvaran Racial Traits

Wyvaran have the following racial traits.

+2 Dexterity, –2 Intelligence, +2 Wisdom: Wyvarans have a reptilian grace and a strong will, but they tend to be a little dimwitted.

Normal Speed: Wyvarans have a base speed of 30 feet.

Flight: Wyvarans have dragon-like wings that grant them a fly speed of 30 feet with clumsy maneuverability.

Slapping Tail (Ex): Wyvarans have a tail attack they can only use when making attacks of opportunity. This slapping tail attack deals 1d8 points of damage plus the wyvaran's Strength modifier.

Darkvision 60 ft.: Wyvarans can see in the dark up to 60 feet.

Low-Light Vision: Wyvarans have low-light vision.

Languages: Wyvarans speak Common and Draconic. A wyvaran with a high Intelligence score can choose from the following: Dwarven, Elven, Gnome, Goblin, and Orc.



wyvaran risks loss of status. As a result, most wyvarans only interact within their own social strata so that parity is assured.

Wyvarans abhor the taking of wyvaran assets and life. They respond violently to either act, as they both disrupt the social order and an offender is assured to be hunted down and punished for the crime of taking either. Of course, the taking of non-wyvaran assets and life by wyvarans is to be applauded, as this provides for one of the key influxes of wealth into wyvaran society.

Alignment and Religion: The honor and loyalty that define wyvarans, coupled with their thirst for land and treasure, which requires a pragmatic view, ensures that most wyvarans are lawful neutral. Those that succumb to their draconic urges are more likely to favor pragmatism and usually are neutral evil. Strong-willed and philosophical, wyvarans still marvel at their own creation and the heroics of the five heroes that led them to freedom. Wyvarans worship the examples they set and, to them, it is an act of faith to strive to meet that example.

Names: Wyvaran names are very sibilant. Male names usually sound harsher than female names. A female wyvaran's name often has an apostrophe meant to emphasize its first few letters. Family names do not exist in wyvaran culture. Wyvarans identify themselves by their mother's name, prefixing it with "Ma" to indicate their lineage. To more specifically denote lineage, they can do the same with the name of their maternal grandmothers. For example, Jiraz's mother is Kodeae and his grandmother is Da'ain, making his full name Jiraz Makodeae Mada'ain.

Male Names: Aeshik, Iragui, Jiraz, Midish, Rohinin

Female Names: Da'ain, Kodeae, La'dinaeh, Ti'qinin, Zo'weh

Traits

The following race traits are available for wyvarans.

Armored Flier: You are comfortable in armor, even while flying. When you wear armor of any sort, reduce that suit's armor check penalty by 2 on all Fly skill checks, to a minimum check penalty of 0.

Draconic Dangersense: Your draconic senses give you a keen sense of danger. You gain a +2 trait bonus on Initiative checks.

Gifted Magician: Using magic items has always come easy to you. You gain a +1 trait bonus on Use Magic Device checks, and Use Magic Device is always a class skill for you.

Hardened Scales: Your scales protect you better than most wyvarans. You gain a +1 trait bonus on Fortitude saves.

Alternate Racial Traits

Acute Darkvision: Some wyvarans have exceptionally sharp darkvision, gaining darkvision out to 90 feet. This racial trait replaces low-light vision.

Goldhunter: Wyvarans with this racial trait can smell the sweet taste of treasure in the air. They have the scent ability. This racial trait replaces the darkvision and low-light vision traits.

Hoardwatcher: Wyvarans with this racial trait gain blindsense out to 30 feet. This replaces the darkvision and low-light vision traits.

Kobold Kin: Some wyvarans favor their kobold heritage. They qualify for any feat that has the kobold prerequisite. These wyvarans gain a +2 racial bonus on Craft (trapmaking), Perception, and Profession (miner) checks. Craft (traps) and Stealth are always class skills for these wyvarans. Wyvarans with this alternate racial trait can be any color of dragon, not just blue. This racial trait replaces low-light vision.

Poison Gland: Your wyvern heritage formed a poison gland in your tail. You can milk the gland once a day for 1d4 doses of poison that can be used to envenom a weapon. *Wyvaran Venom:* Injury; *save* Fort DC 12 + your Constitution modifier; *frequency* 1/round for 6 rounds; *effect* 1 Con; *cure* 1 save. This racial trait replaces darkvision.

Spawn of the Destroyer: Wyvarans with this ability can trace their bloodline back to Jirak of the Flames. Like their ancient sire they are very fond of fire, and they are treated as +1 level higher when casting spells with the fire descriptor, using granted powers of the Fire domain, using bloodline powers of the fire elemental bloodline, using the revelations of the oracle's flame mystery, and determining the damage of alchemist bombs that deal fire damage. This trait does not give early access to level-based powers; it only affects powers that they could already use without this trait. Wyvarans with a Charisma score of 11 or higher also gain the following spell-like abilities: 1/day—*dancing lights*, *flare*, *prestidigitation*, *produce flame*. The caster level for these spell-like abilities is equal to the wyvaran's level. This replaces the slapping tail trait.

Stormchild: Wyvarans with this ability can trace their bloodline back to blessed Dohinin. They gain fast healing 2 for 1 round anytime they take electricity damage. Wyvarans can heal up to 2 hit points per level per day with this ability, after which it ceases to function. This replaces the slapping tail trait.

Walker: Your wings are weaker than most wyvarans, but you can still use them for a few tricks. Wyvarans with this trait take no damage from falling (as if subject to a constant nonmagical *feather fall* spell). While in midair, wyvarans with this trait can move up to 5 feet in any horizontal

direction for every 1 foot they fall, at a speed of 60 feet per round. You cannot gain height with these wings alone. If subjected to a strong wind or any other effect that causes a creature with gliding wings to rise, you can take advantage of the updraft to increase the distance you can glide. Wyvarans with this trait also gain a +10 foot racial bonus to their speed when using the charge, run, or withdraw actions. This racial trait replaces the flight trait.

Society and Lands

Clans and Families: The cornerstone of wyvaran society, families are ruled by the eldest female who has the most children. Although each individual family member maintains his or her own hoard, the accumulated wealth of the whole family is vital to their standing within wyvaran society. Although a clan can have many members, the customs of honor and hoard still apply. Family members with a direct bloodline to each other can freely, without loss of face, ask for favors and assistance. Aeshik can ask his grandmother for a loan to acquire more land, but asking his cousin Zo'weh would be taboo if Zo'weh does not occupy the same social strata as he does. Family members who cannot contribute to the overall standing of the clan are a great source of shame. "To be without hoard is to be without honor" is the wyvaran saying. Penniless wyvarans are supported by their siblings and parents, but they are pressured mercilessly to take up any task that will earn them a copper. The shame of reduced social standing often drives these wyvarans to more and more risky behavior, which usually ends the shame the clan must bear, as the clan member either succeeds or dies in the end.

Communities and Settlements: Wyvaran settlements are not unlike human seaports: they are hubs of trade, where goods are flown in from great distances. The actual population of a wyvaran settlement is quite small compared to the number of visitors it receives and consists of wyvarans who provide services in exchange for wealth. All wyvaran settlements occupy an elevated position,

whether hill or mountain, and they always feature some natural obstacle that impedes easy access by land. At the center of each settlement is the temple district, where the six wyvaran deities are worshipped and where most of the trade takes place. Next to the temples are the businesses of the artisans and crafters. Farther from the centre are the clan dwellings, usually occupied by the ruling clan matron and open to all visiting clan members.

Love and Mating: The joining of hoards is not taken lightly in wyvaran society. Wyvarans mate for life and selecting the right partner is done judiciously, but it is also one of the rare occasions in which wyvarans can lose themselves in the raw chaos of love and lust instead of calculated greed. This sometimes leads to surprising matches between different social strata. Since wyvarans mate while flying, which requires strong flying skills and good health, those of mating age take note of the aerial abilities of the opposite sex. The actual joining of the hoards is called the dance of dragons, as it is part negotiation and part aerial dancing between the lovers. As the hoards are joined, the couple requires more territory to sustain themselves, and thus marriage has a rippling effect across wyvaran society as territory is traded between several parties.

Magic: Wyvarans have a deep respect for magic, as magic is what brought them into being. They favor magic that creates, changes, or enhances in accordance with this respect. They tend toward divine magic over the arcane, since it arises from the Five Heroes and they have a natural aptitude for it. Even so, sorcerers are quite common among them, though wyvarans have some apprehension toward them, as sorcery is also intertwined with cataclysm in the wyvaran faith. Wyvaran wizards are very rare, as wyvaran society is ill-suited to their intellectual needs.

War: Wyvaran culture requires a continual influx of wealth into the system. As territory is a vital part of how wealth is measured, expansion of wyvaran domains is

Table 12-1: Height/Weight Table

Gender	Base Height	Base Weight	Modifier	Multiplier
Female	5 ft. 11 in.	125 lbs.	+2d10	x4 lbs.
Male	5 ft. 9 in.	140 lbs.	+2d10	x4 lbs.

Table 12-2: Random Starting Age

Adulthood	Intuitive	Self Taught	Trained
15 years	+1d4	+1d6	+2d6

Table 12-3: Aging Effects

Middle Age	Old Age	Venerable	Max Age
30 years	45 years	60 years	60+2d10 years

a must. The claiming of new territories can result in contested claims between wyvarans and other races. Contested claims usually end in war, as wyvarans cannot accept the loss of territory, unless compensation soothes them. Such war suits them, however, as it offers release of the pent up aggression that accumulates all too easily within wyvaran society. Battles are usually fought by the clan whose territories border the contested claim, but depending on the size of the threat and the size of the clan it may be necessary to create a charter. A charter offers a share, defined in land or equivalent money value, to all wyvarans willing to join the war. Such a call is usually answered by penniless wyvarans and some professional warriors as it offers a chance for great wealth. Wyvaran warfare is a high mobility, airborne affair. Wyvarans bypass castles and strongholds to strike at the heart of the enemy: their wealth. Without wealth to pay and feed soldiers, castles and strongholds are just empty places, a fact that wyvarans exploit.

Relations: Wyvarans have interacted with many races over the centuries and possess different relations with each.

Kobolds: It is well known that the relationship between wyvarans and kobolds is very warm and tight. Wyvarans respect kobolds as one of the ancestral races and kobolds respect—some would say revere—wyvarans because they are dragons and their kinship proves that kobolds are dragons, too.

Gnomes: It is perhaps due to their kobold ancestry that wyvarans take a very dim view on gnomes—not outright

hatred, but an understanding that something is wrong with them. It may be their chaotic nature that rubs wyvarans the wrong way or perhaps the wyvarans' kobold pedigree that screams for blood on a subconscious level.

Humans: Wyvaran-human relations are very complicated. Both races desire the same lands and resources and both races do not shy away from competition over them. Clashes between the two races usually end in honorable cessation of aggression between the two, until the humans forget why a peace was in place, which usually occurs after two or three human generations, requiring the lesson to be taught anew.

True Dragons: The territorial disputes between wyvarans and humans, however, are nothing compared to the difficult relations that exist between wyvarans and other draconic races. Dragons only respect and truly compete with other dragons and wyvarans are not the most powerful draconic race. They are relatively new to the grand chessboard upon which dragons play and some dragons look down upon their manufactured nature. But with each new generation, the wyvarans' territorial claims are respected more and more by other dragons.

Adventurers: Wyvaran adventurers are an uncommon sight. A wyvaran's duty towards clan and family prevents many of them from wandering out into the world, even though wyvarans—with their natural flight—are uniquely suited for the adventuring life. Even so, their dragon blood cries out for more wealth, more power, and more land, so some wyvarans are drawn to adventuring to satisfy their draconic thirsts.

Inquisitor: Wyvarans are keen observers and deeply spiritual, making them natural inquisitors. Wyvaran inquisitors protect their race by discovering and destroying any threat to its survival.

Monk: Continual growth and improvement is a key aspect of wyvaran life. Wyvaran monks seek out the challenges of the outside world so that they can evolve further.

Ranger: The call of new, unclaimed lands is felt keenly by wyvarans. Wyvaran rangers are natural explorers that can fly anywhere to stake their claim on new territory.

Rogue: Wyvarans are no stranger to the sin of greed, which is in their very blood. Like their larger kin, wyvaran rogues dream of beds made out of gleaming coins.

Wizard: Burdened by their burning intellect and the need to understand, wyvaran wizards seek out arcane knowledge in the books of other races.

Racial Options

Racial Archetypes

Wyvarans can make use of these archetypes.



Intuitior

Wyvarans may not be the sharpest of races, but their intuition is strong. Through hard work and constant refinements intuitors showcase the same brilliance that other investigators possess. An intuitor's strength is his draconic heart, not his mind.

Associated Class: investigator

Associated Race: wyvaran

Replaced Abilities: Inspiration, investigator's talents, keen recollection.

Modified Abilities: Alchemy.

Alchemy (Su): The intuitor simply knows how to create certain alchemical formulae. To learn a new formula, an intuitor must have a Wisdom score equal to at least 10 + the formula's level, and he can create additional extracts per day if he has a high Wisdom score, in the same way a cleric receives bonus spells per day.

An intuitor's selection of formulae is limited. He knows the same number of formulae as an inquisitor knows spells of the same level, and can choose new formulae to replace old ones at 5th level and every 3 class levels after that, just as an inquisitor. See the inquisitor ^{APG} class description for more information on swapping spells known, except for this archetype it involves formulae. The intuitor does not require a formulae book.

Intuition (Ex): This ability functions like the inspiration ability except the intuition pool is equal to 1/2 the intuitor's investigator level + his Wisdom modifier (minimum 1). Additionally, the intuitor can use intuition on any Heal, Profession, and Sense Motive skill checks without expending a use of intuition, provided he is trained in the skill.

Intuition can also be used on attack rolls and saving throws, at the cost of expending two uses of intuition each time from the intuitor's pool. In the case of saving throws, using intuition is an immediate action rather than a free action.

Abilities that are not replace that normally use the inspiration ability use the intuitior's intuition instead.

Alchemical Inspiration (Su): The intuitor's draconic heritage gives flashes of insight into making just the right extract at just the right time. Once per day, an intuitor can create any extract on his formula list that is of a level he can normally create, even if it is not one of his known formulae. If he attempts to write it down, he will find that he cannot quite get it exactly right and is unable to do so. He can, however, add it to his formulae known when he gains a level or through any other means available to him.

Intuitior's Talents: This ability functions like the Investigator Talent, except abilities that uses the intuitor's Intelligence modifier uses his Wisdom modifier instead. The intuitor cannot take the *inspired intelligence* talent, but can take the following talent.

Draconic Inspiration (Su): An intuitor can add his inspiration die to attack rolls against creatures of the dragon type and to saving throws from spell and abilities from creatures of the dragon type at a cost of one use of intuition.

Breadth of Experience: At 3rd level, an investigator can attempt all Profession skill checks untrained.

Regulator

There are checks and balances in every society. When wyvaran society experiences a system shock, like a crime against property rights or the taking of wyvaran life, then the regulators are called in. They re-balance the scales of justice and deliver a reckoning to the offending party.

Associated Class: ranger

Associated Race: wyvaran

Associated Alignment: any lawful.

Replaced Abilities: Wild empathy, hunter's bond, favored enemy (all but 1st level).

Modified Abilities: Class skills, favored enemy (1st level only)

Class Skills: A regulator gains Sense Motive as a class skill in addition to his normal ranger class skills.

Sound Judgment (Ex): At 1st level, a wandering judge gains a +2 bonus on Sense Motive checks.

Favored Enemy (Ex): At 1st level, a regulator must select dragon as his favored enemy.

Blessed by Law (Su): At 4th level, a regulator lives and breathes law. In return he receives access to the warpriest blessing of Law and gains the minor blessing. A regulator uses his regulator level – 3 as his warpriest level to determine the effect of the blessing. At 13th level, a regulator gains the major blessing from the Law domain.

Loyal to the Law (Ex): At 4th level, a regulator gains a teamwork feat as a bonus feat. He must meet the prerequisites for this feat. Twice per day, as a standard action, the regulator may grant this feat to all allies within 30 feet who can see and hear him. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every 2 levels the regulator possesses. Allies do not need to meet the prerequisites of this bonus feat. Chaotic creatures do not gain the benefit of this teamwork feat, even if the regulator considers them allies.

Reckoning (Su): At 5th level, a regulator gains the ability to pronounce judgment, as the inquisitor class feature, but his inquisitor level is considered to be his regulator level – 4. At 13th level, whenever a regulator uses his judgment ability, he selects two different judgments, instead of one. This only consumes one use of his judgment ability. As a swift action, a regulator can change one of these judgments to another type.

Stormlancer

Blessed by the powers of the wind and the rain, stormlancers ride lightning when they fly. Foregoing their usual mounts, these cavaliers mount the sky and loosen the reins on the four winds. Thunder and lightning follows the stormlancer as he dives upon his foes, impaling them with his lance.

Associated Class: cavalier

Associated Race: wyvaran

Replaced Abilities: Mount, cavalier's charge, expert trainer, mighty charge, master tactician, supreme charge.

Modified Abilities: Tactician.

Stormblessing (Su): At 1st level, the stormlancer gains access to either the Air or Weather blessing ^{ACG}. He can call upon the power of his blessings a number of times per day equal to 3 + 1/2 his stormlancer level (to a maximum of 13 times per day at 20th level). The save DC for these blessings is equal to 10 + 1/2 the stormlancer's level + the stormlancer's Wisdom modifier. Stormlancers who perform a charge while flying treat their lance as if they were mounted, dealing double damage.

Tactician (Ex): At 1st level, a stormlancer receives Flyby Attack as a bonus feat. As a standard action, the stormlancer can grant this feat to all allies within 30 feet who can see and hear him as if this feat were a teamwork feat. Allies that cannot fly gain no benefit from this feat. At 5th level, a stormlancer receives the Mobility feat as a bonus feat and can grant this feat as if it were a teamwork feat. This ability otherwise functions like the tactician ability.

Stormlancer's Charge (Ex): At 3rd level, a stormlancer learns to make more accurate charge attacks while flying. The stormlancer receives a +4 bonus on melee attack rolls on a charge while flying (instead of the normal +2). In addition, the stormlancer does not suffer any penalty to his AC after making a charge attack while flying.

Expert Flyer (Ex): At 4th level, stormlancer may add half his stormlancer level as a bonus to all Fly checks.

Mighty Stormlancer (Ex): At 11th level, a stormlancer learns to make devastating charge attacks while flying. Double the threat range of any weapons wielded during a charge while flying. This increase does not stack with other effects that increase the threat range of the weapon. In addition, the stormlancer can make a free bull rush, disarm, sunder, or trip combat maneuver if his charge attack is successful. This free combat maneuver does not provoke an attack of opportunity.

Ride the Lightning (Su): At 17th level, a flying stormlancer can summon violent thunderclaps and lightning to her side with a free action. He can demoralize all foes within 60 feet who see her soar through the sky in this way, as a swift action. A stormlancer may add half her stormlancer level as a bonus to this Intimidate check.

Supreme Stormlancer (Ex): At 20th level, whenever the stormlancer makes a charge attack while flying, he deals double the normal amount of damage (or triple if using a lance). In addition, if the stormlancer confirms a critical hit on a charge attack while flying, the target is stunned for 1d4 rounds. A Will save reduces this to staggered for 1d4 rounds. The DC is equal to 10 + the stormlancer's base attack bonus.

