Advanced Races Compendium

Pathfinder Roleplaying Game Compatible

Kobold Press

Advanced Races Compendium

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Special Thanks to our 797 Kickstarter backers, who made this project possible and made it fun. We're deeply grateful for your support.

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www.koboldpress.com

ISBN: 978-1-936781-40-9

Printed in the USA.

Pathfinder® Roleplaying Game Compatible

Kobold Press™

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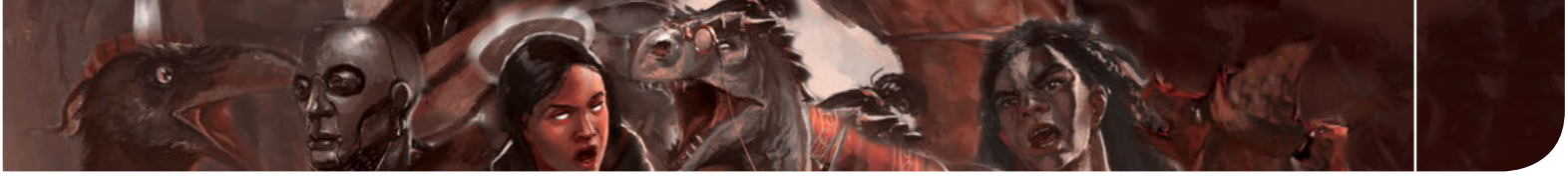

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Reference

This book refers to several *Pathfinder Roleplaying Game* and *Kobold Press* products using the following abbreviations.

Advanced Class Guide	ACG	*New Paths Compendium*	NPC
Advanced Player's Guide	APG	*Ultimate Combat*	UC
Advanced Race Guide	ARG	*Ultimate Magic*	UM
Deep Magic	DM		

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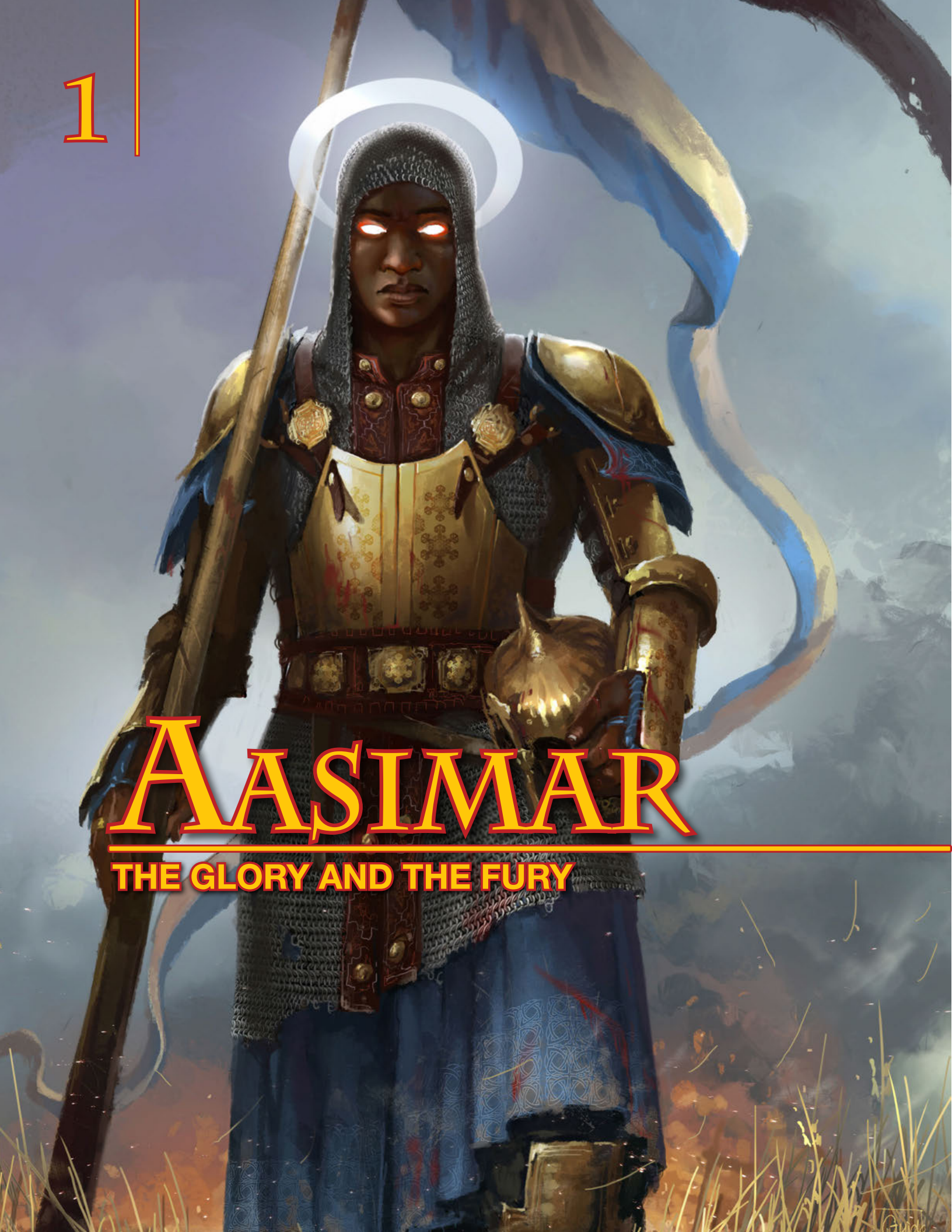

AASIMAR

THE GLORY AND THE FURY

Aasimar: the frailty of human flesh imbued with the celestial blood of gods and their angelic hosts, shining exemplars of the strength and the wisdom of Good. They can also be cautionary tales about the dangers of hubris and temptation. With the divine power of the Heavens flowing through their veins, aasimar add to the world's diverse texture but attract conflict and enemies as quickly as they promote friendship and peace.

Blood of the Celestial Heavens

The aasimar have a great and terrible burden. They are children both of mortals and of the gods and angels of the Seven Heavens. Thus, they carry the strengths and weaknesses of both the temporal and the divine. They are infused with the ambition, energy, and hubris of all races. They possess the power and wisdom of the angelic hosts and most-high gods but also the fury and righteousness.

Aasimar are creatures straddling two worlds. They may have a foot in both, but they are not truly home in either. Often feared and even reviled in mortal realms for their otherworldliness and power, they are the least of the heavenly cohort, too often ignored or abandoned by the very gods, demigods, and angels who initiated their lines.

It is in the nature of the aasimar, as with any mortal, to reach for the divine. Indeed, the aasimar can be seen as an amplification of all the qualities great and severe in humankind. Their reach is prodigious, but the depths to which they can fall are all the greater.

Aasimar do not always have a celestial parent. Often, the divine bloodline will lay dormant for generations before an aasimar is miraculously born to seemingly "normal" parents. Those with a divine parent as well as a mortal one are the mightiest of heroes, demigods who can ascend to the thrones of the gods themselves. Great disturbances in the firmament, such as comets, falling stars, aurorae, eclipses, or a combination of these, frequently accompany or portend these mythic births, which often take the life of the mortal parent.

Aasimar tend to live longer lives than most mortals, owing to their immortal heritage. This trend is far from predictable, though. Some aasimar live decades or centuries beyond their human or elf parents, and some fall well short of venerable before dying of natural causes. A host of hearth tales posit varying theories for their inconsistent life expectancy. Some say a long-lived aasimar is obedient and kind and the gods keep her alive as example to others. Some insist a short-lived aasimar is a demon in disguise or might have been born to soak up disease so that others are spared their suffering. Of course, the clarion call to duty claims as many aasimar lives as any.

Neutral and Evil Aasimar

Though the race endures a reputation for hegemony and meddling, there is surprising diversity among aasimar. Not only are they influenced by various cultures and faiths, but the hard life of constant scrutiny leads some aasimar to lonely, sometimes self-destructive paths. Among these, brooding antiheroes can emerge. A neutral aasimar can enjoy the credit offered his race by fellow believers but may long for escape from unceasing high expectation. Similarly, the ancient holy text of some faiths confess to the occasional fall of a celestial being, so it should surprise few that the rare evil aasimar might fully rebel from the teachings if his church, his parents, or even his own undeniable lineage.

Aasimar in Midgard

The gods are especially active in the lives of mortals in the realms of Midgard, and the aasimar, like their fiendish cousins the tieflings, are not uncommon there. Through their masks, their divine servants (the angels and archons, among others), and their mortal aasimar agents, the gods interact with humanity and the other races of Midgard on an almost daily basis. With this proximity, dalliances often occur. Some of these are part of a celestial plan to advance the goals of the Shining Host, and some are a momentary temptation with lasting consequences.

Regions where mortals first ascended to divinity (such as the harsh Northlands and the ancient Southlands) are bastions for the children of the Shining Hosts.

Southlands (Ishadia and Nuria-Natal)

In these ancient lands of the South, the gods and their forebears have walked among—and dallied with—mortals for untold thousands of generations. The blood of the divine runs deep and powerful in these lands of legend and myth. All aasimar here trace their family line back to a mighty god, dead or alive, even if the claims are specious.

Many unfortunate aasimar have a celestial bloodline descended from a god now dead, killed and devoured in the ancient War in the Heavens (Ra, Isis, Nut, or Ptah, among others) before Veles spoke the Words of Peace. Often, these celestial orphans must seek a living deity or angelic patron to protect and expand their power. These individuals may well seek to wrest the stolen power of their deposed and formerly divine ancestor from a dire enemy, such as jealous Aten, the Murderer of Pantheons and Toppler of Thrones.

Northlands

In the cruel expanses of the North, there are realms where Wotan, Thor, Loki, Freyr, and Freyja first learned the divine secret of rune magic and wrested their

Shuppurak: City of Lions, City of Heaven

Shuppurak, the dragon-besieged city, is the still-beating militant heart and spiritual center of what remains of the ancient empires of Ishadia. Here, travelers are regaled with tales of the avatars of the old gods walking the streets of the city. Astarte, the goddess of love and fertility, floating on a golden cloud and whisking herself to a mysterious errand or assignation in the depths of the desert; or Ailuros, moon goddess of beasts, charms and lust, peering into seemingly random market stalls with a childlike curiosity.

Aasimar here number in the thousands, common as their mortal brethren. All serve the Army of the Four Gates, the military of Ishadia, in one capacity or another (such as sergeant, quartermaster, and castellan). Gates and doors here have wards on them, allowing only the passage of one with divine blood in their veins.

Despite its military bearing, there is a surprising amount of art and culture in this besieged city. Shuppurak is known for its sculpture gardens, poetry guildhalls and crowded amphitheaters, all honoring the glory of the gods. Bas-relief, tracery, and shining glass mosaics seem to ornament every home, temple, and municipal building.