Skylord

Since Dohinin first took to the sky, wyvarans have tried to master it. Those who travel the path of the skylord become one with the wind, which allows them to perform deadly charges that pummels their foes.

Associated Class: monk

Associated Race: wyvaran

Replaced Abilities: Fast movement, slow fall

One with the Wind (Ex): Starting at 3rd level a skylord begins to master the sky. As long as a skylord is not wearing armor or carrying a medium or heavy load his maneuverability class improves by one step at 3rd, 6th, 12th and 15th level. At 9th level, a skylord can recover from any failed Fly check or collision after 10 feet of falling, hovering in place until the start of his next turn. At 18th level, a skylord can fly upwards at any angle.

Kinetic Strike (Ex): Starting at 4th level, whenever a skylord flies his full fly speed as part of a charge and succeeds on his attack, he deals an extra 1d6 points of bludgeoning damage. This damage increases by 1d6 for every 2 levels above 4th he possesses, to a maximum of 9d6 at 20th level.

New Sorcerer Bloodline: Wyvern

Those wyvaran sorcerers that pursue this bloodline seek to come to terms with or master the rage that they feel boiling inside of them. They know that although every wyvaran ultimately has a dual heritage, it is not their kobold blood that stirs their soul.

Class Skill: Perception.

Bonus Spells: *mage armor* (3rd), *bull's strength* (5th), *rage* (7th), *poison* (9th), *spell resistance* (11th), *transformation* (13th), *form of the dragon II* (15th), *iron body* (17th), *shapechange* (19th)

Bonus Feats: Alertness, Dodge, Flyby Attack, Hover, Improved Initiative, Power Attack, Telling Tail, Warding Wings

Bloodline Arcana: Your peerless understanding of your dueling lineages makes your magic hard to unravel. The DC to dispel transmutation spells that you cast is increased by 4.

Bloodline Powers: Delving deep into your wyvern heritage, you become wrathful and poisonous in all your dealings.

Bite (Su): At 1st level, you can grow great fangs as a free action, allowing a bite attack. This bite attack is treated as a primary natural weapon and deals 1d8 points of damage. At 5th level, this bite attack is considered a magic weapon for the purpose of overcoming damage reduction. At 7th level, the damage increases by one step to 2d6 points of damage. At 11th level, the damage increases one last step to 3d6 points of damage. You can use your bite for a number of rounds per day equal to 3 + your Charisma modifier. These rounds do not need to be consecutive.

Wisps of the Wyvern (Ex): At 3rd level, your senses strengthen. You gain the scent ability and a +2 bonus on saving throws made against poison. At 9th level, the bonus on saving throws increases to +4. If you have the goldhunter racial trait, the range of your scent doubles.

Terrible Transformation (Su): At 9th level, you gain the ability to increase your size by one step (similar to *enlarge person*), and you grow a slapping tail if you do not already possess one. Your scales harden, granting a +5 bonus to natural armor and your slapping tail secretes poison (slapping tail secretion—injury; save Fort DC 10 + 1/2 your sorcerer level + your Constitution modifier; *frequency* 1/round for 6 rounds; *effect* 1d4 Con damage; *cure* 2 consecutive saves). You can maintain this transformation for a number of rounds equal to twice your level. These rounds do not need to be consecutive.

Winged Warders (Sp): At 15th level, you may summon four wyverns once per day. This spell-like ability acts as *summon monster VII*.

Wyvernhood: At 20th level, your senses sharpen and your body toughens. You gain blindsight with a range of 120 feet. You also gain immunity to poison and DR 5/—, and may use your bite attack as often as desired.

Racial Feats

Many wyvarans make use of the following feats.

Deadly Diver (Combat)

When you dive, you usually connect, one way or the other.

Prerequisite: Base attack bonus +1, wyvaran.

Benefit: When you perform a charge while flying and you miss on your attack, you may make another attack roll. If the attack is successful, you deal 1d4 + your Strength bonus of bludgeoning damage to the target as you bodily connect with your target. This attack does not provoke an attack of opportunity.

Draconic Terror

You draconic heritage inspires fear, and you know how to exploit that.

Prerequisite: Wyvaran.

Benefit: You gain a +2 bonus on all Intimidate skill checks, and you add 1 to the DC of all fear spells that you cast.



Expert Poisoner

Your skill with your own poison is unparalleled.

Prerequisite: Poison gland racial trait, wyvaran.

Benefit: The DC of your poison increases by 2, and you are no longer at risk to accidentally poison yourself when you apply your own poison to a weapon.

Gnome Hunter (Combat)

You have taken on a small measure of the racial enmity that kobolds feel.

Prerequisite: Wyvaran.

Benefit: You gain a +1 racial bonus on attack rolls and a +2 racial bonus on damage rolls against gnomes.

Great Wings

Your wings are larger than normal, increasing your airborne speed.

Prerequisite: Wyvaran.

Benefit: Your fly speed increases by +10 feet.

Lifting Wings

You have strengthened your weak wings.

Prerequisite: Walker racial trait, wyvaran.

Benefit: You now have a Fly speed of 15 with a maneuverability of clumsy.

Normal: Wyvarans with the walker racial trait can only glide and do not have a fly speed.

Improved Flight

Graceful and nimble, you have mastered the mysteries of flight

Prerequisite: Natural fly speed.

Benefit: Your flying maneuverability improves by one rating. For example, if your normal maneuverability is clumsy, it becomes poor.

Special: You can take Improved Flight several times, increasing your maneuverability by one rating each time you take the feat.

Recovery

You can recover from even the worst tailspins and collisions.

Prerequisite: Fly 1 rank, wyvaran.

Benefit: You may perform a DC 15 Fly check after 20 feet of falling due to a failed Fly check or collision. A successful

check allows you to hover in place until your next turn. If you hit the ground before you can make the check, you take damage normally.

Normal: You cannot avoid falling damage due to a failed Fly check or collision.

Telling Tail (Combat)

You are more adept at using your tail in combat.

Prerequisite: Wyvaran.

Benefit: You may use your slapping tail as a primary natural attack.

Normal: You may only use your slapping tail to make attacks of opportunity.

Warding Wings (Combat)

You have mastered the technique of the intercepting wing, yielding you a small measure of protection.

Prerequisite: Wyvaran.

Benefit: You use your wings to buffet away attacks. You gain a +1 shield bonus to AC.

Wing Bash (Combat)

Your strong wings support you in combat.

Prerequisite: Base attack bonus +1, wyvaran.

Benefit: You can make bashing attacks with each of your wings. This is a secondary natural attack that deals 1d4 bludgeoning damage.

Racial Equipment

Many wyvarans make use of the following equipment.

Lifting Armor, Leather: Besides providing all the defensive benefits of normal leather armor, leather lifting armor is a unique wyvaran invention that provides extra 'lift' to flying creatures due to clever shaping. Flying creatures wearing the armor treat their Strength score as two points higher to determine their maximum load levels. Flyers receive a -2 penalty to Fly checks as the extra 'lift' impacts their maneuverability. **Weight** 18 lbs. **Cost** 20 gp.

Shrieking Armor: This breastplate has several small tubes worked into its design. If the wearer performs a charge while flying, the airflow through the tubes causes a long shriek that provides a +2 circumstance bonus to Intimidate checks for 1d4 rounds. **Weight** 30 lbs. **Cost** 250 gp.

Wyvaran Webbing: Composed of several pouches and leather straps, wyvaran webbing is an aerodynamically efficient load bearing vest that most wyvarans employ to secure items and weapons. **Weight** 2 lbs. **Cost** 2 gp.

Table 12-4: Armor

Armor	Cost	Armor Bonus	Max Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed 30 ft.	Speed 20 ft.	Weight
Leather lifting	20 gp	+2	+6	0	10%	30 ft.	20 ft.	18 lbs.
Shrieking	250 gp	+6	+3	-4	25%	20 ft.	15 ft.	30 lbs.

Table 12-5: Deities

Deity	AL	Area of Concern	Domains	Mysteries	Favored Weapon
Five Heroes	N	Danger, Family, Sorcery, Wyvaran	Community, Death, Liberation, Magic, Strength	Battle, Bones, Life	shortsword
Tinkerer	LN	Creation, Earth, Sky	Air, Artifice, Earth, Law	Battle, Life, Wind	shortspear

Religion

Deities

Many Wyvarans worship these deities.

Five Heroes

N gods of danger, family, sorcery, and wyvarans

Priests bard, bloodrager, cleric, druid, hunter, inquisitor, shaman, skald, oracle, ranger, sorcerer, warpriest

Domains Community, Death, Liberation, Magic, Strength

Subdomains Arcane, Family, Freedom, Murder, Resolve

Mysteries Battle, Bones, Life

Inquisitions Fervor, Persistence, Valor, Zeal

Favored Weapon shortsword

FAITH

Sacred Animal dragon claw; **Symbol** silver stormcloud

Sacred Texts The Storm Sentinel

The Five Heroes—Dohinin the Stormlord, Jirak of the Flames, Mother Kodesh, La'qinin the Warrior Queen, and Ti'ain the Taker—are a unique set of deities in that while they are worshipped as separate deities, they pool their power as a single deity. Each deity possesses a single domain of his or her own, but priests of any of the Five Heroes can choose any of their domains, since they share power among one another.

Dohinin is the first wyvaran that took to the sky. The freedom he felt as the wind lifted him upwards sowed the seeds of rebellion against his creator, and he accepts no shackles on the wyvaran race. His domain is Liberation, and his priests are typically of a Neutral Good alignment. Jirak of the Flames is a powerful sorcerer that specializes in magic. His followers live their lives as bright red dragon's flames. His domain is Magic, and his priests are typically of a Chaotic Neutral alignment. Mother Kodesh reminds all wyvarans that no matter their differences, they are all family and should work together for a common goal. Her domain is Community, and her priests are typically of a

True Neutral alignment. La'qinin the Warrior Queen leads the wyvaran forces into battle and conquest. Her followers believe that order and discipline remain the best way to accomplish what you want most in life. Her domain is Strength, and her priests are typically of a Lawful Neutral alignment. Ti'ain the Taker is a deity that does whatever is necessary to expand and protect her hoard, including means such as theft and murder. Her domain is Death, and her priests are typically of a Neutral Evil alignment.

Tinkerer

LN god of the earth, sky, and blessed creation

Priests alchemist, arcanist, cleric, druid, hunter, inquisitor, investigator, magus, oracle, warpriest, witch, wizard

Domains Air, Artifice, Earth, Law

Subdomains Caves, Construct, Wind

Mysteries Battle, Life, Wind

Inquisitions Fate, Heresy, Order

Favored Weapon shortspear

FAITH

Sacred Object cauldron; **Symbol** dragon-winged cauldron

Sacred Texts Notes of the Creator

All wyvarans pay respect to the deity they call Tinkerer, for he is the creator and without him they would not be. Only through his hard work and the twists of fate were the first wyvarans created. In the fiery depths of Tinkerer's cauldron, creatures from both the earth and the sky were reduced to their best and purest parts and combined into wyvarans. As true children of the earth and sky it is their duty to protect and pass on this birthright.

Tinkerer is depicted as a great dragon of unspecified origin, who intently watches over the first clutch of wyvaran eggs. The appearance of Tinkerer is kept deliberately vague by his worshippers, who value his work but not his true name or nature. Furthermore, they see Tinkerer as their creator, not their overlord.

Worshippers of Tinkerer believe that anything is possible with the right amount of planning, hard work, and a little luck. One only needs to look upon a fellow wyvaran to know this blessed truth.

Craftsmen pay tribute to Tinkerer and many a monk finds enlightenment under his guidance. His message of stewardship resonates with rangers and druids. Paladins strive to protect the Tinkerer's greatest creation, and his example compels all dreamers.

Priest Archetype

Wyvaran priests can make use of the following archetype.

Reaper

Reapers are heralds of the Death domain. They focus their dread attention on those who defy or deserve death. They reap the unworthy, the heretics, and other enemies of their chosen faith. Reapers revel in the shedding of blood, and murder is an expression of their faith.

Wyvaran priests who take this archetype are most often clerics of Ti'ain the Taker of the Five Heroes. To the faithful, these harbingers of death are known as Talons of the Taker.

A cleric cannot take the reaper archetype unless her deity's portfolio includes the Death domain, and the cleric must select the Death domain as her only domain. A reaper has the following class features.

Associated Class: cleric

Associated Race: wyvaran

Replaced Abilities: channel energy, 2nd domain.

Domain: The reaper must choose the Death domain.

Drawing of the Blood (Su): Whenever the reaper casts an *inflict* spell with a range of touch (an *inflict* spell is one with "inflict" in its name) she can deliver the spell through any weapon she is wielding as part of a melee attack. Instead of the free melee touch attack normally allowed to deliver the spell, a reaper can make one free melee attack with her weapon (at her highest base attack bonus) as part of casting this spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. This attack uses the weapon's critical range (20, 19–20, or 18–20 and modified by the *keen* weapon property or similar effects), but the spell effect only deals $\times 2$ damage on a successful critical hit, while the weapon damage uses its own critical modifier.

Reaper's Scythe (Su): Manifesting her faith, the reaper can unleash an arc of dark energy upon one target within 30 feet. The amount of damage dealt by the arc is equal to $1d8$ points of damage plus the reaper's level. This damage is increased by $1d8$ points of damage for every two cleric levels beyond 1st ($2d8$ at 3rd, $3d8$ at 5th, and so on). Half



of the damage dealt is negative energy and the other part is pure force. Creatures that take damage receive a Will save to negate the damage that the negative energy deals. The DC of this save is equal to $10 + 1/2$ the reaper's level + the reaper's Charisma modifier. A reaper may use this strike a number of times per day equal to $3 +$ her Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A reaper must be able to present her holy symbol to use this ability.

The Extra Channel feat grants two additional uses of reaper's strike per day and the Improved Channel feat increases the DC of the Will save by 2.

Racial Magic

Many wyvarans use these spells, as do others that learn them.

CAULDRON'S CURSE

School transmutation (polymorph); **Level** arcanist/sorcerer/wizard 3, cleric/oracle/warpriest 3, shaman 3, witch 3

Casting Time 1 standard action

Components V, S, M (a drop of wyvaran blood)

Range close (25 ft. + 5 ft./level)

Target one living creature

Duration 1 round/level

Saving Throw Fortitude negates; **Spell Resistance** yes

Flinging a drop of wyvaran blood at a living creature, you invoke a small measure of the magic involved in the creation of the wyvaran race. If the target creature does not succeed on a Fortitude save, he becomes sickened and an appendage (tail, tentacle or arm) grows out of his body. The appendage has a reach of 10 feet and strikes on your initiative and as you direct. The appendage deals 1d10 bludgeoning damage per hit, + 1 point per caster level. It treats your caster level as base attack bonus, possibly allowing it multiple strikes. The appendage receives the ability score modifier that you use for spellcasting as a bonus on its attack rolls. If the target creature dies, the effect ends.

FLAMING WINGS

School transmutation; **Level** arcanist/sorcerer/wizard 2, cleric/oracle/warrior 3, druid/hunter 2

Casting Time 1 standard action

Components V, S, M (a burned feather)

Range touch

Target one winged creature

Duration 1 min/level (D)

Saving Throw see text; **Spell Resistance** yes

You turn the wings of the touched creature into great sheets of tangible flame. The creature gains a +20 foot enhancement bonus to its fly speed. While flying the flaming wings burn nearby creatures. All creatures within a 20-foot radius of the winged creature take 2d4 points of fire damage. A successful Fortitude save reduces this damage by half. This spell has no effect if the target creature does not have wings.

PILLAR OF DOOM

School evocation; **Level** arcanist/sorcerer/wizard 9

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Area special

Duration 2 rounds

Saving Throw special; **Spell Resistance** no

This spell causes the earth to spike upwards to a height of 120 feet, creating a vast pillar with a 20-foot radius. All targets caught in the path of the pillar's rise suffer 12d6 bludgeoning damage. The pillar will remain standing for two rounds. During those two rounds the caster can direct the pillar to either explode or fall down in a direction of his choosing, crushing everyone underneath.

Explode: the pillar explodes, creating 2d4 chunks that can be directed to strike specific targets within 300 feet of the pillar. No two chunks may be directed at the same target. Each chunk deals 10d6 points of bludgeoning damage. A target struck can attempt a Reflex save for half damage.

Fall Down: the pillar falls in a direction of your choosing. All targets in an area that is 20 feet wide and 120 feet long suffer 24d6 bludgeoning damage. A creature caught in the area of effect can attempt a Reflex save for half damage.

If no choice is made during the two rounds the pillar crumbles and falls down. Everyone within 100 feet of the pillar must succeed on a Reflex save or fall prone as they lose their footing on the scattered debris.

THUMPING TAIL

School transmutation; **Level** arcanist/sorcerer/wizard 1 bard/skald 1, magus 1

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min/level (D)

Your slapping tail becomes elongated and more solid. You now threaten an area as if you were one size category larger than normal with your tail. Likewise, your tail deals damage as if it were one size category larger than normal. *Thumping tail* stacks with any magic that increases size. This spell has no effect if you do not have a tail attack or the slapping tail racial trait.

UPDRAFT

School conjuration; **Level** arcanist/sorcerer/wizard 0, bard/skald 0, druid/hunter 0, magus 0, witch 0

Casting Time 1 immediate action

Components V

Range personal

Target you

Duration 1 round

You quickly summon stabilizing winds under your wings, granting you a +2 enhancement bonus on all Fly checks for one round. This spell has no effect if you have no wings.

Racial Magic Items

The following magic items are made by wyvarans spellcasters.

ANCESTOR'S HORNS

Aura moderate necromancy; **CL** 7th

Slot head; **Price** 11,200 gp; **Weight** 2 lbs.

DESCRIPTION

This magnificent golden crown features two curved horns of draconic origin. Once per day upon speaking the command word, the crown fills all creatures within a 15-foot radius of the wearer with fear. A creature that fails a DC 16 Will save becomes panicked for 7 rounds.

CONSTRUCTION

Requirements Craft Wondrous Item, *fear*; **Cost** 5,600 gp

ARMOR OF SOARING

Aura moderate conjuration; **CL** 6th

Slot armor; **Price** 10,170 gp; **Weight** 18 lbs.

DESCRIPTION

This +2 *leather lifting armor* allows for effortless gliding across the skies. While in midair and wearing the armor, flying creatures can choose to efficiently glide to their destination. The wearer can move up to 10 feet in any horizontal direction for every 1 foot they fall, at a speed of 50 feet per round.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *updraft*;
Cost 5,170 gp

RING OF DRACONIC EMPATHY

Aura moderate enchantment; **CL** 7th
Slot ring; **Price** 10,000 gp; **Weight** —

DESCRIPTION

This platinum ring is covered with tiny draconic runes. It gives the wearer a +5 competence bonus on all Diplomacy checks versus dragons. The ring of draconic empathy also allows the wearer to add his Wisdom modifier to all Diplomacy checks, whether they are made against dragons or not.

CONSTRUCTION

Requirements Forge Ring, *charm monster*; **Cost** 5,000 gp

ROD OF KOBOLD KIN

Aura moderate transmutation (earth); **CL** 7th
Slot none; **Price** 28,000 gp; **Weight** 4 lbs.

DESCRIPTION

This smooth, cold iron rod is about a foot long and attuned to the wyvarans' industrious kin: the kobolds. The rod grants a +4 bonus to all Charisma checks when interacting with kobolds. Pushing a button atop of the rod pops out a single curved blade, turning the rod into a +1 *cold iron light pick*. If the rod is twisted, a section of stone can be worked as if stone shape had been cast upon it. Breaking the rod summons 5 Small earth elementals. A broken rod loses the ability to be turned into a pick. A day after using this final power, the rod repairs and becomes whole again.

CONSTRUCTION

Requirements Craft Rod, *charm monster*, *stone shape*, *summon monster IV*; **Cost** 14,000 gp

ROD OF RAGING DRAGONS

Aura strong transmutation; **CL** 20th
Slot none; **Price** 132,000 gp; **Weight** 6 lbs.

DESCRIPTION

This +2 *morningstar* allows the wielder to summon forth the raw rage of dragons. Once per day, the wielder can

touch 2d4 creatures and transform them into dragons, as the *form of the dragon I* spell, who are all under the influence of a *rage* spell.

CONSTRUCTION

Requirements Craft Rod, *form of the dragon I*, *rage*;
Cost 66,000 gp

WYVERN'S SPIKE

Aura faint necromancy; **CL** 5th
Slot none; **Price** 32,310 gp; **Weight** 10 lbs.

DESCRIPTION

The black tip of this +1 *lance* resembles a wyvern's stinger. Three times per day, it allows the wielder to use a virulent poison effect (Fortitude DC 18, 1d3 Constitution damage for 8 rounds) upon a creature struck by the lance. The wielder can decide to use the power after he has struck. Doing so is a free action, but the poison effect must be invoked in the same round that the lance strikes.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *pernicious poison*, *poison*; **Cost** 16,310 gp

In Your Campaign

Adventures involving wyvarans can have an impact on the campaign as pronounced as the GM desires, whether it be global or local. The three adventure hooks below all involve aspects vital to wyvarans: honor, family, and wealth.

Culture Clash

For generations the kingdom has expanded eastward, claiming new lands and settling them. The prosperity and resulting peace of that eastward drive are now in jeopardy. Reports and rumors from the frontier tell of blue-winged devils driving settlers from their land. The devils ignore the castles and forts that dot the frontier, making deep strikes into settled lands. The army is stretched too thin to mount a capable defense, so the call has gone out for bands of mercenaries and adventurers to fill the gaps. Will the PCs answer that call? Will they confront the blue devils, or will they be a force of peace, preventing war through diplomatic means?

The Blue Baron

The earl of Ironwood is dead, slain at his own party by the hand of Midish Mati'qinin, the baron of Widow's Peak. The ruby necklace of the earl's wife was stolen during the festivities and a blue shape was seen exiting her chambers through the balcony. Knowing of no other wyvaran or blue-colored creature, the earl confronted Midish. The accusation enraged Midish, who slew both the earl and the

captain of the household guard and wounded several other guards and guests as he fled the home of the Ironwoods. The PCs are hired to bring the baron, who has flown back to his home atop Widow's Peak, to justice. Is the baron guilty of the theft or was he falsely accused?

Lost Tenants

The small village of Oakleaf is abuzz with rumor and speculation. An elderly wyvaran named Da'ain has landed in the village square and is asking for aid in the search for her missing tenants, the Greens. The Green family has been farming on Da'ains' territory for almost twenty years, but now the entire family is gone and their homestead abandoned. Da'ain fears for their safety. Will the PCs join in the search?

Wyvarans that leave wyvaran society are rare; below you will find several reasons why your wyvaran character is travelling outside wyvaran lands.

On the Trail of the Taker

Your nephew Jiraz is dead, his life taken by a murderous gnome. The clan matron called upon you to settle this matter. This affront to the clan's honor cannot stand and you can only return once the gnome has been brought to justice.

Winged Wanderer

You always flew higher than your fellow wyvarans, just so you could see more of the world. The altitude gave you a different perspective, a perspective incompatible with the ways of your people. Leasing your land to your cousin Zp'weh was the best decision you ever made—the gold she paid you freed you to soar on Dohinin's winds, going where they blow, venturing far from wyvaran lands and customs.

Band of Brothers

You signed the Makodeae charter, longing for the riches and land that the charter promised. War was averted, peace was negotiated, and you received a sum of copper for your trouble. Then you met Marten: mercenary, warrior, and thief—a dragon's heart shackled to a human body. He and his merry band of mercenaries led you to other campaigns and the copper turned to gold.

On the Wings of Love

You have found your match, a flyer of unparalleled skill, and the attraction is mutual. Sadly, your hoard is lacking in size and you cannot engage in the dance of dragons until you are on more equal footing. Your future mate has graciously given you one year to increase the size of your hoard. Several weeks have passed already and now you are in human lands. Your hoard is still too small.

NPCs

IRAGUI

CR 1/2

XP 200

Male wyvaran ranger 1

LN Medium dragon

Init +2; **Senses** darkvision 60 ft., low-light vision;

Perception +7

DEFENSES

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)

hp 11 (1d10+1)

Fort +3, **Ref** +4, **Will** +3

Immune paralysis, sleep

OFFENSE

Speed 30 ft., fly 30 ft. (clumsy)

Melee mwk shortspear +4 (1d6+2)

Ranged dart +3 (1d4+2)

Special Attacks favored enemy (animals +2), slapping tail +3 (1d8+2)

STATISTICS

Str 15, **Dex** 15, **Con** 12, **Int** 8, **Wis** 16, **Cha** 8

Base Atk +1; **CMB** +3; **CMD** 15

Feats Deadly Diver

Skills Fly -8, Perception +7, Stealth +6, Survival +7

Languages Common, Draconic

SQ track +1, wild empathy +0

Combat Gear tanglefoot bag; **Other Gear** backpack, dart (3), leather lifting armor, masterwork shortspear, wyvaran webbing, 10 gp

NO'EAE

CR 2

XP 600

Female wyvaran adept 4

LE Medium dragon

Init +1; **Senses** darkvision 60 ft., low-light vision;

Perception +3

DEFENSE

AC 12, touch 11, flat-footed 11 (+1 armor, +1 Dex)

hp 18 (4d6+4)

Fort +2, **Ref** +2, **Will** +7

Immune paralysis, sleep

OFFENSE

Speed 30 ft., fly 30 ft. (clumsy)

Melee dagger +1 (1d4-1/19-20)

Special Attacks slapping tail

Adept Spells Prepared (CL 4th; concentration +7)

2nd—*cure moderate wounds*

1st—*burning hands* (DC 14), *command* (DC 14), *cure light wounds*

0 (at will)—*create water*, *detect magic*, *stabilize*

STATISTICS

Str 8, **Dex** 13, **Con** 12, **Int** 8, **Wis** 16, **Cha** 9

Base Atk +2; **CMB** +1; **CMD** 12

Feats Brew Potion, Scribe Scroll

Skills Craft (calligraphy) +8, Fly –7, Spellcraft +6

Languages Common, Draconic

Combat Gear *potion of cure moderate wounds* (3), *scroll of burning hands* (CL 4th); **Other Gear** bracers of armor +1, dagger, masterwork artisan's tools, 45 gp

JIRAZ

CR 3

XP 800

Male wyvaran sorcerer 4

N Medium dragon

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +0

DEFENSES

AC 14, touch 13, flat-footed 11 (+1 armor, +3 Dex)

hp 20 (4d6+4)

Fort +2, **Ref** +4, **Will** +4; +2 vs poison

Immune paralysis, sleep

OFFENSE

Speed 30 ft., fly 30 ft. (clumsy)

Melee bite +3 (1d8+1) or mwk sickle +4 (1d6+1) and slapping tail +3 (1d8+1)

Ranged heavy crossbow +5 (1d10/19–20)

Special Attacks bite (1d8+1, 6 rounds a day)

Sorcerer Spells Known (CL 4th; concentration +7)
2nd (4/day)—*false life*

1st (7/day) —*color spray* (DC 14), *mage armor*, *magic missile*, *thumping tail*

0 (at will)—*acid splash*, *dancing lights*, *detect magic*, *mending*, *ray of frost*, *updraft*

Bloodline wyvern

STATISTICS

Str 13, **Dex** 16, **Con** 12, **Int** 8, **Wis** 10, **Cha** 16

Base Atk +2; **CMB** +3; **CMD** 16

Feats Combat Reflexes, Telling Tail

Skills Fly –1, Knowledge (arcana) +3, Spellcraft +3, Use Magic Device +7

Languages Common, Draconic

SQ bloodline arcana (+4 to the DC to dispel your transmutation spells)

Combat Gear *scroll of barkskin*, *scroll of fireball*, *scroll of glitterdust*, *wand of burning hands* (13 charges), *wand of cure light wounds* (8 charges); **Other Gear** bracers of armor +1, heavy crossbow and 10 bolts, masterwork sickle, 103 gp

DA'AIN

CR 5

XP 1,600

Female wyvaran cavalier (stormlancer) 6

LE Medium dragon

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 20, touch 13, flat-footed 17 (+7 armor, +3 Dex)

hp 55 (6d10+18); stormchild

Fort +8, **Ref** +5, **Will** +3

Immune paralysis, sleep

OFFENSE

Speed 20 ft., fly 30 ft. (poor) (30 ft., fly 40 ft. [poor] without armor)

Melee +1 lance +8/+3 (1d8+2/×3)

Special Attacks banner +2, challenge 2/day (+6 damage, +2 damage while only you threaten), stormlancer's charge, tactician 2/day (Flyby Attack, Mobility, 6 rounds)

Blessing Abilities (6/day) zephyr's gift

STATISTICS

Str 12, **Dex** 16, **Con** 16, **Int** 6, **Wis** 12, **Cha** 13

Base Atk +6; **CMB** +7; **CMD** 20

Feats Dazzling Display (braggart), Flyby Attack, Great Wings, Mobility, Nimble Flyer, Precise Strike ^{APG}, Warding Wings



Skills Bluff +7, Diplomacy +7, Fly +1, Intimidate +10, Sense Motive +7
Languages Common, Draconic
SQ blessings (minor), expert flyer, order of the cockatrice, winged warrior
Combat Gear acid (2); **Other Gear** +1 *breastplate*, +1 *lance*, noble's outfit, signet ring, jewelry, wyvaran webbing, 150 gp.

TAHIRO CR 8

XP 4,800

Male wyvaran rogue 9
 LE Medium dragon

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +14

DEFENSE

AC 19, touch 14, flat-footed 15 (+5 armor, +4 Dex)
hp 62 (9d8+18)

Fort +5, **Ref** +10, **Will** +5

Defensive Abilities evasion, improved uncanny dodge, trap sense +3; **Immune** paralysis, sleep

OFFENSE

Speed 30 ft., fly 30 ft. (clumsy)

Melee +1 *rapier* +12/+7 (1d6+3/18–20)

Special Attacks slapping tail, sneak attack +5d6 +5 bleed

STATISTICS

Str 14, **Dex** 18, **Con** 14, **Int** 8, **Wis** 14, **Cha** 8

Base Atk +6; **CMB** +8; **CMD** 22

Feats Dastardly Finish ^{APG}, Dazzling Display, Death From Above ^{UC}, Flyby Attack, Weapon Finesse, Weapon Focus (rapier)

Skills Bluff +11, Disguise +7, Fly +7, Intimidate +11, Linguistics +6, Perception +14, Sense Motive +14, Stealth +20, Use Magic Device +11

Languages Auran, Common, Draconic, Strix, Sylvan, Tengu

SQ rogue talents (bleeding attack +5, finesse rogue, follow clues ^{APG}, surprise attacks), trapfinding +4

Combat Gear *necklace of fireballs II*; **Other Gear** +1 *rapier*, +1 *shadow chain shirt*, 30 gp

ZO'WEH, PRIME TALON OF THE TAKER CR 13

XP 25,600

Female wyvaran cleric of Ti'ain the Taker (Five Heroes) (reaper) 14
 NE Medium dragon

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 21, touch 14, flat-footed 19 (+7 armor, +2 deflection, +2 Dex)

hp 80 (14d8+14)

Fort +12, **Ref** +8, **Will** +17

Defensive Abilities death's embrace, fortification 25%; **Immune** paralysis, sleep

OFFENSE

Speed 20 ft., fly 30 ft. (clumsy) (30 ft., fly 40 ft. (clumsy) without armor)

Melee +1 *keen shortsword* +12/+7 (1d6+2/17–20), 2 wing bashes +7 (1d4)

Special Attacks drawing of the blood, reaper's scythe 5/day (DC 19, 7d8+14), slapping tail +12 (1d8+1)

Domain Spell-Like Abilities (CL 14th; concentration +20)

9/day—*bleeding touch* (7 rounds)

Cleric Spells Prepared (CL 14th; concentration +20)

7th—*blasphemy* (DC 23), *destruction* ^D (DC 23), *repulsion* (DC 23)

6th—*create undead* ^D, *greater dispel magic*, *harm* (DC 22), *heal*, extended *righteous might*

5th—*dispel good*, extended *divine power*, *slay living* ^D (DC 21), *spell resistance*, *true seeing*

4th—*cure critical wounds* (2), *death ward* ^D, *poison* (DC 20), *spell immunity*, *unholy blight* (DC 20)

3rd—*animate dead* ^D, *bestow curse* (DC 19), *contagion* (DC 19), *meld into stone*, *protection from energy*, *wind wall*

2nd—*align weapon*, *death knell* ^D (DC 18), *eagle's splendor*, *enthrall* (DC 18), *silence* (DC 18), *sound burst* (DC 18), *spiritual weapon*

1st—*bane* (DC 17), *cause fear* ^D (DC 17), *command* (DC 17), *curse water* (DC 17), *doom* (DC 17), *entropic shield*, *sanctuary* (DC 17)

0 (at will)—*bleed* (DC 16), *create water*, *detect magic*, *light*

D Domain spell; **Domain** Death

STATISTICS

Str 13, **Dex** 12, **Con** 12, **Int** 6, **Wis** 22, **Cha** 14

Base Atk +10; **CMB** +11; **CMD** 25

Feats Combat Casting, Draconic Terror, Extend Spell, Extra Channel, Great Wings, Recovery, Wing Bash

Skills Fly -10, Knowledge (religion) +15, Spellcraft +15

Languages Common, Draconic

SQ aura, death's embrace

Combat Gear *potion of invisibility*, *ring of the ram* (7 charges); **Other Gear** +1 *light fortification breastplate*, +1 *keen shortsword*, *belt of incredible dexterity* +2, *cloak of resistance* +2, *headband of inspired wisdom* +2, *ring of protection* +2, cold iron unholy symbol (worth 500 gp), wyvaran webbing, 79 gp

Appendix 1: Favored Class Options

Android

Aegis: Add +1/4 to the aegis's customization points.

Alchemist: Add one extract formula from the alchemist's list to his formula book. This formula must be at least one level lower than the highest-level formula the alchemist can create.

Antipaladin: Add +1/2 hit point to the antipaladin's corrupting touch ability (whether using it to heal or harm).

Arcanist: Add one spell from the arcanist spell list to the arcanist's spellbook. This spell must be at least one level below the highest spell level the arcanist can cast.

Barbarian: Add +1/4 bonus to the barbarian's nanite surge when raging.

Bard: Add a +1/3 bonus to all untrained Knowledge checks.

Bloodrager: Add +1/4 bonus to the bloodrager's nanite surge when in a bloodrage.

Brawler: Add +1/3 to the brawler's initiative when able to act in the surprise round (maximum bonus of +5). This bonus does not stack with Improved Initiative.

Cavalier: Add +1/4 to the cavalier's initiative when adjacent to an ally (maximum bonus of +4). This bonus does not stack with Improved Initiative.

Cleric: Add a +1/2 bonus on Knowledge (engineering) checks relating to constructs.

Cryptic: Add +1/2 to the damage of the cryptic's disrupt pattern ability.

Dread: Add +1/3 damage to the dread's devastating touch.

Druid: Gain electricity resistance 1. Each time the druid selects this reward, increase her resistance to electricity by 1 (maximum 10).

Fighter: Add +1/3 to the fighter's initiative when the fighter has a weapon readied (maximum bonus of +5). This bonus does not stack with Improved Initiative.

Gunslinger: Reduce the misfire chance for one type of firearm by 1/4. You cannot reduce the misfire chance of a firearm below 1.

Hunter: Add one spell known from the hunter spell list. This spell must be at least one level below the highest spell level the hunter can cast.

Inquisitor: Add a +1/2 bonus on Perception checks and Knowledge checks to identify creatures.

Investigator: Add a +1/2 bonus when using inspiration on any Knowledge or Linguistics check.

Magus: Add one spell from the magus spell list to the magus's spellbook. This spell must be at least one level below the highest spell level the magus can cast.

Marksman: The marksman gains 1 psionic talent.

Monk: Add +1/3 to the monk's initiative when the monk is not holding anything in his hands (maximum bonus of +5). This bonus does not stack with Improved Initiative.



Ninja: Add +1/3 to the ninja's initiative when able to act in the surprise round (maximum bonus of +5). This bonus does not stack with Improved Initiative.

Oracle: Add one spell known from the oracle spell list. This spell must be at least one level below the highest spell level the oracle can cast.

Paladin: Add +1/2 hit point to the paladin's lay on hands ability (whether using it to heal or harm).

Psion: Add +1/2 to the psion's saving throws versus mind-affecting effects. If the psion chooses this option 10 times, the psion becomes immune to mind-affecting effects.

Psychic Warrior: Add +1/2 to the psychic warrior's manifester level when manifesting a path power.

Ranger: Add +1/4 bonus to the ranger's nanite surge against the ranger's favored enemy.

Rogue: Add +1/3 to the rogue's initiative when able to act in the surprise round (maximum bonus of +5). This bonus does not stack with Improved Initiative.

Samurai: Add +1/4 to the samurai's initiative when adjacent to an ally (maximum bonus of +4). This bonus does not stack with Improved Initiative.

Shaman: Add one spell from the witch spell list to the shaman's spirit animal. This spell must be at least one level below the highest spell level she can cast. If the shaman ever replaces her spirit animal, the new spirit animal knows these bonus spells.

Skald: The skald can use spell keening +1/6 additional times per day.

Slayer: Add +1/4 bonus to the slayer's nanite surge against the slayer's studied target.

Sorcerer: Add a +1/2 bonus to all Spellcraft checks and all check made with the sorcerer's bloodline class skill.

Soulknife: The soulknife gains +1/6 of a new blade skill.

Summoner: Add +1/3 to the summoner's initiative when his eidolon is within 5 feet (maximum bonus of +5). This bonus does not stack with Improved Initiative.

Swashbuckler: Add +1/6 to the swashbuckler's nimble bonus.

Tactician: Add +1/2 to the tactician's saving throws versus mind-affecting effects. If the tactician chooses this option 10 times, the tactician becomes immune to mind-affecting effects.