At the physical and spiritual heart of the city (and Ishadia) is a mighty temple, the Basilica of the Golden Lion, said to hold all the greatest secrets of the Old Gods of the South as well as the Portal of the Heavens. The portal is a mighty arch of shining, translucent white stone, an artifact said to predate the creation of Midgard by untold millennia. The portal is the reason for the strong local divine presence. It is said to lead to at least the first level of the Seven Heavens and is guarded by a maze of divine wards and a series of challenges by deva guardians.

godheads from the firmament. Both before and after achieving their divine ascendance, these heroes and gods of legend lay with beautiful mortals who took their fancy. Many heroes here trace their bloodlines back to the great gods of the North, claiming that their power and right of rule comes directly from Valhalla.

CROSSROADS

Aasimar are less common in the steaming fog and coal smoke of Zobeck and the rolling hills of the Magdar Kingdom than in the other, less "enlightened" realms of Midgard, but they do exist here. Perun's Daughters trade and hire out as mercenaries. A handful of the kobold kings in the kobold ghetto claim to be descended from Clutchmaw and Deftsnare, the mated kobold gods, but this claim never seems to increase their power or extend their longevity.

Some of the Zobeck Kariv insist that they are descended from Lada or Svarog, but the Kariv are known liars.

Some scholars at Zobeck's Arcane Collegium posit that the gearforged are the aasimar of Rava. They believe that these divine clockwork descendants will eventually overthrow the old gods, replacing their Ways of Blood, Earth, and Wood with the Word of Brass, Steam, and Steel.

PERUNALIA

The most famous aasimar in Midgard is Vasilka Soulay, the Duchess of Perunalia, known as Perun's Daughter (LN female aasimar oracle 22/10th mythic tier). So ascendant in divine power, she is more demigod than mere half-breed aasimar. Her father is Perun, the fearsome War God of the East, and her mother is the mysterious and near mythic Mother Illyena (who some legends say is Baba Yaga herself, disguised as a comely priestess of Lada, who seduced the great god for ends of her own).

While Vasilka is a publicly avowed virgin who only takes eunuchs as lovers, some say that her vaunted purity is a sham and that many of her cousins, who are mighty paladins in the Order of the White Lion, are secretly her fostered daughters. It is often observed how many of her cousins, such as Aglaii Soulay (LG white lion paladin 14) and Grand Maiden Countess Marquerra Zorin (LN ranger 17) have martial and divine skills surpassing mere mortal ability.

Aasimar Adventurers

As mentioned above, aasimar have unpredictable physical characteristics and lifespans. They also fill a variety of cultural and professional roles. While a creature blessed with such strong lineage might be satisfied as a shepherd or teacher, trouble frequently requires that they defend their homeland or oppose prejudice or tyranny abroad. Aasimar gravitate toward divine and martial adventuring careers but are adept at almost anything.

AASIMAR RACIAL TRAITS

+2 Wisdom, +2 Charisma: Aasimar are insightful, confident, and personable.

Native Outsider: Aasimar are outsiders with the native subtype.

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

Normal Speed: Aasimar have a base speed of 30 ft.

Darkvision: Aasimar can see in the dark up to 60 ft.

Skilled: Aasimar have a +2 racial bonus on Diplomacy and Perception checks.

Spell-Like Ability: Aasimar can use the *daylight* spell once per day as a spell-like ability (caster level equal to the aasimar's class level).

Celestial Resistance: Aasimar have acid resistance 5, cold resistance 5, and electricity resistance 5.

Languages: Aasimar begin play speaking Common and Celestial. Aasimar with high Intelligence scores can choose from the following languages: Draconic, Dwarven, Elven, Gnome, Halfling, and Sylvan.

Variant Aasimar

The following are some common variations to the standard aasimar.

Divine Splendor: Many aasimar bear a commanding presence and militant demeanor. The aasimar replaces her *daylight* spell-like ability with *eagle's splendor*, usable 3 times per day.

Flameborn: Aasimar with ancestors from planes associated with elemental fire have fire resistance 5. This replaces one of the energy types that typical aasimar are resistant to.

Sentinel: Some aasimar learn to heighten their senses to avoid surprise attacks. They gain a +1 bonus to Initiative and Sense Motive checks. Sense Motive is always a class skill for sentinel aasimar. This replaces the spell-like ability (*daylight*) racial trait.

Spell Censure: The aasimar wields the power to disrupt enemy spellcasting. The DC of concentration checks to defensively cast spells in squares threatened by the aasimar increases by +2. This ability replaces darkvision.

Windborn: Not a few aasimar trace their lineage to the Heaven of Buoyant Skies. Windborn gain the ability to use the *gaseous form* spell as a spell-like ability for 1 round per Hit Dice each day. These rounds do not need to be consecutive. Changing forms requires a move action. This replaces the spell-like ability (*daylight*) racial trait.

Campaign Traits

The following new traits can only be selected by aasimar.

Allure of Heaven (Race)

You have always moved with ease and grace through the societies of both the mortal and the divine.

Benefit: You gain a +1 bonus to Diplomacy checks, and Diplomacy is always a class skill for you.

Black Moon Born (Magic)

You were born under an eclipsed new moon.

Benefit: Whenever you cast spells with the light descriptor in conditions of dim light or darkness, your caster level is increased by one.

Champion of Heaven (Combat)

You have been trained from birth to fight the creatures of the Eleven Hells.

Benefit: You gain a +1 bonus all damage rolls and Will saves made against attacks, spells, and other abilities used by evil outsiders.