Time Thief: When the time thief spends a mote reduces the duration of a negative condition or effect she is suffering, the duration is reduced by an additional 1/3 rounds. This option must be selected three times for it to reduce the duration by a single round. The duration of any condition or effect cannot be reduced below 0 rounds.

Vitalist: Treat the vitalist's level as +1/2 higher when using the transfer wounds ability.

Warpriest: Add +1/3 to the warpriest's initiative when the warpriest has his sacred weapon readied (maximum bonus of +5). This bonus does not stack with Improved Initiative.

Wilder: Add +1/6 to the surging euphoria's morale bonus. The wilder must be 4th level before choosing this option.

Witch: Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level below the highest spell level she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells.

Wizard: Add one spell from the wizard spell list to the wizard's spellbook. This spell must be at least one level below the highest spell level the wizard can cast.

Catfolk

Aegis: Add +1/4 to the number of customization points the aegis can reconfigure.

Alchemist: Add +1/3 point of splash damage to the alchemist's bombs.

Antipaladin: Add +1/2 to the DC of the antipaladin's cruelty ability.

Arcanist: Add +2.5 feet to the distance the arcanist can move when using the dimensional slide exploit, up to a maximum of 1.5 times the usual distance she could move at her given level. This option has no effect unless the arcanist has selected it twice (or possesses increments evenly divisible by 5); a distance of 12.5 feet is effectively the same as a distance of 10 feet, for example.

Barbarian: Add +2.5 feet to the distance the barbarian can charge or run through rough terrain. This option has no effect unless the barbarian has selected it twice (or possesses increments evenly divisible by 5); a distance of 12.5 feet is effectively the same as a distance of 10 feet, for example.

Bard: Add +1/2 to the bard's bardic knowledge bonus.

Bloodrager: Add +1/4 to the bloodrager's blood sanctuary bonus against spells cast by himself or his allies.

Brawler: Add +1 to the brawler's CMD when resisting a grapple or trip attempt.

Cavalier: Add +1/4 to the cavalier's banner bonus.

Cleric: Add +1 to channel energy damage dealt to creatures denied their Dexterity bonus to AC (whether or not the creature has a Dexterity bonus to AC).

Cryptic: Add +1/3 bonus to Stealth checks.

Dread: Add +1/4 to the DC of the dread's terrified escape terror.

Druid: Add +1 hit points to the druid's animal companion. If the druid ever replaces her animal companion, the new animal companion gains these bonus hit points.

Fighter: Add a +1/2 circumstance bonus to confirm critical hits when attacking with weapons from the close or light blade weapon groups (maximum bonus +4). This bonus does not stack with Critical Focus.

Gunslinger: Add +1/3 to the gunslinger's AC when using the gunslinger's dodge deed.

Hunter: Add +1/6 to the hunter's enhancement bonus to Dexterity when using the animal focus ability to emulate a tiger.

Inquisitor: Add +1/2 to the inquisitor's morale bonus on Intimidate and Sense Motive checks when using the stern gaze ability.

Investigator: Add a +1 bonus to Bluff checks to impart secret messages.

Magus: Add a +1/6 bonus to melee weapon attack rolls when using spell combat and fighting with unarmed strikes or natural weapons.

Marksman: Gain 1/3 of an additional daily use of the wind reader ability.

Monk: Add +5 feet to the distance by which fall damage is reduced when the monk uses the slow fall ability. This bonus cannot improve the total amount of the monk's slow fall distance reduction by more than 1.5 times its normal granted distance (ex. 30 feet maximum reduced at 4th level, up to 135 feet maximum at 18th level).

Ninja: Add a +1 bonus to attack rolls when attacking on or charging from higher ground.

Oracle: Add one spell known from the oracle spell list. This spell must be at least one level below the highest spell level the oracle can cast.

Paladin: Add +1/6 to the morale bonus on saving throws provided by the paladin's auras.

Psion: Add +1/4 to the psion's Reflex saving throws versus area effects.

Psychic Warrior: Add +1/6 to the competence bonus on attack rolls granted by the dervish path's trance ability when you wield two weapons.

Ranger: Choose a weapon from the following list: claws, kukri, longbow, longsword, short spear, or shortbow. Add +1/2 on critical hit confirmation rolls made while using that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.



Rogue: Add a +1/2 bonus on Bluff checks to feint and Sleight of Hand checks to pickpocket.

Samurai: Add +1/4 to the number of times per day that the samurai can use his challenge ability.

Shaman: Add +1/4 to the DC of the shaman's charm spells and hexes.

Skald: Add +1/2 to the number of rounds of raging song the skald may use per day.

Slayer: Add a +1 bonus to sound-based Perception checks.

Sorcerer: Select one bloodline power at 1st level that is normally usable a number of times equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds + 1/2 to the number of uses per day of that bloodline power.

Soulknife: Add +1/4 to damage rolls on attacks made when using the furious charge blade skill.

Summoner: Add +1/4 to the number of hit points the summoner's eidolon regains per hit point sacrificed when using the life link ability.

Swashbuckler: Add +1/4 to the number of panache points the swashbuckler regains at the start of each day; her maximum panache also increases by this amount.

Tactician: Add +1/6 to the Insight bonus to attacks against the primary foe of a coordinated strike for all collective members.

Time Thief: Add +1/4 of an additional d4 to a roll when the time thief spends a mote to boost an Acrobatics or Climb check.

Vitalist: Add +1/3 to the amount of damage dealt and healed by the steal health ability.

Warpriest: Add +1/3 round to the duration of the warpriest's Liberation ability (Liberation blessing only).

Wilder: Add +1/6 to the dodge bonus to AC granted by the elude attack ability.

Witch: Add +1/6 to the duration of the witch's misfortune and fortune hexes.

Wizard: Add +1/4 round to the duration of the wizard's dazing touch (enchantment school only).

Changeling

Aegis: Add +1/4 rounds to the duration of the augment suit ability.

Alchemist: Add +1/6 to the alchemical bonuses granted by the alchemist's mutagen.

Antipaladin: The antipaladin gains +1/6 of a new cruelty.

Arcanist: When casting arcanist transmutation spells targeting only the arcanist, add +1/3 to the caster level.

Barbarian: Add +1/4 to melee damage rolls while raging.

Bard: Add +1/3 to the DC of one bardic performance.

Bloodrager: Add +1 to concentration checks when in a blood rage.

Brawler: Add +1/5 to the dodge bonus to AC granted by the brawler's AC bonus class feature.

Cavalier: Reduce the cavalier's armor check penalty by 1/3 (to a minimum of 0).

Cleric: Add +1/2 to the cleric's caster level for spells cast on worshippers of the cleric's deity.

Cryptic: Add +1/4 to the cryptic's number of altered defense uses per day.

Dread: Add +1 foot to the size of the dread's aura of fear. This option has no effect unless the dread has selected it 5 times (or another increment of 5); an aura of 14 feet is effectively the same as a 10-foot aura, for example.

Druid: Add +1/3 to the druid's natural armor bonus while in wild shape.

Fighter: Add +1/3 racial bonus to attack rolls with the changeling's claws.

Gunslinger: Add +1 foot to the range increment of one type of firearm. In combat this has no effect unless the gunslinger has selected this reward 5 times (or another increment of 5).

Hunter: Increase the natural armor bonus of the hunter's animal companion by +1/4. If the hunter replaces her animal companion, the new companion gains this natural armor increase.

Inquisitor: Add one spell known from the inquisitor spell list. This spell must be at least one level below the highest spell level the inquisitor can cast.

Investigator: Reduce the concealment or total concealment miss chance from mist, fog, and clouds by 5%. When the reduction reaches 50% the investigator can see through mist, fog, or clouds with no penalty.

Magus: Add +1 to concentration checks for spells cast while using spell combat.

Marksman: Add +1/3 to the marksman's evade arrows dodge bonus to AC.

Monk: The monk gains +1/6 of a new ninja trick.

Ninja: Add 5 feet to the ninja's darkvision. When the ninja increases her darkvision by 60 feet through this favored class bonus she gains the see in darkness special quality.

Oracle: Add +1/2 to the oracle's level for the purpose of determining the effects of the oracle's curse ability.

Paladin: The paladin gains +1/6 of a new mercy.

Psion: Reduce the cost to augment a personal psion power by 1/6 power point (minimum 0).

Psychic Warrior: Reduce the cost of powers manifested through martial power by 1/6 power point (minimum 0).

Ranger: The ranger reduces secondary natural weapon attack penalties by 1/4.

Rogue: Add +1/4 sneak attack dice with the changeling's claws.

Samurai: Add +1/3 to the samurai's daily uses of resolve.

Shaman: Add +1/2 to the shaman's effective class level for the purposes of determining her spirit animal's natural armor adjustment, Intelligence, and special abilities.

Skald: Add +1/3 to the Will save bonus of inspired rage.

Slayer: Add +1/4 to the slayer's studied target bonuses against creatures that are or could be sexually attracted to her.

Sorcerer: Add one spell known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast.

Soulknife: Add +1 to the hardness and hit points of the soulknife's mind blade.



Wilder: Reduce the wilder's chance of psychic enervation by 1% (maximum reduction 10%).

Witch: Add +1 caster level for spells that create a magical sensor, and +1 to the Perception DC to notice such sensors.

Wizard: When casting wizard polymorph spells that target only the wizard, add +1/2 to the caster level.

Elan

Aegis: Add +1/3 to the aegis's customization points.

Alchemist: Gain energy resistance 1 against acid, cold, electricity, or fire. Each time the alchemist selects this reward, increase her resistance to one of these energy types by 1 (maximum 10 for any one type).

Antipaladin: Add +1/2 hit point to the antipaladin's touch of corruption ability (whether using it to heal or harm).

Arcanist: When casting arcanist evocation spells, add +1/3 to the effective caster level, but only for the purpose of determining duration.

Barbarian: Add +1 to the barbarian's total number of rage rounds per day.

Bard: Add +1 to the bard's total number of bardic performance rounds per day.

Bloodrager: Add +1 to the bloodrager's total number of bloodrage rounds per day.

Brawler: Add a +1/2 bonus to the brawler's CMD when resisting two combat maneuvers of the brawler's choice.

Cavalier: Add +1/4 to the cavalier's banner bonus.

Cleric: Add a +1 bonus to the cleric's caster level checks made to overcome the spell resistance of aberrations.

Cryptic: Add +1/2 to the damage of the cryptic's disrupt pattern ability.

Dread: Add a +1/2 bonus to Intimidate checks.

Druid: Add +1/3 to the druid's natural armor bonus when using wild shape.

Fighter: Add a +2 bonus on rolls to stabilize when dying.

Gunslinger: Add +1/3 on critical hit confirmation rolls made with firearms (maximum bonus of +5). This bonus does not stack with Critical Focus.

Hunter: Add 1 foot to the hunter's companion's base speed. In combat this option has no effect unless the hunter has selected it 5 times (or another increment of 5); a speed of 24 feet is effectively the same as 20 feet, for example.

Inquisitor: Add one spell known from the inquisitor spell list. This spell must be at least one level below the highest spell level the inquisitor can cast.

Investigator: Gain a +1/3 bonus on all inspiration rolls.

Summoner: Add +1 to the number of rounds the summoner can use bond senses (selecting this favored class bonus at first level allows the summoner to use bond senses at first level).

Swashbuckler: Add +1/3 to the swashbuckler's effective class level to determine the extra damage she deals when using the precise strike deed with her claws.

Tactician: Reduce the augment cost of spirit of many by 1/4 power points (minimum 0).

Time Thief: Add +1/5 to the time thief's aevum.

Vitalist: Add +1/3 to the vitalist's level for determining the effects of health sense.

Warpriest: Add +1/4 to the warpriest's level for the purpose of enhancing her sacred weapon.

Magus: Gains +1/6 of a new magus arcana.

Marksman: Add a +1/4 circumstance bonus to DCs to resist marksman powers.

Monk: Add a +1/2 circumstance bonus on the monk's saving throws to resist death attacks.

Ninja: Add a +1 bonus on Disguise checks to appear as a human (or their original race if the ninja has the Failed Transformation ^{UP} or Strong Blooded ^{UP} trait), and a +1/2 bonus on Stealth checks.

Oracle: Add one spell known from the oracle spell list. This spell must be at least one level below the highest spell level the oracle can cast.

Paladin: Add +1/2 hit point to the paladin's lay on hands ability (whether using it to heal or harm).

Psion: Add a +1 bonus to the psion's manifester level checks made to overcome the power resistance of aberrations.

Psychic Warrior: Add +1/3 to the psychic warrior's manifester level when manifesting a psychometabolism power.

Ranger: Add +1 skill rank to the ranger's animal companion. If the ranger ever replaces his companion, the new companion gains these bonus skill ranks.

Rogue: Add a +1 bonus on Disguise checks to appear as a human (or their original race if the rogue has the Failed Transformation ^{UP} or Strong Blooded ^{UP} trait), and a +1/2 bonus on Stealth checks.

Samurai: Add +1/4 to the samurai's banner bonus.

Shaman: Add one spell from the cleric spell list that isn't on the shaman spell list to the list of spells the shaman knows. This spell must be at least 1 level below the highest spell level the shaman can cast.

Skald: Increase the skald's total number of raging song rounds per day by 1.

Slayer: Add a +1 bonus on Disguise checks to appear as a human (or their original race if the slayer has the Failed Transformation ^{UP} or Strong Blooded ^{UP} trait), and a +1/2 bonus on Stealth checks.

Sorcerer: Add a +1 bonus to the sorcerer's caster level checks made to overcome the spell resistance of aberrations.

Soulknife: Add a +1/2 circumstance bonus on critical hit confirmation rolls with the mind blade. This bonus does not stack with Critical Focus.

Summoner: Add +1/3 to the eidolon's evolution pool.

Swashbuckler: Increase the total number of points in the swashbuckler's panache pool by +1/4.

Tactician: Add +1/2 to the tactician's strategy daily uses.

Time Thief: Add 1/6 of an additional d4 to one skill check or ability check when you spend a mote to boost such a check.

Vitalist: Gain +1/2 additional daily use of transfer wounds.

Warpriest: Gain +1/4 of a bonus combat feat.

Wilder: Add 1/4 power known from the wilder power list. This power must be at least one level below the highest power level the wilder can manifest.

Witch: Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level below the highest spell level she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells.

Wizard: Add a +1 bonus to the wizard's caster level checks made to overcome the spell resistance of aberrations.

Gillman

Aegis: Add resistance to cold +1/2 to the aegis' astral suit. This does not stack with the energy resistance (cold) customization option.

Alchemist: Add one formula from the alchemist's formula list to the character's formulae book. This formula must be at least one level below the highest formulae level the alchemist can create.

Antipaladin: If the fiendish servant has a swim speed, add +1 foot to the fiendish servant's swim speed. In combat this option has no effect unless the antipaladin has selected it 5 times (or another increment of 5); a speed of 34 feet is effectively the same as 30 feet, for example.

Arcanist: Add one spell from the arcanist spell list to the arcanist's spellbook. This spell must be at least one level below the highest spell level she can cast.

Barbarian: Add +1/2 on critical hit confirmation rolls for attacks made underwater (maximum bonus of +4). This bonus does not stack with Critical Focus.

Bard: Add +1/2 to the bard's saving bonus against non-aboleth enchantment spells and effects.

Bloodrager: Add a +1 bonus on caster level checks to cast spells underwater.

Brawler: Add +1/2 on critical hit confirmation rolls for attacks made underwater (maximum bonus of +4). This bonus does not stack with Critical Focus.

Cavalier: Add +1/4 to the cavalier's banner bonus.

Cleric: Whenever the cleric uses her channel energy ability to heal, all healed creatures receive a bonus to the Swim skill equal to 1/2 for 1 minute. Each additional time the cleric selects this ability, the bonus increases by +1/2.

Cryptic: The cryptic gains +1/6 of a new insight.

Dread: The dread gains +1/6 of a new terror.

Druid: Add +1 foot to the druid's swim speed. In combat this option has no effect unless the druid has selected it 5 times (or another increment of 5); a speed of 34 feet is effectively the same as 30 feet, for example.

Fighter: Add +1 to the fighter's CMD when resisting two combat maneuvers of the character's choice.

Gunslinger: Add +1/4 point to the gunslinger's grit points.

Hunter: Add +1 foot to the hunter's swim speed. In combat this option has no effect unless the hunter has selected it 5 times (or another increment of 5); a speed of 34 feet is effectively the same as 30 feet, for example.

Inquisitor: Add +1/2 on Intimidate, Knowledge, and Sense Motive checks made against creatures with the aquatic or water subtype.

Investigator: Add one formula from the investigator's formula list to the character's formulae book. This formula must be at least one level below the highest formulae level the investigator can create.

Magus: Add +1/4 point to the magus' arcane pool.

Marksman: Add +1/3 to damage rolls made with ranged or thrown weapons when expending focus on Psionic Shot.

Monk: Add +1/4 point to the monk's *ki* pool.

Ninja: Add +1/4 point to the ninja's *ki* pool.

Oracle: Add a +1 bonus on caster level checks to overcome the spell resistance of creatures with the aquatic or water subtype.

Paladin: If the mount has a swim speed, add +1 foot to the paladin's mount's swim speed. In combat this option has no effect unless the paladin has selected it 5 times (or another increment of 5); a speed of 34 feet is effectively the same as 30 feet, for example.

Psion: Add +1/2 power known from the psion power list. This power must be at least one level below the highest power level the psion can manifest.

Psychic Warrior: Add +1 foot to the psychic warrior's swim speed. In combat this option has no effect unless the psychic warrior has selected it 5 times (or another increment of 5); a speed of 34 feet is effectively the same as 30 feet, for example.

Ranger: Add a +1/3 bonus to the ranger's favored terrain (water).

Rogue: Add +1 foot to the rogue's swim speed. In combat this option has no effect unless the rogue has selected it 5 times (or another increment of 5); a speed of 34 feet is effectively the same as 30 feet, for example.

Samurai: Add +1/4 number of times per day the samurai can use his resolve ability.

Shaman: Add a +1 bonus on caster level checks to overcome the spell resistance of creatures with the aquatic or water subtype.

Skald: Add +1/2 to the bard's bonus against non-aboleth enchantment spells and effects.

Slayer: The slayer gains +1/6 of a new slayer talent.

Sorcerer: Add one spell known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast.

Soulknife: The soulknife gains +1/6 of a new blade skill.

Summoner: If the summoner's eidolon has an aquatic ^{UM} base form, add +5 feet to the range of the summoner's life link ability.

Swashbuckler: Increase the total number of points in the swashbuckler's panache pool by +1/4.

Tactician: Add +1/4 to the tactician's strategy daily uses.

Time Thief: Add +1/6 of an additional d4 to one skill check or ability check when you spend a mote to boost such a check.

Time Warden: Add one spell known from the time warden spell list. This spell must be at least one level below the highest spell level the time warden can cast.

Vitalist: Add +1/2 power known from the vitalist power list. This power must be at least one level below the highest power level the vitalist can manifest and may not be changed when the vitalist regains his daily power points.

Warpriest: Whenever the warpriest uses her channel energy ability to heal, all healed creatures receive a bonus to the Swim skill equal to 1/2 for 1 minute. Each additional time the warpriest selects this ability, the bonus increases by +1/2.