Random Starting Ages

Race	Adulthood	Intuitive[1]	Self-Taught[2]	Trained[3]
Aasimar	15 years	+1d3 years	+2d4 years	+3d6 years

1 This category includes barbarians, oracles, rogues, and sorcerers.
2 This category includes bards, battle scions, cavaliers, fighters, gunslingers, paladins, rangers, shadowsworn, spell-less rangers, summoners, and witches.
3 This category includes alchemists, clerics, druids, inquisitors, magi, monks, shamans, theurges, white necromancers, and wizards.

Aging Effects

Race	Middle Age[1]	Old[2]	Venerable[3]	Maximum Age
Aasimar	50 years	90 years	130 years	130+2d100 years

1 At middle age, –1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
2 At old age, –2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
3 At venerable age, –3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

Random Height and Weight

Race	Base Height	Height Modifier	Base Weight Modifier	Weight Modifier
Aasimar	5 ft. 1 in.	2d10 in.	100 lb.	2d6×3 lb.

Child of the Living God (Social)

You were raised in a temple, acknowledged as the child of a god or mighty archangel.

Benefit: You gain a +2 bonus on Diplomacy checks when dealing with members of your faith who know of your reputation. You gain a +2 bonus on Intimidate checks against the enemies of your faith.

Aasimar Archetypes

The aasimar are great warriors, but they also command great powers of summoning and persuasion as found in the celestial rhymer and the celestial summoner archetypes. Their darker aspects are found in the gray angel and fallen angel archetypes.

CELESTIAL RHYMER (BARD)

Some aasimar bards speak or sing the healing words of their faith.

Special: The celestial rhymer uses his Wisdom modifier instead of his Charisma modifier for all bard class features based on Charisma, including spellcasting. Spells cast by the rhymer are considered divine spells rather than arcane. The rhymer may select spells from the bard or paladin list, counting spells that appear on both lists as the lowest available spell level.

Cantrips and Orisons: The celestial rhymer may choose orisons from the cleric list as well as the bard list.

Verses of Hope (Su): Beginning at 2nd level, the celestial rhymer chooses a single domain available to clerics of his faith. He adds the domain's spells to his list of spells known and gains use of the domain's abilities as a cleric of his bard level. This ability replaces versatile performance and well-versed.

Healing Harmonies (Su): At 8th level, the celestial rhymer can use bardic performance in a way identical to the standard bard's soothing performance ability. At 12th level, the effect is similar to a *mass cure critical wounds* spell and, also, removes the exhausted and frightened conditions. This ability replaces dirge of doom and the bard's normal soothing performance ability.

CELESTIAL SUMMONER (SUMMONER)

The reputation of faithful aasimar may gain them celestial allies during their mortal life.

Alignment: Any good.

Code of Conduct: A celestial summoner enjoys the trust of numerous celestial beings and swears to use his power to help the innocent and stamp out evil. In addition to maintaining a good alignment, celestial summoners must refrain from selfish use of their allies and cannot ask celestial allies to knowingly commit evil acts. If the summoner changes alignment or commits an evil act, he can no longer use his celestial compact or summon monster abilities. He can regain these abilities once he receives an *atonement* spell or otherwise repents and pays for his crimes.

Spells: A celestial summoner casts spells from the summoner spell list. These spells are considered divine spells rather than arcane. The celestial summoner adds all *cure* spells up to 6th level to his list of spells known and loses the following spells from his list: *evolution surge, evolution surge (greater), evolution surge (lesser), rejuvenate eidolon, rejuvenate eidolon (greater), rejuvenate eidolon (lesser), purified calling, summon eidolon, transmogrify,* and *unfetter*. Spells on any spell list that only affect eidolons or do not work on creatures of the outsider type do not affect outsiders called with celestial compact. This ability modifies the summoner's normal spell list and spellcasting ability.

Celestial Compact: At 1st level, the celestial summoner forms a holy compact with the divine hosts of the upper planes. He gains knowledge of the true names of a few outsiders with the good subtype. As he increases in level, the summoner learns new, more powerful names to call. Once a true name is learned, it cannot be unlearned or replaced except as described below.

A celestial summoner can call a celestial ally whose true name he knows with an audible prayer that requires 1 minute of adoration and supplication. The celestial answers the summons as a mentor and ally, not as a bound servant, and remains to serve the summoner until dismissed or reduced below 0 hp. A celestial ally reduced below 0 hp immediately returns home and cannot be summoned again for 24 hours.

The celestial ally functions as the summoner's eidolon for the purpose of all summoner class features. The celestial ally cannot be sent back to its home on the planes by a *dispel magic* spell, but spells such as *dismissal* and *banishment* work normally. If the summoner becomes unconscious or is killed, the celestial returns to its home plane until summoned when the summoner is able. Only one celestial ally can be called via the compact at any given time. In order to call another celestial into service, the summoner must dismiss the first one and intone a new summoning prayer.

A celestial summoner begins play with a number of true names equal to his Intelligence modifier. He knows and befriends a small number of celestial animals from the 1st level summon monster list and adds more powerful celestial beings to his list of true names known as he advances in level.

Beginning at 3rd level, the celestial summoner learns a bonus true name. He can also learn the true name of a CR 2 outsider with the good subtype, using one of his available true names based on his level advancement. At 3rd level and every 3rd level beyond, the celestial summoner learns an additional true name and gains the ability to call a more powerful celestial ally (see Table: Celestial Compact). He can also unlearn a true name at 3rd level, parting ways with any celestial creature he has summoned and learning the true name of a new creature in its place. He can unlearn an established true name in this way every third level beyond 3rd.

Celestial Compact

Class Level	True Names Known	Maximum CR
1–2	Int Modifer	Celestial animal
3–5	Int + 1	2
6–8	Int + 2	4
9–11	Int + 3	7
12–14	Int + 4	10
15–17	Int + 5	12
18+	Int + 6	15

A celestial ally telepathically communicates with the summoner so long as both are on the same planet and plane. Due to its connection to the celestial summoner, a celestial ally can touch or attack creatures that are protected by a *protection from good* spell or similar effects that prevent contact from summoned creatures.

Celestials released to the summoner by their celestial lords are average members of their castes or races and do not have individualized feats, skill suites, or other features. They are subject to the summoner's telepathic control and move or act according to the summoner's direction. This ability replaces the summoner's eidolon class feature.

Summon Celestials (Sp): A celestial summoner gains the *summon monster* spell-like ability exactly as the traditional summoner class, except that he may only summon celestial animals or outsiders with the good subtype with the *summon monster* spell. Summoned monsters are not called via the summoner's celestial compact and can exist side by side with the summoner's current celestial ally. This modifies the summoner's normal monster summoning ability.

Celestial Altruism (Su): Beginning at 1st level, a celestial summoner and his celestial allies share a close bond. If a celestial ally takes enough damage to reduce it below 0 hp, the summoner may, as a free action, sacrifice any number of hp to prevent a similar amount of hp of damage to the celestial ally. This has no effect on effects that do not deal hp damage. This ability replaces life link.

Loyal Ally (Su): Beginning at 8th level, if the celestial summoner becomes unconscious or is killed, a currently summoned celestial ally gains one use of the summoner's celestial compact, telepathically summoning one celestial ally whose true name is known to the celestial

summoner as an immediate action. The ally answers the call immediately. If the new ally has a lower CR than the summoning one, it stands guard over the summoner until he regains consciousness or his remains are safe from further predation. Once one of these conditions is met, the lowest-CR ally returns to its home plane. If the summoner dies, the highest CR ally remaining delivers his remains as appropriate to his culture and faith, and it returns to its home plane. If the summoner is resurrected, his celestial allies continue to honor his compact normally. This ability replaces transposition.

Celestial Aspect (Su): At 10th level, the celestial compact transforms the summoner into a higher celestial being. The summoner's racial energy resistances increase to 10 and he becomes immune to petrification. At 18th level, the summoner gains DR 10/evil. This ability replaces aspect and greater aspect.

Second Summons (Su): At 16th level, the celestial summoner can call two celestial allies at the same time. The summoner directs each telepathically, and both allies cooperate fully with the summoner and one another. If the summoner dies or falls unconscious with two celestial allies in service, a new ally cannot be summoned to watch over his body. This ability replaces merge forms.

Summon Planetar (Su): At 20th level, the celestial summoner gains the true name of one planetar, who serves him as the most powerful member of his celestial compact. Unlike the lesser celestial allies, the planetar only serves once per day for up to 1 hour. This ability replaces merge forms.

FALLEN ANGEL (ANTIPALADIN)

The pressure of perfection or the temptation of sin proves too great for some aasimar.

Skills: A fallen angel receives skill points at each level equal to 4 + his Intelligence modifier.

Additionally, fallen angels receive a +2 bonus on Bluff and Sense Motive roles when trying to hide their evil alignment from scrutiny. These bonuses increase to +4 at 10th level. These changes modify the normal number of skill points the antipaladin gains.

Sinful Spells: At 4th level, the fallen angel adds the following spells to his spell list: 1—*delusional pride*[UM], *unnatural lust*[UM]; 2—*reckless infatuation*[UM], *smug narcissism*[UM]; 3—*envious urge*[UM], *malicious spite*[UM]; 4—*utter contempt*[UM], *vengeful outrage*[UM].

The antipaladin does not gain the channel negative energy ability.

Weak Wills (Su): At 3rd level, a fallen angel radiates an invisible aura that causes creatures within 10 ft. to take a –2 penalty on Will saves against compulsion effects. At 10th level, this radius increases to 30 ft. At 17th level, the penalty increases to –4. The fallen angel can choose one creature to make immune to this aura (usually starting with himself) at 3rd level, plus another creature for every 3rd class level. This penalty does not stack with aura of despair. This ability replaces aura of cowardice and aura of depravity.

GRAY ANGEL (INQUISITOR)

The sun doesn't always shine on those with a mixed heritage. The gray angel atones for her impurity by hunting fallen aasimar or infiltrating evil organizations.

Alignment: Any nonevil.

Beguiling Gaze (Ex): Gray angels are experienced in the art of infiltration and interrogation. A gray angel receives a morale bonus on Bluff and Sense Motive checks equal to half her class level. This ability replaces stern gaze.

Cloak of Justice (Su): A gray angel escapes the scrutiny of divine servants both mortal and celestial. As a full round action, the gray angel can change her demeanor and divine countenance to appear as any alignment she wishes. She does not gain subtypes for assumed alignments, but spells or effects such as detect evil or smite good treat her assumed alignment as her actual alignment. In addition, the gray angel takes no negative levels or other penalties from touching or carrying items with an alignment or opposed to an alignment, such as unholy weapons. This ability replaces the inquisitor's domain access.

Limited Atonement (Su): Actions taken by the gray angel that violate her alignment or code of conduct don't cause her to lose her class abilities. Particularly egregious acts may still result in loss of abilities at the GM's discretion. This ability replaces detect alignment.