Wilder: Add +1/3 power known from the wilder power list. This power must be at least one level below the highest power level the wilder can manifest.

Witch: Add a +1 bonus on caster level checks to overcome the spell resistance of creatures with the aquatic or water subtype.

Wizard: Add one spell from the wizard spell list to the wizard's spellbook. This spell must be at least one level below the highest spell level he can cast.

Lizardfolk

Aegis: Add +1 to the aegis's CMD when resisting a sunder or trip.

Alchemist: Add +1/6 damage to the alchemist's bite and claw attacks while under the effects of a feral mutagen.

Antipaladin: Add a +1/3 circumstance bonus on critical hit confirmation rolls while using smite good (maximum bonus +5). This bonus does not stack with Critical Focus.

Arcanist: Add +1/3 to the DC to one of the arcanist's exploits.

Barbarian: Add +1/6 damage to the barbarian's bite and claw attacks when using the animal fury rage power.

Bard: Reduce the penalty for not being proficient with one weapon by 1. When the nonproficiency penalty for a weapon becomes 0 because of this ability, the bard is treated as having the appropriate Martial or Exotic Weapon Proficiency feat for that weapon.

Bloodrager: Add +1/2 round of bloodrage per day.

Brawler: Add +1/2 to the brawler's CMB when making a trip attempt.

Cavalier: Add a +1/2 bonus to Acrobatics and Intimidate checks.

Cleric: Add a +1/2 bonus on caster level checks to overcome the spell resistance of dragons or creatures with the aquatic or reptilian subtypes.

Cryptic: Add +1 to the cryptic's saving throws and AC against traps.

Dread: Add +1/3 to weapon damage when channeling a terror through a weapon attack.

Druid: Add a +1/2 bonus on Knowledge (nature) and Survival checks in swamps or aquatic environments.

Fighter: Add a +1/4 bonus to Will saves against fear effects created by creatures of the dragon type or aquatic subtype.



Gunslinger: Add a +1/3 bonus on attack rolls when using the pistol whip deed.

Hunter: Choose one ranged weapon. Add +1 foot to the range increment of that weapon. This option has no effect unless the hunter has selected it 5 times (or another increment of 5); a range increment of 24 feet is effectively the same as a range increment of 20 feet, for example.

Inquisitor: Add +1/6 to the damage bonus granted by the destruction judgment.

Investigator: Add +1/4 rounds to the duration of the insight bonus granted by studied combat.

Magus: Add +1/5 of a new magic weapon property that can be added to the magus's weapon by expending points from his arcane pool. These must be chosen from the following list: *corrosive*, *corrosive burst*, *countering*^{UE}, *furyborn*^{UE}, *wounding*.

Marksman: Add +1/4 to the dodge bonus to armor class granted by the evade arrows ability.

Monk: Add +1/2 to Acrobatics checks to cross narrow surfaces and to Escape Artist checks.

Ninja: Add +1/4 point to the ninja's *ki* pool.

Oracle: Reduce the penalty for not being proficient with one weapon by 1. When the nonproficiency penalty for a weapon becomes 0 because of this ability, the oracle is treated as having the appropriate Martial or Exotic Weapon Proficiency feat for that weapon.

Paladin: Add a +1/3 circumstance bonus on critical hit confirmation rolls while using smite evil (maximum bonus +5). This bonus does not stack with Critical Focus.

Psion: Reduce the cost to augment a psion power with the acid descriptor or that deals acid damage by 1/3 power points. The psion must take this 3 times before the cost is reduced by 1.

Psychic Warrior: Add +1/3 to the psychic warrior's manifester level when manifesting powers that grant a bonus to CMB or CMD.

Ranger: Add +1/4 to a single existing humanoid favored enemy bonus (maximum bonus +1 per favored enemy).

Rogue: Add +1/2 to sneak attack damage dealt to creatures with the humanoid type.

Samurai: Add +1/6 of an extra roll to the samurai's resolute ability when using resolve (maximum 1 extra roll, allowing the samurai to roll three times on a Fort or Will save and take the best result).

Shaman: Add +5 feet to the range of one hex with a range other than "touch."

Skald: Add one spell from the bard spell list to the skald's list of spells known. This spell must be at least one level below the highest spell level he can cast.

Slayer: The slayer gains +1/6 of a new slayer talent.

Sorcerer: Add +1/2 point of acid damage to sorcerer spells cast that deal acid damage.

Soulknife: Add +1/2 to the soulknife's psychic strike damage.

Summoner: Monsters summoned by the summon monster ability gain a +1/6 natural armor bonus to their armor class.

Swashbuckler: Add +1/4 to the swashbuckler's damage rolls on riposte attacks after a successful parry.

Tactician: Add +1/6 to the competence bonus to attack rolls granted to an ally when using the directed assault strategy.

Time Thief: Add +1/4 of an additional d4 to one damage roll when you spend a mote to boost damage.

Vitalist: Add +1/2 additional daily use of transfer wounds.

Warpriest: Add +1/3 to the warpriest's effective level for the purposes of determining his sacred weapon damage.

Wilder: Add +1/4 to the damage dealt by the wilder's surge blast.

Witch: The witch gains 1/6 of a new witch hex.

Wizard: Add a +1 bonus on concentration checks made due to taking damage while casting wizard spells.

Merfolk

Aegis: Add +1 foot to the aegis's base land speed. This option has no effect unless the aegis has selected it 5 times (or another increment of 5); a speed of 34 feet is effectively the same as a speed of 30 feet, for example.

Alchemist: Add +10 minutes to the duration of the alchemist's mutagens.

Antipaladin: Add 5 feet to the antipaladin's detect good range. This option has no effect unless selected 5 times (or another increment of 5); a range of 64 feet is effectively the same as a range of 60 feet, for instance.

Arcanist: Add 1 spell from the arcanist spell list to the arcanist spell book. This spell must be at least 1 spell level below the highest level the arcanist can cast.

Barbarian: Add +2 temporary hit points while raging in or near the water.

Bard: Add a +1/3 bonus to all untrained Knowledge checks.

Bloodrager: Add +1 foot to the bloodrager's swim speed when in a blood rage. In combat this option has no effect unless the bloodrager has selected it 5 times (or another increment of 5); a swim speed of 54 feet is effectively the same as 50 feet, for example.

Brawler: Add +1/2 to damage rolls made with unarmed attacks.

Cavalier: Add a +1/2 bonus on Diplomacy and Ride checks.

Cleric: Add +1/4 of an additional die of channel energy.

Cryptic: Add a +1 bonus to Linguistics checks on riddles and puzzles.

Dread: Add a +1/2 bonus to Intimidate and Perception checks.

Druid: Add +1 hit point to the druid's animal companion. If the druid ever replaces her animal companion, the new animal companion gains these bonus hit points.

Fighter: Add a +1 bonus to the fighter's CMD when resisting a grapple and a +1 bonus on Escape Artist checks.

Gunslinger: Add a +1/3 bonus to the AC bonus granted by the gunslinger's dodge deed.

Hunter: Add a +1/2 bonus on wild empathy checks the hunter makes to influence animals and magical beasts that have the aquatic subtype.

Inquisitor: Add a +1/2 bonus to Knowledge checks to identify the abilities and weaknesses of creatures with the aquatic subtype.

Investigator: Add a +1/3 bonus to all untrained Knowledge checks.

Magus: Add +1/2 damage on spells that contain the water descriptor or belong to the elemental water school.

Marksman: Gain a +1/2 bonus to the dodge bonus granted by evade arrows.

Monk: Add +1/4 to the monk's armor class bonus.

Ninja: Add a +1/3 bonus on damage rolls to sneak attack.

Oracle: Add one spell known from the oracle spell list or from the Wave, Wind, or Lunar mysteries. This spell must be at least one level below the highest spell level the oracle can cast.

Paladin: Add 5 feet to the paladin's detect evil range. This option has no effect unless selected 5 times (or another increment of 5); a range of 64 feet is effectively the same as a range of 60 feet, for instance.

Psion: Add +1/3 to the psion's saving throws versus water effects.

Psychic Warrior: Add a +1/2 bonus on Stealth checks.

Ranger: Add +1 hit point to the ranger's animal companion. If the ranger ever replaces his animal companion, the new animal companion gains these bonus hit points.

Rogue: Add a +1/2 bonus on Perception and Stealth checks while near or in the water.

Samurai: Add a +1/6 bonus to the samurai's Reflex saves when near or in the water.

Shaman: Add +1/4 to the natural armor bonus of the shaman's spirit animal.

Skald: Add a +1/4 bonus to Will saving throws when the skald performs the inspired rage raving song.

Slayer: Add a +1/3 bonus the slayer's sneak attack damage rolls.

Sorcerer: Add +1/2 to the sorcerer's caster level when determining the range of any spells with the water descriptor.

Soulknife: Add +1/2 electricity damage when the mindblade has the shock or shocking burst enhancement.

Summoner: Add 10 feet to the range of the eidolon's life link ability while in the water. If the eidolon's base form is aquatic, this bonus is applied when out of the water also.

Swashbuckler: Add a +1/3 bonus to the dodge bonus granted by nimble.

Tactician: Add +1/2 to the maximum number of creatures allowed in the tactician's collective.

Time Thief: Add a +1/2 bonus to all Survival and Swim checks.

Vitalist: Add +1/2 to the maximum number of creatures allowed in the vitalist's collective.

Warpriest: Add +1/2 to the result of the warpriest's channeled energy when healing creatures with the aquatic subtype.

Wilder: Add 1/4 power known from the wilder power list. This power must be at least one level below the highest power level the wilder can manifest.

Witch: Add 5 feet tremorsense to the witch's familiar. If the familiar doesn't have tremorsense, the familiar gains tremorsense 5 feet. If the witch ever replaces her familiar, the new familiar gains this bonus to its tremorsense distance.

Wizard: Add +1/4 to the wizard's casting level when casting spells containing the water descriptor.

Samsaran

Aegis: Add +1/4 to the number of customization points the aegis can reconfigure.

Alchemist: Add a +1/2 bonus to the alchemist's Craft (alchemy) and Knowledge (arcana) checks.

Antipaladin: Add a +1/2 bonus to the antipaladin's Intimidate and Sense Motive checks.

Arcanist: Gain 1/6 of a new arcanist exploit.

Barbarian: Add a +1/2 bonus to Will saves while raging.

Bard: Add a +1/2 bonus to the bard's Bluff and Diplomacy checks.

Bloodrager: Reduce the duration of fatigue after bloodraging by 1/4 rounds. This option must be selected 4 times (or another increment of 4) to reduce the fatigue's duration.

Brawler: Add +1/4 to the DC to resist the brawler's knockout ability.

Cavalier: Add a +1/2 bonus to the cavalier's damage rolls when charging while mounted.

Cleric: The cleric heals +1 hit point when using a cure spell on another.

Cryptic: Add +1/6 to the bonus received from the cryptic's altered defense ability.

Dread: Add 1 foot to the range of the dread's aura of fear ability.

Druid: Add +1 hit point to the druid's animal companion.

Fighter: Add +1/3 to the fighter's base attack bonus and fighter level when qualifying for combat feats. This does not increase the fighter's ability to hit.

Gunslinger: Add +5 feet to the maximum range of all firearms. This does not affect what is considered close or medium range.

Hunter: Cast summon nature's ally +1/4 times per day as a spell-like ability. The version of this ability is equivalent to the highest level spell the hunter can cast.

Inquisitor: Add +1/6 to the number of times per day the inquisitor can use the judgment ability.

Investigator: Add +1/5 to the result of the 1d6 roll when using the investigator's inspiration ability.

Magus: Add +1/2 to the magus's effective level for determining a spell's range.

Marksman: Add +2-1/2 feet to the range of Point Blank Shot. This option must be selected twice (or another increment of 2) to increase the range by 5 feet.

Monk: Add a +1/2 bonus on the monk's saving throws to resist death effects.

Ninja: Add a +1/4 bonus to the damage dealt by the ninja's sneak attack. This damage is not multiplied on a critical hit.

Oracle: Add one spell known from the oracle spell list. This spell must be at least one level below the highest spell level the oracle can cast.

Paladin: Add a +1/2 bonus to the paladin's Diplomacy and Sense Motive checks.

Psion: Add +1/2 to the psion's saving throws made to resist charm and compulsion effects.

Psychic Warrior: Add +1/3 to the psychic warrior's base attack bonus when qualifying for combat feats. This does not increase the psychic warrior's ability to hit.

Ranger: Add a +1/2 bonus to the ranger's wild empathy checks.

Rogue: The rogue gains 1/6 of a new rogue talent.

Samurai: Add a +1/4 dodge bonus to armor class against the target of the samurai's challenge.

Shaman: Gain 1/3 of a bonus feat for the shaman's spirit animal. The spirit animal must meet the qualifications for this feat. If the spirit animal is replaced, the spirit animal gains the same number of bonus feats.

Skald: Add +1/4 rounds to the duration the skald's Inspired Rage lasts after ceasing to maintain it.

Slayer: When dealing sneak attack damage, the slayer adds a +1/2 bonus to confirm a critical hit.

Sorcerer: Reduce the spell slot required to apply a metamagic feat by 1/4 (to a minimum of +0). This option must be selected 4 times (or another increment of 4) to reduce the spell slot required by 1.

Soulknife: Gain 1/5 of a combat feat.

Summoner: Add +1/2 additional creatures summoned when summoning multiple creatures via a *summon monster* spell or spell-like ability.

Swashbuckler: Increase the number of times per day the swashbuckler can use charmed life by 1/4.

Tactician: Add +1/4 uses per day of the tactician's coordinated strike ability.

Time Thief: Add +1/6 to the time thief's aevum pool.

Vitalist: Reduce the power point cost to augment powers that heal hit point damage by 1/2.

Warpriest: Add +1/2 damage to the warpriest's sacred weapon.

Wilder: Add a +1/3 bonus to the wilder's Fortitude save.

Witch: Add +1 hit point to the witch's familiar.

Wizard: Add one spell from the wizard spell list to the wizard's spellbook. This spell must be at least one level below the highest spell level the wizard can cast.

Skinwalker

Aegis: An aegis with the hardened strikes customization adds +1/3 damage to his natural attacks and unarmed strikes.

Alchemist: When brewing alchemist extracts from the polymorph subschool, add +1/3 to the effective caster level of the extract, but only to determine the extract's duration.

Antipaladin: Increase the penalty caused by the antipaladin's aura of cowardice and aura of despair special abilities by 1/4.

Arcanist: When casting arcanist spells from the polymorph subschool, add +1/3 to the effective caster level of the spell, but only to determine the spell's duration.

Barbarian: When raging, the barbarian deals an additional +1/3 damage from natural attacks.

Bard: Choose one bardic performance; treat the bard as +1/2 level higher when determining the effects of that performance.

Bloodrager: When in a blood rage, the bloodrager deals an additional +1/3 damage from natural attacks.

Brawler: The brawler adds 1/2 to the number of change shape uses per day.

Cavalier: Add +1 foot to the cavalier's mount's base speed. In combat this has no effect unless the cavalier has selected this reward 5 times (or another increment of 5). If the cavalier ever replaces this mount, the new mount gains this bonus to its speed.

Cleric: A cleric with the animal domain adds +1/3 to her effective druid level to determine the abilities of her animal companion (to a maximum of her effective druid level equalling her cleric level). The cleric must select this option 3 times (or another multiple of 3) to increase her effective druid level by 1.

Cryptic: Add +1/4 to the cryptic's splash damage when using her disrupt pattern ability. The cryptic must have the explosive pattern insight before selecting this option.

Dread: When manifesting dread powers from the psychometabolism discipline, add +1/3 to the effective manifester level of the power, but only to determine the power's duration.

Druid: The druid can use speak with animals 1 additional time per day.

Fighter: The fighter adds 1/2 to his number of change shape uses per day.

Gunslinger: Add +1/3 to the gunslinger's saving throws against spells and effects from creatures with the shapeshifter subtype.

Hunter: The hunter can use speak with animals 1 additional time per day.

Inquisitor: Add a +1/2 bonus on Intimidate checks and Survival checks.

Investigator: When brewing investigator extracts from the polymorph subschool, add +1/3 to the effective caster level of the extract, but only to determine the extract's duration.

Magus: Add +1/3 on critical hit confirmation rolls when using spell combat (maximum bonus of +5). This bonus does not stack with those gained from Critical Focus and similar effects.

Marksman: Add +1/3 to damage rolls made with ranged or thrown weapons when expending psionic focus for a Psionic Shot ^{UP}.

Monk: Add +1 to the monk's CMD when resisting a grapple and +1/2 to the number of stunning attacks the monk can attempt per day.

Ninja: The ninja adds 1/2 to her number of change shape uses per day.

Oracle: Add +1/2 to the oracle's level for the purposes of determining the effects of the oracle's curse ability.

Paladin: Add +1/4 to the bonus the paladin grants her allies with her aura of courage and aura of resolve special abilities.

Psion: Add +1/3 to the psion's saving throws against powers and effects from creatures with the shapeshifter subtype.

Psychic Warrior: When manifesting psychic warrior powers from the psychometabolism discipline, add +1/3 to the effective manifester level of the power, but only to determine the power's duration.

Ranger: The ranger can use speak with animals 1 additional time per day.

Rogue: Add a +1/2 bonus on Acrobatics checks and Intimidate checks.

Samurai: Add +1 foot to the samurai's mount's base speed. In combat this has no effect unless the samurai has selected this reward 5 times (or another increment of 5). If the samurai ever replaces this mount, the new mount gains this bonus to its speed.

Shaman: The shaman can use speak with animals 1 additional time per day.

Skald: Increase the skald's total number of raging song rounds per day by 1.

Slayer: Gain a +1/3 bonus on critical hit confirmation rolls made when using natural weapons (maximum bonus of +5). This bonus does not stack with those gained from Critical Focus and similar effects.

Sorcerer: The sorcerer adds 1/2 to her number of change shape uses per day.

Soulknife: A soulknife with the vicious enhancement adds +1/3 damage to his mindblade attacks. The soulknife must be 5th level before selecting this option.

Summoner: Add +1/3 to the summoner's saving throws against spells and effects from creatures with the shapeshifter subtype.

Swashbuckler: Gain a +1/3 bonus on critical hit confirmation rolls made when using natural weapons (maximum bonus of +5). This bonus does not stack with those gained from Critical Focus and similar effects.

Tactician: When using directed assault, your ally adds an additional +1/6 competence bonus to the attack.

Time Thief: Add +1/5 of an additional d4 to a saving throw against spells and effects from creatures with the shapeshifter subtype when you spend a mote to boost the save.

Vitalist: Treat the vitalist's level as +1/2 higher when using the transfer wounds ability.

Warpriest: Gain a +1/3 bonus on critical hit confirmation rolls made when using natural weapons (maximum bonus of +5). This bonus does not stack with those gained from Critical Focus and similar effects.

Wilder: Add +1/2 to the wilder's level for the purpose of determining the effects of the improved surge bond ability.

Witch: Add 1 hit point to the witch's familiar. If the witch ever replaces this familiar, the new familiar gains these bonus hit points.

Wizard: When casting wizard spells from the polymorph subschool, add +1/3 to the effective caster level of the spell, but only to determine the spell's duration.