Flexible Hunter (Su): At 5th level, the gray angel can choose to deal additional damage to creatures of inimical alignments. As a swift action, the gray angel empowers her natural attacks or manufactured weapons to damage opponents as an anarchic, axiomatic, or holy weapon, regardless of her alignment. Attacks made with these weapons count as the corresponding alignment for the purpose of overcoming damage reduction. At 12th level, the gray angel's weapons count as both holy and either anarchic or axiomatic, if she wishes. This ability lasts for a number of rounds per day equal to the gray angel's class level. These rounds do not need to be consecutive. This ability replaces bane and greater bane.

Feats

These feats help attune aasimar more closely with their heavenly heritage.

Divine Crescendo

Your celestial nature bolsters your divine abilities.

Prerequisites: Divine Inspiration, divine caster level 3+.

Benefit: The save DC of any divine spells you cast while maintaining a bardic performance increases by +1. If you cast a spell with the harmless descriptor or that does not allow a save, the spell's duration is increased by 1 round. The duration is not extended for spells with a duration of instantaneous.

Divine Inspiration

Your faith empowers your bardic performance.

Prerequisites: Ability to cast divine spells, bardic performance.

Benefit: Choose one of your classes that grants divine spellcasting. Your levels in that class stack with your bard levels for the purpose of your bardic music class feature. The class you choose cannot be changed if you add levels to a different divine spellcasting class.

Fires of Heaven (Combat)

You bring righteous fire down upon the heads of the Seven Heaven's enemies.

Prerequisites: Aasimar, Adamant Resolve, base attack bonus +11.

Benefit: Any weapon you hold and actively wield gains the flaming burst special ability. This silvery, celestial fire and the damage it causes ignore the fire resistance and fire immunity of non-mythic creatures. Mythic creature's fire resistance and immunity are unaffected.

Greater Celestial Resistance

Your physical ties to the planes affords you even greater protection.

Prerequisites: Improved Celestial Resistance, base Fortitude save +6.

Benefit: Your racial energy resistances increase to 15. You choose one energy type that you have no racial resistance to. You gain resistance 15 for that kind of energy as well.

Improved Celestial Resistance

Your other-worldly nature inures you to damage from the elements.

Prerequisites: Aasimar, base Fortitude save +3.

Benefit: Your racial energy resistances increase from 5 to 10. In addition, you remain comfortable in temperatures ranging from −50–140°F without having to make Fortitude saves.

Supreme Celestial Resistance

Your protection from the elements knows know equal.

Prerequisites: Greater Celestial Resistance, base Fortitude save +9.

Benefit: Your racial energy resistance increases to 20, including the additional energy type chosen with Greater Celestial Resistance. In addition, effects that normally count part of their damage as energy damage and part as from a divine source instead count wholly as energy damage for you.

Mythic Feats

Mythic potential literally runs in the blood of aasimar. Whether as savior or destroyer, the very heavens ring your name.

Adamant Resolve (Combat)

You have a divine strength, allowing you to shrug off damage deadly to most mortals.

Prerequisites: Aasimar, Constitution 13+, 1st mythic tier.

Benefit: You gain DR 2/epic. Your damage reduction increases by 2 for every 4 character levels and for every 2 mythic tiers you possess (for a maximum of DR20/epic at 20th level/10th mythic tier)

Adamant Spirit (Combat)

Your divine strength allows you to ward off deadly, smiting blows from other divine warriors.

Prerequisites: Aasimar, Adamant Resolve, 3rd mythic tier.

Benefit: Your damage reduction applies against smite attacks. Creatures with the smite ability never double their damage on their first successful attack against you.

Angelic Scion (Racial)

You are the ascendant progeny of an angel and a mortal. The power of the divine blazes throughout your body.

Prerequisites: Aasimar, Constitution 13, Strength 13, Adamant Resolve, base attack bonus +9, 6th mythic tier.

Benefit: You become immune to non-mythic poison and petrification effects. You are able to use the *alter self* spell as a supernatural ability at will. You gain truespeech as an extraordinary ability. When unarmed you may make two slam attack slam attacks per round (1d8 + Str/1d8 + Str). If you successfully strike an opponent twice in 1 round with your slam attacks or two attacks with a bludgeoning (B) weapon, the opponent must make a DC 25 Fortitude save or become stunned for 1d6 rounds. The save DC is Strength based.

Angel's Fury (Combat)

You embody the flames of the Heaven of Righteous Fire in order to cleanse the field of your enemies.

Prerequisites: Aasimar, Adamant Resolve, Adamant Spirit, Fires of Heaven, 5th mythic tier.

Benefit: You gain the use of the *fiery body* spell as a supernatural ability for a number of rounds equal to your level. The rounds need not be consecutive.

Born of Air and Sea (General)

Your divine ancestor came from the Heaven of Pure Waters. You are at home on both sea and land.

Prerequisites: Aasimar, Adamant Resolve, base attack bonus +5, 2nd mythic tier.

Benefit: You gain the amphibious template as an extraordinary ability.

Cleaving Smite

Your divine wrath cleaves through your enemies.

Prerequisites: Strength 17, Dexterity 15, Power Attack, Cleave, Great Cleave, smite evil ability, base attack bonus +9, 6th mythic tier.

Benefit: You can combine your smite ability with your Cleave attacks. Each opponent you cleave is also subject to smite bonuses, effects, and damage in the same attack.

Greater Smite (Combat)

Your mythic power allows you hammer evil creatures with smiting blows, inflicting mighty damage.

Prerequisites: Strength 17, smite evil ability, base attack bonus +9, 4th mythic tier.

Benefit: You double your first damage bonus against all evil creatures when using your smite evil ability (not just evil outsiders, dragons, and undead). You triple the damage bonus (3 points per level) when you reach the 7th mythic tier and quadruple the damage (4 points per level) when you reach the 10th mythic tier.

Purity of Heaven (Racial)

Your celestial blood protects you from the frailties of mortal health.

Prerequisites: Aasimar, Adamant Resolve, Adamant Spirit, Improved Celestial Resistance, 5th mythic tier.

Benefit: You are immune to all non-mythic diseases and poisons (such as mummy rot).

Aasimar Magic

Able to wield great power with an ease that others can only envy, the aasimar have access to a number of forms of holy and angelic magic rarely found anywhere else.

NEW SUBDOMAINS

The aasimar are the best and perhaps only adherents to gods that grant the Angel and Radiance subdomains.

Angel Subdomain

Associated Domain: Good.

Replacement Power: The following ability replaces the touch of good power of the Good domain.

Resolute Blessing (Su): You can impart an encouraging word to an ally within 30 ft. as a standard action. Your ally gains a +2 bonus on Will saves against enchantment and illusion effects for 1 minute. You may use this ability a total number of times per day equal to your Cha modifier + 3.

Replacement Domain Spells: 2nd—*blessing of courage and life*[APG]; 8th—*divine vessel*[APG] (cannot choose fiendish aspect)

Radiance Subdomain

Associated Domain: Glory.

Replacement Power: The following ability replaces the divine presence power of the Glory domain.

Healing Light (Sp): If you've taken hp damage since your last turn, you can emit a healing inner light that heals those it touches as a standard action. Allies within 30 ft. of you gain fast healing 1. This effect last for 1 round per cleric level you possess. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd—*bestow grace*[APG]; 5th—*pillar of life*[APG]

Spells

Aasimar magic derives from the influence of the celestial planes. The divine magic of aasimar encourages mortal races to higher passions and moral behavior. Combat magic employed by aasimar frequently adheres to themes of encouragement and sacrifice.

CONVERSION

School enchantment (compulsion) [language-dependent, mind-affecting]; **Level** antipaladin 4, cleric 5, inquisitor 5, oracle 5, paladin 4
Casting Time 10 min.
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Target 1 humanoid
Duration 1 day/level (D)
Saving Throw Will negates (see below); **Spell Resistance** yes

You make a compelling case for your faith and challenge the subject to change its ways. If the subject fails its save, it changes its alignment to match yours and gains a growing curiosity about your faith and morality. Over time, the subject may come to genuinely agree with your beliefs. Each time a subject under the influence of this spell commits an act in line with your beliefs but outside the character of its original alignment, it must make a special Will save. Success indicates the spell persists for its normal duration. Failure indicates the change in beliefs and alignment becomes permanent, as the subject embraces his or her new moral code.

Unless the spell has become permanent, if you do not spend at least 1 round praying for the subject's conversion each day, the subject receives a new save to throw off the alignment change.

DETERMINATION

School abjuration; **Level** cleric 3, oracle 3, paladin 2
Casting Time 1 standard action
Components V, S, DF
Range 60 ft.
Area all allies in a 60-ft.-radius burst centered on you
Duration 1 round/level
Saving Throw none (harmless); **Spell Resistance** no

You and allies within 60 ft. of you gain a +2 morale bonus on Will saves made against fear effects. If you or any allies are immune to fear or succeed on a save against a fear effect while this spell is in effect, that person gains a +1 sacred bonus on attack rolls, saves, and skill checks until the spell expires. This spell ceases to affect anyone who fails a save against a fear effect.

ENCOURAGING WORD

School enchantment [language-dependent, mind-affecting]; **Level** cleric 2, inquisitor 2, oracle 2, paladin 1
Casting Time 1 immediate action
Components V
Range 30 ft.
Target 1 living ally
Duration 1 round
Saving Throw none (harmless); **Spell Resistance** no

You voice an inspiring prayer and call out the name of one of your allies. One ally within 30 ft. gains either a +2 morale bonus or +1 sacred bonus on his or her next attack roll or saving throw taken before the beginning of your next turn. Only one creature can benefit from your encouraging word each round. The spell's target chooses which bonus to apply before rolling any dice. You cannot be both the caster and the target of this spell.

The Golden Tablets of Ishadia

The Golden Tablets are the holy books of the aasimar of the Southlands and the Old Gods of the South, including some now dead and gone. Despite the name, they are normally found printed on vellum and papyrus scrolls—or perhaps as the rare book-bound Northern translation.

According to legend, the original tablets were handed down to the aasimar clergy of Ishadia by Ptah himself in a golden age far gone, and they currently reside in the Basilica of the Golden Lion, the mighty temple at the heart of the holy city of Shuppurak. The various translations and versions diverge greatly in their representations of the original scriptures. The worshippers of Horus have their version, and the worshippers of Aten have a much more warlike and intolerant version of the ancient manuscripts.

The oldest and rarest versions, copied from the original holy tablets themselves, are rumored to contain the secrets of angelic magic: the use of angelic seals, conjuring crowns and chariots of divine glory and power, and much more. (See *Deep Magic* for more information regarding angelic magic spells and seals.)

FAITHFULNESS

School enchantment (compulsion); **Level** bard 2, cleric 2, oracle 2, paladin 3
Casting Time 1 standard action
Components V, S, DF
Range close (25 ft. + 5 ft./2 levels)
Target 1 living creature
Duration 1 hour/level
Saving Throw Will negates; **Spell Resistance** no

You cause a target to keep a promise made in your presence. The promise can be general or specific, but the spell observes the literal phrasing of the promise. This promise can be any oath or declared state of action. The subject gains a +4 bonus on Will saves to resist effects that would compel him or her to break the promise. If the target chooses not to keep the promise, he or she must succeed on a Will save to carry an unfaithful action through. This save is made when the subject is about to break his or her word, not when the spell is cast.