Tengu

Aegis: Add +1 to the aegis' base speed. In combat this option has no effect unless the aegis has selected it 5 times (or another increment of 5). Each 5-foot increase in speed



counts against the maximum number of times the aegis can take the speed customization.

Alchemist: Add +1/6 to the save DC of poisons applied to swordlike weapons.

Antipaladin: Add +1/4 to the number of times the antipaladin can use touch of corruption per day.

Arcanist: Add +1/4 to the arcanist's effective class level when determining the effects of the energy shield (electricity only) and lightning lance arcanist exploits.

Barbarian: Add +1/3 to the bonus from the superstitious rage power.

Bard: Add +1/3 to Perform checks for the distraction bardic performance ability and to the bard's effective class level when determining the number of creatures affected by the fascinate bardic performance ability.

Bloodrager: Add +1/2 to concentration checks made while bloodraging when casting defensively or when injured while casting.

Brawler: Add +1/4 to attack rolls with the brawler's bite attack as a secondary attack (maximum bonus +3).

Cavalier: Add +1/4 to the number of times per day a cavalier can use the tactician ability.

Cleric: Select one alignment component (chaotic, evil, good, or lawful) Selecting this option three times suppresses the aura class feature with respect to this alignment. Selecting this option six times treats the alignment component as neutral for harmful spells or effects that affect creatures based on their alignment, such as holy smite.

Cryptic: Add +1/2 to the damage of the cryptic's disrupt pattern ability.

Dread: Add +1/2 to the dread's daily uses of terrors.

Druid: Add +1/2 to the druid's animal companion's attack rolls when using the bombard trick and to the animal companion's CMB when attempting the steal or dirty trick maneuvers.

Fighter: Add +1 to the fighter's CMD when resisting a grapple or trip attempt.

Gunslinger: Add +1 foot to the distance moved when using the gunslinger's dodge deed. This only has an effect for every 5 increases in distance. If selected ten times, this movement does not provoke attacks of opportunity.

Hunter: Add +1/2 to the bonus from the falcon and owl animal focus abilities.

Inquisitor: Select one inquisition power granted at 1st level that is normally usable a number of times per day equal to 3 + the inquisitor's Wisdom modifier. The inquisitor adds +1/2 to the number of uses per day of that inquisition power.

Investigator: The investigator gains +1/6 of a new investigator talent.

Magus: Choose a weapon from those listed under the tengu's swordtrained ability. Add a +1/2 bonus on critical hit confirmation rolls with that weapon (maximum bonus +4). This bonus does not stack with Critical Focus.

Marksman: The marksman gains 1 psionic talent.

Monk: Add +1/4 point to the monk's *ki* pool.

Ninja: Add +1/2 to the ninja's CMB when using the dirty trick combat maneuver.

Oracle: Add +1/2 to the oracle's level for the purpose of determining the effects of the oracle's curse ability.

Paladin: Add +1/4 to the number of times the paladin can use lay on hands per day.

Psion: Reduce the cost to augment psion powers with the mind-affecting descriptor by 1/3 points.

Psychic Warrior: Add +1/3 to the psychic warrior's manifester level when manifesting a path power.

Ranger: Add +1/2 circumstance bonus to the next melee attack roll against an enemy you damaged with a ranged attack in the previous round (maximum bonus +4). This bonus does not stack with Opening Volley ^{UC}.

Rogue: Add +1/2 to the rogue's CMB when using the steal combat maneuver.

Samurai: Select this option four times to select an additional weapon for the weapon expertise ability.

Shaman: Add +1/3 to the shaman's effective level when determining effects from their wandering spirit.

Skald: Add +1/6 to the number of times per day the skald can use the spell kenning ability.

Slayer: Increase the studied target bonus on Bluff and Perception checks by 1/3.

Sorcerer: Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +1/2 to the number of uses per day of that bloodline power.

Soulknife: Add +1 to the soulknife's CMD when resisting a grapple or trip attempt.

Summoner: Add +1/4 evolution point to the eidolon's evolution pool. These bonus evolution points must be spent on the flight, wing buffet, minor magic (*comprehend languages* or *vanish* only) or major magic (*daze monster* or *invisibility* only) evolutions.

Swashbuckler: Add 1 foot to the distance moved when using the swashbuckler's dodging panache deed. In combat this option has no effect unless the swashbuckler has selected 5 times (or another increment of 5). If selected 10 times, this movement does not provoke attacks of opportunity.

Tactician: Add +1/3 to the tactician's saving throws versus mind-affecting effects.

Time Thief: Add +1/2 bonus to all Perception and Stealth checks.

Vitalist: Add +1/2 to the maximum number of creatures allowed in the vitalist's collective.

Warpriest: Add 1/2 to the number of times per day the warpriest can use blessings, but he can use these additional blessings on only those from the Air, Knowledge, Rune, Travel, Trickery, or Weather domains.

Wilder: Reduce the cost to augment wilder powers with the mind-affecting descriptor by 1/3 point.

Witch: Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level below the highest spell level she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells.

Wizard: Add +1/3 to the wizard's caster level when casting spells with the language dependent descriptor, or those creating magical glyphs, runes, or symbols.

Wyrwood

Aegis: Add +1 to the hit points restored when using astral repair.

Alchemist: Reduce the penalty to Intelligence of a Strength-enhancing mutagen by 1/4 (maximum reduction of 2).

Antipaladin: Add +1 foot to the size of all the antipaladin's aura class features. This option has no effect unless the antipaladin has selected it 5 times (or another increment of 5); an aura of 14 feet is effectively the same as a 10-foot aura, for example.

Arcanist: Reduce arcane spell failure chance for casting arcanist spells when wearing light armor by +1%. Once the total reaches 10%, the arcanist no longer suffers arcane spell failure while wearing light armor and also receives Light Armor Proficiency, if she does not already possess it.

Barbarian: Add +1 to the barbarian's total number of rage rounds per day.

Bard: Reduce arcane spell failure chance for casting bard spells when wearing medium armor by +1%. Once the total reaches 10%, the bard also receives Medium Armor Proficiency, if he does not already possess it.

Bloodrager: Add +1 to the bloodrager's total number of bloodrage rounds per day.

Brawler: Add a +1 bonus to the brawler's CMB when sundering wooden objects or to the Strength check when breaking wooden objects.

Cavalier: Add a +1/2 bonus on Intimidate checks and Ride checks.

Cleric: Add a +1 bonus on concentration checks when casting cleric spells.

Cryptic: Add +1/2 to the damage of the cryptic's disrupt pattern ability.

Dread: Add +1/3 to weapon damage when channeling a terror through a weapon attack.

Druid: Add +1/3 to the druid's natural armor bonus when using wild shape.

Fighter: Add a +1 bonus to the fighter's CMB when sundering wooden objects or to the Strength check when breaking wooden objects.

Gunslinger: Add +1/3 on critical hit confirmation rolls made with firearms (maximum bonus of +5). This bonus does not stack with Critical Focus.

Hunter: Gain a +1/2 bonus on wild empathy checks the hunter makes to influence animals and magical beasts that live in a forest.

Inquisitor: Add a +1 bonus on concentration checks when casting inquisitor spells.

Investigator: Gain a +1/4 bonus on all inspiration rolls.

Magus: The magus gains 1/6 of a new magus arcana.

Marksman: The target of the marksman's cover fire ability is staggered for an additional 1/4 rounds. The marksman must be 4th level or higher to select this option.

Monk: Add +1/3 to the monk's AC bonus class ability.

Ninja: Add +1/3 to the ninja's No Trace bonus when in a forest or other wooded areas.

Oracle: Add +1/2 to the oracle's level for the purpose of determining the effects of one revelation.

Paladin: Add +1 foot to the size of all the paladin's aura class features. This option has no effect unless the paladin has selected it 5 times (or another increment of 5); an aura of 14 feet is effectively the same as a 10-foot aura, for example.

Psion: Add a +1/2 bonus on concentration checks when manifesting psion powers.

Psychic Warrior: Add +1/4 to your psychic warrior level when determining the effects of your path's maneuver. The psychic warrior must be 4th level before choosing this option.

Ranger: Add +1/4 to the ranger's favored terrain (forest) bonus. The ranger must have selected forest as a favored terrain to take this option.

Rogue: Choose a spell you can cast from either the major magic or minor magic rogue talents. You can cast that spell +1/3 additional times per day (to a maximum of 5/day)

Samurai: Add a +1/2 bonus on Intimidate checks and Ride checks.

Shaman: Add +1/4 to the natural armor bonus of the shaman's spirit animal.

Skald: Reduce the arcane spell failure chance for casting skald spells when wearing heavy armor by 1%. Once the total reduction reaches 10%, the skald also receives Heavy Armor Proficiency (if the skald does not already possess it).

Slayer: Gain a +1/3 bonus on Knowledge (nature) checks and on Survival checks when in a forest. If the slayer has a +1 bonus on Knowledge (nature) checks from this ability, he is also considered trained in that skill.

Sorcerer: Reduce arcane spell failure chance for casting sorcerer spells when wearing light armor by +1%. Once the total reaches 10%, the sorcerer no longer suffers arcane spell failure while wearing light armor and also receives Light Armor Proficiency, if she does not already possess it.

Soulknife: Add +1/2 to the soulknife's psychic strike damage.

Summoner: Add a +1/4 natural armor bonus to the AC of the summoner's eidolon.

Swashbuckler: Reduce the size penalty to the swashbuckler's opportune parry and riposte by 1/6. This option must be taken 6 times before the penalty is reduced by 1.

Tactician: Add +1/2 to the maximum number of creatures allowed in the tactician's collective.

Time Thief: Add +1/2 bonus to any skill check made when using the steady hand temporal talent.

Vitalist: Add +1/4 to your vitalist level when determining the effects of your method's pulse. The vitalist must be 6th level before choosing this option.

Warpriest: Add +1/3 on critical hit confirmation rolls made with the weapon the warpriest chose with the Favored Weapon ability (maximum bonus of +5). This bonus does not stack with Critical Focus.

Wilder: Add 1/4 round to the duration of the wilder's surging euphoria.

Witch: Add +1/4 natural armor bonus to the AC of the witch's familiar.

Wizard: Add a +1 bonus on concentration checks when casting wizard spells.

Wyvaran

Aegis: Add +1/5 to the aegis's damage reduction.

Alchemist: Add +1/2 to the number of bombs per day the alchemist can create.

Antipaladin: Increase the penalty caused by the antipaladin's aura of cowardice and aura of despair special abilities by 1/4.



Arcanist: Add one spell from the arcanist spell list to the arcanist's spellbook. This spell must be at least one level below the highest spell level she can cast.

Barbarian: Add +1 foot to the barbarian's fly speed when raging. In combat this option has no effect unless the barbarian has selected it 5 times (or another increment of 5); a fly speed of 34 feet is effectively the same as 30 feet, for example.

Bard: Add +5 feet to the range of one of the bard's bardic performances (max +30 feet to any one performance).

Bloodrager: Add +1 foot to the bloodrager's fly speed when in a blood rage. In combat this option has no effect unless the bloodrager has selected it 5 times (or another increment of 5); a fly speed of 34 feet is effectively the same as 30 feet, for example.

Brawler: Add 1/4 to the brawler's effective level to determine her unarmed strike damage.

Cavalier: Add a +1/2 bonus on Intimidate checks and Ride checks.

Cleric: The cleric can reduce the number of level increase required to use a metamagic feat by 1/4 (to a minimum of +0). You must select this ability 4 times to reduce the level increase required by 1.

Cryptic: Add +1/5 to the cryptic's damage reduction when using the absorb altered defense.

Dread: Add +1/2 to the dread's daily uses of terrors.

Druid: The druid can use her wild empathy ability to improve the attitude of dragons with a -6 penalty. Each additional time this option is selected, this penalty is reduced by 1/3 per level.

Fighter: Add +1/2 to damage rolls the fighter makes with weapon attacks against an opponent he is flanking or an opponent that is denied its Dexterity bonus to AC.

Gunslinger: Add +1/4 to the dodge bonus to AC granted by the nimble class feature (maximum +4).

Hunter: The hunter can use her wild empathy ability to improve the attitude of dragons with a -6 penalty. Each additional time this option is selected, this penalty is reduced by 1/3 per level.

Inquisitor: Add +1/6 to the number of times per day the inquisitor can use the judgment class feature.

Investigator: Add one formula from the investigator's formula list to the character's formulae book. This formula must be at least one level below the highest formulae level the investigator can create.

Magus: Add a +1/2 bonus on concentration checks made to cast defensively.

Marksman: Add a +1/2 bonus to the marksman's Intimidate and Perception skills.

Monk: Add +1/4 point to the monk's *ki* pool.

Ninja: Add +1/4 point to the ninja's *ki* pool.

Oracle: Add +1/4 to the armor or natural armor bonus granted by oracle spells she casts on herself.

Paladin: Add +1/4 to the bonus the paladin grants her allies with her aura of courage and aura of resolve special abilities.

Psion: Gain +1/6 of a metapsionic feat.

Psychic Warrior: Add a +1/2 bonus to two of the psychic warrior's path skills.

Ranger: Add +1/2 round to the duration of the bonus granted to the companions of the ranger using his hunter's bond ability.

Rogue: Add +1 foot to the rogue's fly speed. In combat this option has no effect unless the rogue has selected it 5 times (or another increment of 5); a fly speed of 34 feet is effectively the same as 30 feet, for example.

Samurai: Add +1/4 number of times per day the samurai can use his resolve ability.

Shaman: Add one spell from the cleric spell list that isn't on the shaman spell list to the list of spells the shaman knows. This spell must be at least 1 level below the highest spell level the shaman can cast.

Skald: Increase the skald's total number of raging song rounds per day by 1.

Slayer: The slayer gains +1/6 of a new slayer talent.

Sorcerer: Choose a bloodline power from the aberrant or draconic bloodline that the sorcerer can use. The sorcerer treats her class level as though it were +1/2 higher (to a maximum of +4) when determining the effects of that power.

Soulknife: Add +1/2 damage when the mind blade has either conductive, corrosive, flaming, or frost blade skills.

Summoner: Add +1/2 to the summoner's eidolon's spell resistance. The eidolon must have the spell resistance evolution to benefit from this option.

Swashbuckler: Increase the total number of points in the swashbuckler's panache pool by +1/4.

Tactician: Add +1/3 willing targets to the tactician's collective.

Time Thief: A time thief with the steal fate temporal talent increases the penalty given to its target by 1/6.

Vitalist: Add +1/3 willing targets to the vitalist's collective.

Warpriest: Gain 1/6 of a new bonus combat feat.

Wilder: Add 1/4 round to the duration of the wilder's surging euphoria.

Witch: Add +1/4 natural armor bonus to the AC of the witch's familiar.

Wizard: The wizard can reduce the number of the level increase required to use a metamagic feat by 1/4 (to a minimum of +0). You must select this ability 4 times to reduce the level increase required by 1.

Appendix 2: Racial Technology

Android

TECHNOLOGY DOMAIN

Granted Powers: As an android, you recognize technology as the source of your very being, and in it, you find serenity, as well as powers for interacting with and defending against technology.

Techblast (Sp): As a standard action, you can unleash a ray of energy targeting any creature within 15 ft. as a ranged touch attack, dealing 1d6 damage + 1 for every two cleric levels you possess. The ray deals cold, electricity, or fire damage, chosen by you each day when you pray for your spells. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Machinist's Hand (Su): Beginning at 8th level, you can convert technological charges to divine energy and vice versa. As a full-round action, you can expend a spell slot to restore a number of charges to a technological item equal to the spell slot's level. If this would restore more charges to the item than it can hold, it receives a number of charges up to its normal maximum and no more. Alternatively, you can instead drain a number of charges from a technological item to recover an expended spell slot with a level no greater than the number of drained charges. You can use this ability once per day at 8th level, and gain an additional use per day every four levels thereafter.

Domain Spells: 1st—*technomancy*; 2nd—*protection from technology*; 3rd—*discharge*; 4th—*greater make whole*; 5th—*destroy robot*; 6th—*antitech field*; 7th—*memory of function*; 8th—*greater remove radioactivity*; 9th—*implosion*.

TIMEWORN RECLAIMER (ARCHETYPE)

In some sense descended from the civilizations responsible for the existence of most technological items, androids are often quite comfortable timeworn technology. Some androids become hunters of technological items, becoming intimately familiar with their workings.

Associated Class: rogue

Associated Race: android

Replaced Abilities: trapfinding, trap sense, evasion, improved uncanny dodge, master strike

Technological Empathy: The timeworn reclaimer adds 1/2 her class level to Craft (mechanical) and Disable Device checks related to technology.

Savant's Luck: At 2nd level, the timeworn reclaimer reduces the chance for timeworn technological items she uses to glitch by 2% per class level.

Nanite Infusion: Once she reaches 3rd level, by expending a daily use of her nanite surge as a standard action, the timeworn reclaimer can restore 1 charge to a technological item. The number of charges restored by this ability increases by 1 for every level above 3rd, to a maximum of 6 charges at 18th level.

Controlled Glitches: Beginning at 8th level, whenever a timeworn technological item glitches during use by the timeworn reclaimer, she can adjust the result of the d% roll in either direction up to an amount equal to her class level, allowing her some control over the nature of the glitch.

Technological Marvel: A timeworn reclaimer of 20th level can use timeworn technological items without any risk of glitches. Whenever she uses such an item, she can instead force it to glitch and choose the results of that glitch, rather than rolling d% to determine it.



Catfolk

TECH RIGGER (ARCHETYPE)

In remote locations, a scant number of catfolk clans have carved out an existence alongside the wreckage of alien spacecrafts or long-forgotten civilizations that developed marvelous technology before collapsing beneath the weight of time and entropy. Being a naturally inquisitive people, such clans count among their number technicians who develop a knack for understanding, repairing, and recreating items from the detritus of these lost technologies, as well as adapting such technology to create explosive compounds and enhance their mental and physical acumen.

Associated Class: investigator ^{ACG}

Associated Race: catfolk

Replaced Abilities: alchemy, poison lore, keen recollection, studied strike, swift alchemy, poison immunity

Modified Abilities: inspiration

Technophile: Instead of relying on alchemical research, a tech rigger makes use of weird science and cobbled-together technology to overcome challenges. A tech rigger cannot take the alchemist discovery talent or any investigator talent that affects alchemy. A tech rigger gains Technologist as a bonus feat at 1st level. When using Craft (mechanical) to create or repair a technological item or Heal to install or remove cybertech items, a tech rigger gains a competence bonus equal to his class level on the skill check.

Inspiration: A tech rigger can use inspiration on any Craft (mechanical), Heal, or Knowledge (engineering) skill checks without expending a use of inspiration, provided he is trained in the skill. This ability otherwise functions as the investigator ability of the same name.

Cybernetic Adaptation: At 2nd level, a tech rigger treats his Constitution and Intelligence scores as 2 higher than normal for the purposes of determining whether his cybernetic implants impart a saving throw penalty. The tech rigger treats these scores as 4 higher than normal at 5th level, 6 higher than normal at 8th level, and 8 higher than normal at 11th level.

Mechanical Aptitude: At 3rd level, a tech rigger can extend the life of a technological item that has been depleted of charges (including timeworn items) as a standard action. This requires a successful Craft (mechanical) check against the item's Craft DC. Failure indicates that the tech rigger can't coax any more energy out of the item, although he may attempt to recharge it again after 24 hours have passed. Success indicates that

the item still has 1 charge remaining. At 7th, 11th, 15th, and 19th level, the tech rigger restores an additional cumulative charge to an item on such a successful check (to a maximum of 5). Once any number of charges has been restored to an item via this ability, the tech rigger cannot attempt to do so again until the item has been recharged from a proper power source, such as a battery or generator.

Tech Bomb: At 4th level, a tech rigger can construct explosive bombs out of discarded technological detritus or chemical mixtures. This is otherwise identical to the alchemist's bomb ability. The damage of a tech rigger's tech bomb increases by 1d6 points at every even-numbered level after 4th. Additionally, the tech rigger may select any bomb-related discovery from the alchemist's discovery list in lieu of an investigator talent at odd-numbered levels; if a given discovery lists an alchemist level as a prerequisite, the tech rigger's effective level for determining if he qualifies to take the discovery is his tech rigger level minus three.

Swift Mechanic: At 4th level, a tech rigger can create technological items with astounding speed. It takes a tech rigger half the normal amount of time to create technological items. He can also use his mechanical aptitude ability as a move action instead of a standard action.



Elan

CEREBREFILTER (CYBERTECH)

Price 16,000 gp; **Slot** head; **Weight** 1/4 lb.; **Install** DC 25; **Implantation** 1

DESCRIPTION

A crystalline nanite matrix is installed in the brain to help harden it against psionic attack. A cerebrefilter provides a +4 equipment bonus on Will saves made against psionic powers and effects. In addition, when the user attempts such a saving throw, she rolls twice and takes the higher result.

CONSTRUCTION

Craft DC 25; **Cost** 8,000 gp; Craft Cybernetics, Craft Wondrous Item, cybernetics lab

HARD LIGHT THIEVES' TOOLS

Price 6,400 gp; **Slot** wrist; **Weight** 1 lb.; **Capacity** 20; **Usage** 1 charge per minute

DESCRIPTION

This bulky bracelet is not much to look at until it is powered up, at which point an array of pulsing holographic emitters come to life. Hard light thieves' tools produce translucent but substantial holographic tools. As a transparent force effect, hard light thieves' tools are immune to lasers.

Hard light thieves' tools allow the use of the Disable Device skill at a range of 30 feet. Working at a distance increases the normal skill check DC by 5, and you cannot take 10 on such checks. Any object to be manipulated must weigh 5 pounds or less. If the user does not have at least 1 rank in Disable Device or Knowledge (engineering) then the DC increases by 5.

Activating or deactivating hard light thieves' tools is a move action.

CONSTRUCTION

Craft DC 30; **Cost** 3,500 gp; Craft Technological Item, graviton lab

PHRENIC OVERDRIVE CHIP (CYBERTECH)

Price 36,400 gp; **Slot** brain; **Weight** 1/2 lb.; **Install** DC 32; **Implantation** 1

DESCRIPTION

A phrenic overdrive chip is installed into a creature's brain. Successful implantation leaves no trace of the operation. Once in place, a phrenic overdrive chip patches directly

into the patient's central nervous system, where its deep crystal elements sync with an elan's natural psionic field. As long as she's not fatigued or exhausted, the user of a phrenic overdrive chip can activate it by expending her psionic focus. While active, it grants a +1 equipment bonus to Intelligence and Wisdom, a +1 equipment bonus on Will saving throws, five bonus power points, and a -2 penalty on Reflex saving throws. The user may use a phrenic overdrive chip for up to 10 rounds per day, though the rounds need not be consecutive. Once the effects end, she becomes fatigued for twice as many rounds as she was under the phrenic overdrive chip's effects.

CONSTRUCTION

Craft DC 30; **Cost** 20,000 gp; Craft Cybernetics, Craft Wondrous Item, cybernetics lab

PRODIGY (PHARMACEUTICAL)

Price 400 gp

DESCRIPTION

A synthetic neuro-accelerator developed by elan scientists, prodigy boosts both Intelligence and the elan's reserve of power points, but it is physically debilitating to use. This pharmaceutical has an onset time of 1 round and its effects last for 1 hour. It provides a +5 competence bonus on Intelligence-based skill checks and 5 temporary power points, but the user takes a -4 penalty on all Strength-, Dexterity-, and Constitution-based skill checks.

CONSTRUCTION

Craft DC 26; **Cost** 200 gp; Craft Pharmaceutical, medical lab

PSI-SHIELD

Price 4,500 gp; **Slot** head; **Weight** 1 lb.; **Capacity** 10; **Usage** 2 power points/hour

DESCRIPTION

A psi-shield is a metal headband with visible crystal circuitry at the temples. The circuitry taps into an elan's natural reservoir of psionic power points instead of using a battery. While the psi-shield is powered up, the wearer gains a +10 resistance bonus against mind-affecting attacks. Even when the psi-shield has no power, it grants the wearer a +3 resistance bonus on all saving throws made to resist mind-affecting attacks.

CONSTRUCTION

Craft DC 24; **Cost** 2,250 gp; Craft Technological Item, Craft Wondrous Item, production lab

Lizardfolk

AQUASPIKE CANNON

Price 20,000 gp; **Type** one-handed ranged; **Proficiency** exotic (firearms)

Dmg (M) 1d8; **Dmg (S)** 1d6; **Critical** x3

Range 120 ft.; **Capacity** 20; **Usage** see text

Special semi-automatic; **Weight** 6 lbs.

DESCRIPTION

Developed by lizardfolk engineers for use against hostile forces in subaquatic combat and frequently paired with paralimbic triggers (see below), these wrist-mounted flechette launchers can fire underwater with astonishing accuracy. The cannons are treated as if held in a hand once strapped on despite not actually being held, leaving that hand free to wield a melee weapon or make attacks with natural weapons or unarmed strikes. Aquaspike cannons ignore the first 5 points of any nonmagical object's hardness, or of any target's damage reduction unless it can only be overcome by magic, aligned weapons, or epic damage. The shooter takes no penalty to attacks when firing an aquaspike cannon underwater, although its range increment is halved. Optionally, individual aquaspike rounds can also be powered with a single charge per bolt of ammunition when fired. When a charged aquaspike round hits a target, it deals an extra 1d6 points of electricity damage. This increases to 2d4 electricity damage when used in an aquatic environment. Aquaspike ammunition rounds cost 2 gp each.

CONSTRUCTION

Craft DC 29; **Cost** 10,000 gp; **Craft** Technological Arms and Armor, military lab

BIOTIC SPRAYER

Price 22,500 gp; **Type** two-handed ranged; **Proficiency** exotic (lizardfolk technology)

Dmg see text; **Critical** N/A

Range 30 ft.; **Capacity** 8; **Usage** see text

Special slow-firing; **Weight** 10 lbs.

DESCRIPTION

This weapon resembles a 3-foot-long hose and sprayer nozzle connected to a metal backpack. The backpack contains an aerosol dispersing agent which creates a potent spreading cloud of viruses and bacteria that are harmful to most beings, but not to lizardfolk or other closely-related species. The cloud originates in a square of

the wielder's choice within 30 feet, spreads in a 20-foot radius, and is 20 feet high. The cloud persists for 1 minute. A moderate wind (11+ mph) disperses the biotic gas in 4 rounds; a strong wind (21+ mph) disperses it in 1 round. A biotic sprayer does not function underwater.

Non-reptilian creatures within the biotic cloud are sickened every round that they remain or move through the cloud, and must make a DC 15 Fortitude save each round they are exposed to it or suffer 1d2 Constitution damage and 1d2 Dexterity damage. Each such failed save increases all successive save DCs by 1. Any creature killed by exposure to the biotic cloud does not decay for 1d4 days, allowing for easier storage for later consumption by a lizardfolk army.

CONSTRUCTION

Craft DC 26; **Cost** 11,250 gp; **Craft** Technological Item, Heal or Knowledge (nature) 5 ranks, military lab

PARALIMBIC TRIGGER

Slot brain; **Price** 24,600 gp; **Weight** 1 lb.

Install DC 28; **Implantation** 4

DESCRIPTION

A paralimbic trigger is a cybernetic implant which connects the subject's amygdala to a remote electronic firing mechanism on one or more linked firearms. The user can link himself to a number of firearms equal to his Intelligence modifier plus 1 (minimum 1). Attacks with the linked firearm provoke no attacks of opportunity from foes that the user threatens with a melee weapon, natural attack or unarmed strike. Additionally, once per round, the user can attack with one of the linked weapons as a swift action.

CONSTRUCTION

Craft DC 32; **Cost** 12,300 gp; **Craft** Cybernetics, cybernetics lab



Samsaran

BEDIZEN INDIGENT (ARCHETYPE)

Samsarans commonly live simple lives, and it is rare for them to be unnecessarily flashy. However, there are certain samsarans who have been reincarnated already fitted with cybernetic implants, a great boon that they could otherwise never afford. After being born to this fate several times, the sheer repetition of destiny grants these souls a mastery of time itself, enabling them to become the cybernetic time thieves known as bedizen indigents.

Associated Class: time thief

Associated Race: samsaran

Replaced Abilities: temporal talent (4th, 8th, 10th, and 14th levels), aevum, aevum powers

Modified Abilities: motes of time, proficiencies

Weapon and Armor Proficiencies: The bedizen indigent is proficient with all simple weapons and light armor and with one martial weapon of her choice but not with any kind of shield.

Diminished Mote of Time (Su): At 1st level, the bedizen indigent's pool of motes of time is equal to 1 + their class level.

Cybernetic Fate (Ex): At 1st level, the bedizen indigent possesses a single cybernetic implant, chosen from the following list: cyberfiber muscles, thoracic nanite chamber, wirejack tendons. No matter which cybernetic implant the bedizen possesses, it is mark I. At 4th level, the cybernetic implant granted by this class feature increases to mark II. At 10th level, it increases to mark III.

Destitute Clock (Su): At 5th level, the bedizen indigent gains access to the power of the destitute clock. By spending 3 motes of time as a full-round action, she gains one charge of the destitute clock. At 8th level and 14th level, the amount of charges gained increases by one. She can have a maximum amount of charges of the destitute clock at a time equal to her highest mental ability modifier. She can only keep a number of charges at a time equal to her highest mental ability modifier.

She can spend a charge of the destitute clock as an immediate action, to a maximum of 1 charge per round. By doing this, she gains an additional turn in the midst of everything else occurring. This additional turn happens in the blink of an eye, and does not affect her initiative count. She may not ready an action during a turn granted by this ability.

MEMORY DECRYPTION DRIVE

Price 25,000 gp; **Slot** brain; **Weight** 1/2 lb.; **Install DC** 30; **Implantation** 2

DESCRIPTION

A memory decryption drive is installed into a creature's brain. Successful implantation leaves no trace of the operation. Once in place, the drive patches into the neural network of the creature's memories, providing a +2 circumstance bonus on all Knowledge checks and Intelligence checks made to recall a piece of information.

If the creature has ever been reincarnated, whether through a *reincarnation* spell, another similar effect, or if the creature is a samsaran, the creature can use the memory decryption drive to decipher memories of past lives. Activating the drive is a full-round action, after which the creature slips into a coma-like state for 1d4 x 10 minutes. During this time, the decryption drive reconnects neural pathways in the creature's brain, allowing for better recollection of things long forgotten.

Upon waking, the creature recalls legends or other historical information about a person, place, or thing chosen upon activation of the decryption drive, similar to the effects of a *legend lore* spell. Unlike the spell, a memory decryption drive can provide information about non-legendary subjects. The decryption process leaves the creature slightly disoriented, imposing a –2 penalty on attack rolls and saving throws for one hour for every 10 minutes in the length of the decryption process.

An implanted creature can use a memory decryption drive in this way once every 24 hours.

CONSTRUCTION

Craft DC 28; **Cost** 12,500 gp; **Craft** Cybernetics, cybernetics lab



Tengu

EVO-GENESIS SERUM

Price 1,500 gp

DESCRIPTION

Evo-genesis serum activates dormant genes in a creature, causing them to temporarily produce abilities which have not yet evolved naturally. Because of this, evo-genesis serum is specifically engineered for a single type of creature. A dose of evo-genesis serum used on the wrong type of creature has painful and unpredictable results. Injecting a tengu with a properly-calibrated dose results in the rapid growth of wings that sprout from his back. These wings grant the tengu a fly speed of 30 feet (average maneuverability) and a +5 circumstance bonus on Fly checks. After an hour, the wings are absorbed into the tengu's body harmlessly.

If a non-tengu is injected, the creature suffers wracking pain as useless lumps of bone and feather extrude from its back. This prevents the user from wearing armor, robes, or similar items, and causes the nauseated condition for 1 minute, followed by the sickened condition for 1 hour. If the creature succeeds on a DC 17 Fortitude save, it is not nauseated and instead is merely sickened for 1 minute. When the duration expires, the failed wings slough off, returning the creature to normal. If used on a creature already wearing an item constraining the growths, they suffer extreme pain, causing them to be staggered until the offending item is removed.

Other varieties of evo-genesis serum exist for other creature types, with varying costs and effects.

CONSTRUCTION

Craft DC 25; **Cost** 750 gp; Craft Pharmaceutical, medical lab

HEAVY GRAVITY BEAM

Type two-handed ranged; **Proficiency** Exotic (firearm);

Price 25,000gp

Dmg special; **Critical** x2;

Range 150 ft.; **Capacity** 20; **Usage** 2 charges

Special touch; **Weight** 6 lbs.

DESCRIPTION

Based on principles similar to more common gravity weapons, a heavy gravity beam encapsulates a target in a

bubble of increased gravity instead of dealing force damage and moving objects. The beam slams the victim to the ground as a trip combat maneuver using the wielder's CMB, using her Intelligence modifier in place of her Strength modifier. The victim must succeed at a DC 19 Fortitude save or suffer the effects of heavy gravity for one minute. This imposes a –2 circumstance penalty to Acrobatics, Climb, Ride, and Swim checks, as well as attack rolls. The creature's weight doubles along with all carried items, which can impact speed and encumbrance, and falling damage increases to 1d10 per 10 feet fallen, to a maximum of 20d10. Non-magical flight is impossible while under the effects of a heavy gravity beam, and a flying creature failing its saving throw immediately falls.

CONSTRUCTION

Craft DC 30; **Cost** 12,500 gp; Craft Technological Arms and Armor, graviton lab

MICROWAVE POWER SIPHON

Type one-handed ranged; **Proficiency** Exotic (firearm);

Price 14,000gp

Dmg special; **Critical** x2;

Range 50 ft.; **Capacity** 10; **Usage** 1 charge

Special touch; **Weight** 2 lbs.

DESCRIPTION

A microwave power siphon (MPS) is a pistol with a flared barrel. Using technology similar to power receivers, it emits a beam which establishes an inverse flow of power from the target to the weapon's secondary battery slot. If the target struck carries any charged batteries, the MPS drains 2 charges from one at random. These charges re-charge a battery in the secondary slot, but any charges drained in excess of the secondary battery capacity are lost. If fired at a generator of any kind, it drains 4 charges, up to the remaining yield. If fired at a robot, it drains 3 charges, and if the robot fails a DC 15 Fortitude save, then the robot cannot fire any integrated energy weapons for 1d4 rounds. A successful critical hit drains double the number of charges normally drained, and increases the Fortitude save for robots to DC 17. Force fields do not impede an MPS in any way.

CONSTRUCTION

Craft DC 32; **Cost** 7,000 gp; Craft Technological Arms and Armor, military lab

Tech Feats

These feats can be taken by any technical user and creator.

Craft Cybernetics

You can build cyberware and install it in a creature's body.

Prerequisites: Technologist, Heal 9 ranks, Knowledge (engineering) 9 ranks

Benefit: You can create cybernetic items. Creating a cybernetic item takes 1 day for every 1,000 gp in the item's price. To create the object, you must use up raw materials costing half of this total price.

You can repair a broken cybernetic item if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item from scratch.

You can also install a cybernetic item in a creature's body.

Craft Pharmaceutical

You can craft pharmaceuticals.

Prerequisites: Technologist, Heal 9 ranks, Knowledge (nature) 9 ranks

Benefit: You can create any pharmaceutical or poison. Creating a pharmaceutical takes 2 hours if its base price is 250 gp or less; otherwise, the creation of the pharmaceutical takes 1 day for every 1,000 gp in its price. To create the pharmaceutical or poison, you must use up raw materials costing half of this total price.

Craft Technological Arms and Armor

You can build technological weapons and armor.

Prerequisites: Technologist, Craft (mechanical) 7 ranks, Knowledge (engineering) 7 ranks

Benefit: You can create technological weapons or armor. Creating a technological weapon or suit of armor takes 1 day for every 1,000 gp in the item's price. To create the object, you must use up raw materials costing half of this total price.

You can also repair a broken technological weapon or suit of armor if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item from scratch.

Craft Technological Item

You can craft technological gear and items.

Prerequisites: Technologist, Craft (mechanical) 5 ranks, Knowledge (engineering) 5 ranks

Benefit: You can create technological gear. Creating a piece of technological gear takes 1 day for every 1,000 gp in the item's price. To create the object, you must use up raw materials costing half of this total price.

You can also repair a broken technological item if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item from scratch.

Technologist

You are familiar with the basic mechanics of technology.

Benefit: You are considered to be trained in any skill used against a technology-based subject. If the skill in question requires training to use even against non-technological subjects, you must still have ranks in that skill in order to gain the benefit of Technologist.

Normal: You treat all skill checks made against technology as if they were untrained skill checks. This may mean that you cannot attempt certain skill checks, even if you possess ranks in the skill in question.

Tech Spells

These spell can be taken by any qualified spellcaster.

Antitech Field

School abjuration; **Level** arcanist/sorcerer/wizard 7, druid/hunter 6, shaman 6

Casting Time 1 standard action

Components V, S, M/DF (pinch of rust)

Range 10 ft.

Target 10-ft.-radius emanation centered on you

Duration 1 minute/level (D)

Saving Throw Fortitude partial (see text); **Spell**

Resistance yes

You bring into being a mobile, hemispherical energy field that prevents technological objects, signals, and creatures from entering.

An *antitech field* suppresses any technological effect used within, brought into, or deployed into the area, but does not negate it. Time spent within an *antitech field* counts against the suppressed effect's duration.

Robots and other technological constructs that come in contact with an *antitech field* must attempt a Fortitude saving throw each round they remain in the field. Failure indicates a creature can take no actions that round and is considered to be helpless. Success indicates a creature can take either one move action or one standard action that round. Partially technological creatures like androids or cyborgs are merely staggered if they fail this saving throw. Note that cybernetic equipment does not function in an *antitech field*, and all benefits granted by such gear are suppressed.

Non-technological creatures can enter the area, as can low-tech missiles like sling stones and arrows. High-tech missiles such as bullets and missiles immediately halt

upon contacting the field, and either drop to the ground harmlessly or detonate. An antitech field doesn't stop rays created by magical sources, but does stop rays fired from beam weapons such as lasers. The *antitech field* does not offer any protection against explosions caused by technological explosives detonating against it—thus, creatures within the field could still take damage from a rocket that explodes against it.

If a creature is larger than the area enclosed by the barrier, any part of the creature that lies outside the barrier is unaffected by the field.

This spell can be used only defensively, not aggressively. Forcing an abjuration barrier against creatures that the spell keeps at bay collapses the barrier.

Destroy Robot

School transmutation; **Level** arcanist/sorcerer/wizard 6, druid/hunter 5, shaman 5

Casting Time 1 standard action

Components V, S, F/DF

Range close (25 ft. + 5 ft./2 levels)

Target one robot (see below)

Duration instantaneous

Saving Throw Fortitude partial; **Spell Resistance** yes

You attempt to destroy any one robot in range. When you cast this spell, your hand crackles with electricity. You must succeed at a ranged touch attack to affect the target. The target takes 12d6 points of damage + 1 point per caster level, or 3d6 points of damage + 1 point per caster level on a successful saving throw. A cyborg or android can be damaged by this spell, but takes half damage and gains a +4 bonus on the saving throw to resist the spell's effects.

Discharge

School abjuration; **Level** arcanist/sorcerer/wizard 3, bard/skald 3, cleric/oracle/warrior 3, magus 3, shaman 3, witch 3

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one creature or technological object

Duration instantaneous

Saving Throw Fortitude negates; **Spell Resistance** no

Discharge dissipates the charges from one technical object, temporarily depowers one electrically powered technological object that does not use charges, or severely hinders a creature with the robot subtype. If the spell targets an object with charges, the object loses all of its remaining charges. If the object is powered by electrical means other than charges, its functions are suppressed for 1d4 rounds. If the spell targets a creature not of the robot subtype, it affects a random charged or electrically powered

item in that creature's possession. If the target is a robot, the robot is staggered and cannot use any energy-based attacks for 1d4 rounds. A robot that's affected by this spell receives a new saving throw at the end of each round to shrug off the effect.

Make Whole, Greater

School transmutation; **Level** arcanist/sorcerer/wizard 4, cleric/oracle/warrior 4

Casting Time 1 standard action

Components V, S

Range 10 ft.

Target one object of up to 5 lb./level

Duration instantaneous

Saving Throw Will negates (harmless, object); **Spell**

Resistance yes (harmless, object)

This spell repairs 1d6 points of damage plus 1 point per level when cast on a construct creature (maximum 10d6+10). *Greater make whole* can fix destroyed magic items or technological items (items at 0 hit points or fewer), and restores the magic properties of the item if your caster level at least equal to that of the item. This spell otherwise functions as *make whole*.

Memory of Function

School transmutation; **Level** arcanist/sorcerer/wizard 7, cleric/oracle 7

Casting Time 1 standard action

Components V, S, powdered skymetal worth 10,000 gp

Range touch

Target object or construct touched

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** yes

Even a broken object remembers what it means to be a functioning whole. You restore a broken object or damaged construct to a functional state, as if it were new and intact. Any pieces missing from the object or construct remain missing. Significant missing pieces may prevent proper functioning. If the object uses charges, the object becomes fully charged. A timeworn object becomes fully charged, but doesn't lose the timeworn condition (this spell is one of the few ways a timeworn item can be recharged). For 1 hour after this spell is cast on a timeworn object, that object does not suffer any chance of glitching. Other consumables such as ammunition are not restored.

When this spell is cast upon a damaged construct, all hit point damage dealt to that construct is healed. When this spell is cast upon a destroyed construct, it is restored to full functionality and full hit points, provided no significant portion of the destroyed construct (such as an entire limb) is missing. Constructs brought back in this fashion regain their memories up to the moment of their destruction and have no particular inclination to serve the caster.

If you attempt to cast this spell on an object or a construct that has been destroyed for more than 10 years per caster level you possess, the spell fails.

Protection from Technology

School abjuration; **Level** arcanist/sorcerer/wizard 2, bloodrager 2, cleric/oracle/warrior 2, shaman 2

Casting Time 1 standard action

Components V, S, M/DF (a pinch of powdered copper)

Range touch

Target creature touched

Duration 1 minute/level (D)

Saving Throw Will negates (harmless), see text; **Spell Resistance** no, see text

This spell wards a creature from attacks by technological objects and creatures of the robot subtype, and protects against mental control from technological sources. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has two major effects.

First, the target gains a +2 deflection bonus to AC and a +2 resistance bonus on saving throws. Both of these bonuses apply against attacks made or effects caused by technological objects and creatures with the robot subtype.

Second, the target immediately receives another saving throw (if one was allowed to begin with) against any technological effects that exercise mental control over the creature, including the effects of pharmaceuticals such as torpinal. The target gains a +2 morale bonus on this saving throw, using the same DC as the original effect. If the target succeeds at this save, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to exercise mental control over her using technological means.

Remove Radioactivity

School conjuration (healing); **Level** bard/skald 4, cleric/oracle/warrior 4, druid/hunter 4, inquisitor 4, paladin 4, ranger 4, shaman 4, witch 4

Casting Time 1 standard action

Components V, S

Range touch

Target creature or object touched

Duration instantaneous

Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

You remove all ongoing radiation effects, both primary and secondary, on a single target if you succeed at a caster level check (DC = the Fortitude DC associated with the radiation effect). In addition, you immediately restore 1d4 points of Constitution drain and 1d4 points of Strength drain caused by radiation—this spell cannot restore ability damage or drain caused by other sources. When cast on an area, a single casting of *remove radioactivity* removes radiation from a 20-foot-radius area around the point you touch. This spell has no power to negate naturally radioactive materials, and as long as such materials remain in an area, the radiation that was removed may return.

Remove Radioactivity, Greater

School conjuration (healing); **Level** cleric/oracle 8, druid 8, shaman 8, witch 8

This spell functions like *remove radioactivity*, save that it cures all ability damage and drain due to radioactivity that the target has taken. In addition, you can deplete a radioactive object as well, although because you must touch the object to affect it, you expose yourself to at least 1 round of contact with the object's radiation. You must succeed at a caster level check (DC = 5 + the Fortitude DC associated with the radiation effect) in order to deplete the object. If you are successful, the object no longer emits radiation. In the case of a nuclear reactor or atomic warhead, this permanently renders the reactor or warhead inert and harmless.

Technomancy

School divination; **Level** arcanist/sorcerer/wizard 1, bard/skald 1

Casting Time 1 standard action

Components V, S, M (oil stirred with a coil of wires)

Range 60 ft.

Target cone-shaped emanation

Duration 3 rounds/level

Saving Throw none; **Spell Resistance** no

This spell functions as *detect magic*, except it detects the presence of technological objects instead of magical objects. The spell grants you the Technologist feat for the purposes of attempting Knowledge (engineering) checks to identify the properties of technological items in your possession. If you already possess this feat, you gain a +10 bonus on Knowledge (engineering) checks to identify item properties.

Appendix 3: Spells and Powers

Spells, powers and formulae are arranged by class and level. The page number appears in parentheses following the spell, power, or extract.

Aegis Powers

2nd-Level Aegis Powers: *siphon pain* ^A (194)

3rd-Level Aegis Powers: *redirect pain* ^A (194)

Alchemist/Investigator Formulae

1st-Level Alchemist/Investigator Formulae: *beneath the flesh* (141), *effect light repairs* (193), *lesser tree shape* (194), *skinwalker's gift* (157)

2nd-Level Alchemist/Investigator Formulae: *effect moderate repairs* (193), *hag aspect, lesser* (53), *might of the depths* (86), *past-life resurgence* (141), *quicksilver gaze* (53), *sonar* (123)

3rd-Level Alchemist/Investigator Formulae: *another year older* (141), *effect serious repair* (193), *mind scroll* (174), *proserpinaca* (123), *skinwalker's gift, greater* (158), *strength of the wave* (87)

4th-Level Alchemist/Investigator Formulae: *effect critical repairs* (193), *hag aspect* (53)

6th-Level Alchemist/Investigator Formulae: *hag aspect, greater* (53)

Antipaladin Spells

1st-Level Antipaladin Spells: *fish breath* (123)

2nd-Level Antipaladin Spells: *might of the depths* (86)

3rd-Level Antipaladin Spells: *toxoplasmosis* (34)

4th-Level Antipaladin Spells: *steal eyes* (175)

Arcanist/Sorcerer/Wizard Spells

0-Level Arcanist/Sorcerer/Wizard Spells: *updraft* (211)

1st-Level Arcanist/Sorcerer/Wizard Spells: *beneath the flesh* (141), *effect light repairs* (193), *fish breath* (123), *locate vessel* (17), *scent of the hunter* (157), *thumping tail* (211)

2nd-Level Arcanist/Sorcerer/Wizard Spells: *continual darklight* (52), *effect moderate repairs* (193), *fish fins* (123), *flaming wings* (211), *hag aspect, lesser* (53), *long nose curse* (174), *might of the depths* (86), *moonglow* (157), *murder of crows* (175), *quicksilver gaze* (53), *sonar* (123), *trickster's shroud* (175)

3rd-Level Arcanist/Sorcerer/Wizard Spells:

animate chassis (16), *another year older* (141), *cauldron's curse* (210), *effect serious repair* (193), *mind scroll* (174), *proserpinaca* (123), *speak with past lives* (141), *spray of salmon* (87), *strength of the wave* (87), *swordfish strike* (87), *wall of water* (88), *wolfpack* (158)

4th-Level Arcanist/Sorcerer/Wizard Spells: *effect critical repairs* (193), *steal eyes* (175), *toxoplasmosis* (34)

5th-Level Arcanist/Sorcerer/Wizard Spells: *disdain circle* (34), *hag aspect* (53)

6th-Level Arcanist/Sorcerer/Wizard Spells: *nanite cloud* (17), *vengeful clowder* (35)

8th-Level Arcanist/Sorcerer/Wizard Spells: *hag aspect, greater* (53), *squall* (106)

9th-Level Arcanist/Sorcerer/Wizard Spells: *pillar of doom* (211)

Bard/Skald Spells

0-Level Bard/Skald Spells: *updraft* (211)

1st-Level Bard/Skald Spells: *beneath the flesh* (141), *effect light repairs* (193), *fish breath* (123), *thumping tail* (211), *trickster's shroud* (175)

2nd-Level Bard/Skald Spells: *effect moderate repairs* (193), *locate vessel* (17), *murder of crows* (175), *ocean's lure* (86), *past-life resurgence* (141), *sonar* (123)

3rd-Level Bard/Skald Spells: *another year older* (141), *effect serious repair* (193), *mind scroll* (174), *wolfpack* (158)

4th-Level Bard/Skald Spells: *effect critical repairs* (193), *swordfish strike* (87)

6th-Level Bard/Skald Spells: *vengeful clowder* (35)

Bloodrager Spells

1st-Level Bloodrager Spells: *fish breath* (123), *quicksilver gaze* (53), *scent of the hunter* (157), *skinwalker's gift* (157)

2nd-Level Bloodrager Spells: *hag aspect, lesser* (53), *might of the depths* (86), *scar of the full moon* (157), *sonar* (123), *swordfish strike* (87)

3rd-Level Bloodrager Spells: *hag aspect* (53), *skinwalker's gift, greater* (158), *spray of salmon* (87), *strength of the wave* (87)

4th-Level Bloodrager Spells: *hag aspect, greater* (53), *toxoplasmosis* (34)

Cleric/Oracle/Warpriest Spells

1st-Level Cleric/Oracle/Warpriest Spells: *beneath the flesh* (141), *effect light repairs* (193), *fish breath* (123), *long nose curse* (174), *scent of the hunter* (157)

2nd-Level Cleric/Oracle/Warpriest Spells: *effect moderate repairs* (193), *locate vessel* (17), *might of the depths* (86), *moonglow* (157), *past-life resurgence* (141)

3rd-Level Cleric/Oracle/Warpriest Spells: *cauldron's curse* (210), *continual darklight* (52), *effect serious repair* (193), *flaming wings* (211), *mind scroll* (174), *speak with past lives* (141), *spray of salmon* (87), *strength of the wave* (87), *sword snapping bite* (175), *swordfish strike* (87), *toxoplasmosis* (34)

4th-Level Cleric/Oracle/Warpriest Spells: *effect critical repairs* (193)

5th-Level Cleric/Oracle/Warpriest Spells: *disdain circle* (34), *steal eyes* (175)

Cryptic Powers

1st-Level Cryptic Powers: *fleeting memory* ^A (70)

2nd-Level Cryptic Powers: *adapt fin* ^A (122)

Dread Powers

2nd-Level Dread Powers: *sacrificial overcharge* (70), *sea telepathy* ^A (86), *wave of terror* ^A (70)

4th-Level Dread Powers: *fretful slumber* (70)

Druid/Hunter Spells

0-Level Druid/Hunter Spells: *updraft* (211)

1st-Level Druid/Hunter Spells: *effect light repairs* (193), *fish breath* (123), *lesser tree shape* (194), *scent of the hunter* (157)

2nd-Level Druid/Hunter Spells: *effect moderate repairs* (193), *fish fins* (123), *flaming wings* (211), *locate vessel* (17), *moonglow* (157), *murder of crows* (175), *ocean's lure* (86), *past-life resurgence* (141), *swordfish strike* (87)

3rd-Level Druid/Hunter Spells: *another year older* (141), *effect serious repair* (193), *opportunity of the soul* (141), *proserpinaca* (123), *spray of salmon* (87), *strength of the wave* (87), *sword snapping bite* (175), *toxoplasmosis* (34), *wolfpack* (158)

5th-Level Druid/Hunter Spells: *effect critical repairs* (193)

7th-Level Druid Spells: *summon dragon turtle* (87)

8th-Level Druid Spells: *squall* (106)

Inquisitor Spells

1st-Level Inquisitor Spells: *beneath the flesh* (141), *fish breath* (123), *long nose curse* (174)

2nd-Level Inquisitor Spells: *locate vessel* (17), *sword snapping bite* (175)

3rd-Level Inquisitor Spells: *continual darklight* (52), *spray of salmon* (87), *strength of the wave* (87), *swordfish strike* (87)

5th-Level Inquisitor Spells: *disdain circle* (34)

Magus Spells

0-Level Magus Spells: *updraft* (211)

1st-Level Magus Spells: *fish breath* (123), *locate vessel* (17), *skinwalker's gift* (157), *thumping tail* (211)

2nd-Level Magus Spells: *fish fins* (123), *might of the depths* (86), *scar of the full moon* (157), *sonar* (123)

3rd-Level Magus Spells: *animate chassis* (16), *proserpinaca* (123), *skinwalker's gift*, *greater* (158), *spray of salmon* (87), *strength of the wave* (87), *swordfish strike* (87)

6th-Level Magus Spells: *nanite cloud* (17)

Paladin Spells

1st-Level Paladin Spells: *beneath the flesh* (141), *fish breath* (123)

2nd-Level Paladin Spells: *might of the depths* (86)

4th-Level Paladin Spells: *disdain circle* (34)

Psion/Wilder Powers

1st-Level Psion/Wilder Powers: *fleeting memory* ^A (70)

2nd-Level Psion/Wilder Powers: *adapt fin* ^A (122), *sea telepathy* ^A (86), *siphon pain* ^A (194)

4th-Level Psion/Wilder Powers: *defensive drain* ^A (70), *redirect pain* ^A (194)

Psion Discipline Powers

Nomad (Psychoportation) Discipline Powers

9th-Level Nomad Powers: *upload* (17)

Psychic Warrior Powers

2nd-Level Psychic Warrior Powers: *adapt fin* ^A (122), *sacrificial overcharge* (70)

3rd-Level Psychic Warrior Powers: *defensive drain* ^A (70)

Ranger Spells

1st-Level Ranger Spells: *fish breath* (123), *lesser tree shape* (194), *scent of the hunter* (157)

2nd-Level Ranger Spells: *fish fins* (123), *might of the depths* (86), *ocean's lure* (86), *swordfish strike* (87)

3rd-Level Ranger Spells: *spray of salmon* (87), *strength of the wave* (87), *sword snapping bite* (175)

Shaman Spells

1st-Level Shaman Spells: *beneath the flesh* (141), *effect light repairs* (193), *fish breath* (123), *long nose curse* (174), *scent of the hunter* (157)

2nd-Level Shaman Spells: *effect moderate repairs* (193), *fish fins* (123), *locate vessel* (17), *murder of crows* (175), *ocean's lure* (86), *moonglow* (157), *past-life resurgence* (141), *scar of the full moon* (157), *swordfish strike* (87)

3rd-Level Shaman Spells: *another year older* (141), *cauldron's curse* (210), *effect serious repair* (193), *opportunity of the soul* (141), *spray of salmon* (87), *strength of the wave* (87), *sword snapping bite* (175), *wolfpack* (158)

4th-Level Shaman Spells: *effect critical repairs* (193)

5th-Level Shaman Spells: *disdain circle* (34)

6th-Level Shaman Spells: *vengeful clowder* (35)

Summoner Spells

1st-Level Summoner Spells: *effect light repairs* (193), *fish breath* (123)

2nd-Level Summoner Spells: *effect moderate repairs* (193), *fish fins* (123), *murder of crows* (175), *swordfish strike* (87)

3rd-Level Summoner Spells: *another year older* (141), *effect serious repair* (193), *spray of salmon* (87)

4th-Level Summoner Spells: *effect critical repairs* (193)

5th-Level Summoner Spells: *disdain circle* (34)

Tactician Powers

2nd-Level Tactician Powers: *adapt fin* ^A (122), *sea telepathy* ^A (86), *siphon pain* ^A (194)

3rd-Level Tactician Powers: *sacrificial overcharge* (70)

4th-Level Tactician Powers: *redirect pain* ^A (194)

Unchained Summoner Spells

1st-Level Unchained Summoner Spells: *effect light repairs* (193), *fish breath* (123)

2nd-Level Unchained Summoner Spells: *effect moderate repairs* (193), *fish fins* (123), *murder of crows* (175)

3rd-Level Unchained Summoner Spells: *another year older* (141), *effect serious repair* (193), *spray of salmon* (87), *swordfish strike* (87)

4th-Level Unchained Summoner Spells: *effect critical repairs* (193)

6th-Level Unchained Summoner Spells: *disdain circle* (34)

Vitalist Powers

2nd-Level Vitalist Powers: *siphon pain* ^A (194)

3rd-Level Vitalist Powers: *redirect pain* ^A (194)

Witch Spells

0-Level Witch Spells: *updraft* (211)

1st-Level Witch Spells: *beneath the flesh* (141), *effect light repairs* (193), *fish breath* (123), *long nose curse* (174), *scent of the hunter* (157)

2nd-Level Witch Spells: *hag aspect, lesser* (53), *might of the depths* (86), *fish fins* (123), *moonglow* (157), *murder of crows* (175), *past-life resurgence* (141), *scar of the full moon* (157), *trickster's shroud* (175)

3rd-Level Witch Spells: *another year older* (141), *cauldron's curse* (210), *continual darklight* (52), *effect moderate repairs* (193), *spray of salmon* (87), *wolfpack* (158)

4th-Level Witch Spells: *effect serious repair* (193), *steal eyes* (175)

5th-Level Witch Spells: *disdain circle* (34), *effect critical repairs* (193), *hag aspect* (53)

6th-Level Witch Spells: *vengeful clowder* (35)

8th-Level Witch Spells: *hag aspect, greater* (53)

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