FIXED FORM

School transmutation; **Level** cleric 2, druid 2, oracle 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S, M (a piece of ice or amber)
Range close (25 ft. + 5 ft./2 levels)
Target 1 creature
Duration 1 min.
Saving Throw Fort negates; **Spell Resistance** no

You condemn a subject's amorphous nature and give it a rigidly defined physical shape. This spell orders a creature's internal structure as well as its outward appearance. For the duration of the spell, aberrations, oozes, and creatures with the amorphous universal monster rule are subject to critical hits, precision damage, and sneak attacks.

FORGIVE AND FORGET

School enchantment (compulsion); **Level** bard 2, cleric 2, paladin 2, witch 2
Casting Time 1 standard action
Component V, S, DF (thin silken thread)
Range close (25 ft. + 5 ft./2 levels)
Target 1 living creature
Duration 1 hour (see below)
Saving Throw Will negates (see below); **SR** yes

You finish the spell by pulling the knotted string from your finger. The target feels a strong desire to let go of any anger he or she feels. If the target fails its initial save, it is affected as by a calm emotions spell for 1 hour. Afterward, the target must succeed at another Will save or lose any desire for an apology. The subject doesn't lose memory of the specific details but is no longer motivated to pursue compensation or revenge.

MOMENT OF TRUTH

School enchantment; **Level** cleric 3, inquisitor 3, oracle 3, paladin 2
Casting Time 1 standard action
Component V, S
Range touch
Target 1 living creature
Duration special (see below)
Saving Throw Will negates; **Spell Resistance** no

The target of your spell becomes visibly uncomfortable with dishonesty. For the duration of the spell, your target must succeed on a new Will save each time it wants to tell a lie. If it can attempt a lie, any Bluff, Disguise, or Intimidate checks made as part of the lie are at a –2 penalty.

PLANAR ESSENCE

School transmutation (polymorph); **Level** cleric 4, oracle 4, paladin 3
Casting Time 1 standard action
Component V, S
Range touch
Target one native outsider touched
Duration 1 min./level
Saving Throw Will negates; **Spell Resistance** no

The target of this spell becomes a conduit for their own planar essence. This manifests as the anarchic, axiomatic, celestial, or fiendish simple template, according to the subject's outsider bloodline. If the subject has the native subtype but is not an aasimar, tiefling, or other outsider associated with an alignment, use one component of the subject's alignment to determine which template applies.

If the simple template applied offers an ability that is only usable once per day, additional castings of this spell do not grant additional uses of that ability.

SPEAK NO EVIL

School evocation; **Level** bard 3, cleric 4, inquisitor 3, oracle 4, paladin 2, witch 3
Casting Time 1 standard action
Component V, S, M (a lump of coal)
Range medium (100 ft. + 10 ft./level)
Target 1 creature/level, no 2 of which can be more than 30 ft. apart
Duration 1 round/level
Saving Throw Will negates; **Spell Resistance** no

For the duration of the spell, each time an affected target tells a lie or casts a spell with the evil descriptor, that target feels the burn of hot coals on its tongue. The subject takes 1d6 points of damage and must succeed at a concentration check (DC 10 + spell level + damage from the spell) to cast the spell successfully. This damage is divine in nature and does not count as fire or other energy. Subjects affected by this spell do not have to make a save if casting a silent spell or a spell with no verbal components.

Aasimar Artifacts

Even aasimar relics are defined by a dedication to good.

Wings of the First Herald

Aura Strong abjuration [good]; **CL** 20th;
Slot none; **Weight** 8 lb.

These majestic wings combine bright white feathers with gold-tipped vanes mounted on a mithril spine. The leather vest includes symmetrical ribs that allow the wearer to guide the wings easily while flying. The god Ptah gifted the *Wings of the First Herald* to the founding emperor of Ishadia, whose name is lost to antiquity. They appear throughout the annals of legend, always seeking a hero willing to defend the glory and might of Ishadia from all those (especially dragons) who would bring harm to the glorious remains of the ancient empire.

The wings bestow several abilities on their wearer, including a fly speed of 90 ft. with good maneuverability. The wings provide a +5 deflection bonus to AC and a +5 resistance bonus to saving throws while worn, as well as a +2 inherent bonus to all ability scores.

Such power is not without a price. A neutral or evil creature who dons the wings immediately gains three negative levels. These levels are permanent until the wings are removed or the bearer's alignment changes to good. While the wings display no individual intelligence, they were crafted with the special purpose of defeating the profane enemies of Ishadia. The wings' bearer must answer that call, dedicating themselves solely to the defense of Ishadia when a threat presents itself. Failure to do so penalizes the owner as if they have ignored a *geas* spell. When the wearer engages in the special purpose of the wings, they gain the following benefits:

- The wielder gains a +4 sacred bonus to AC and to all saves made vs. spells, spell-like, and supernatural abilities of aberrations, dragons, and giants.
- The wielder can use *angelic seal*[DM] and *crown of empyreal glory*[DM] each once per day as spell-like abilities. (See *Deep Magic* for both spells.) The caster level for these abilities is 20.

Destruction

The bearer of the wings must be killed by a CR 20 evil outsider who then pronounces a *blasphemy* or *unholy word* on the corpse. The spell must be cast within 1 minute of the bearer's death or the wings vanish and reappear in the celestial realm of Ptah.

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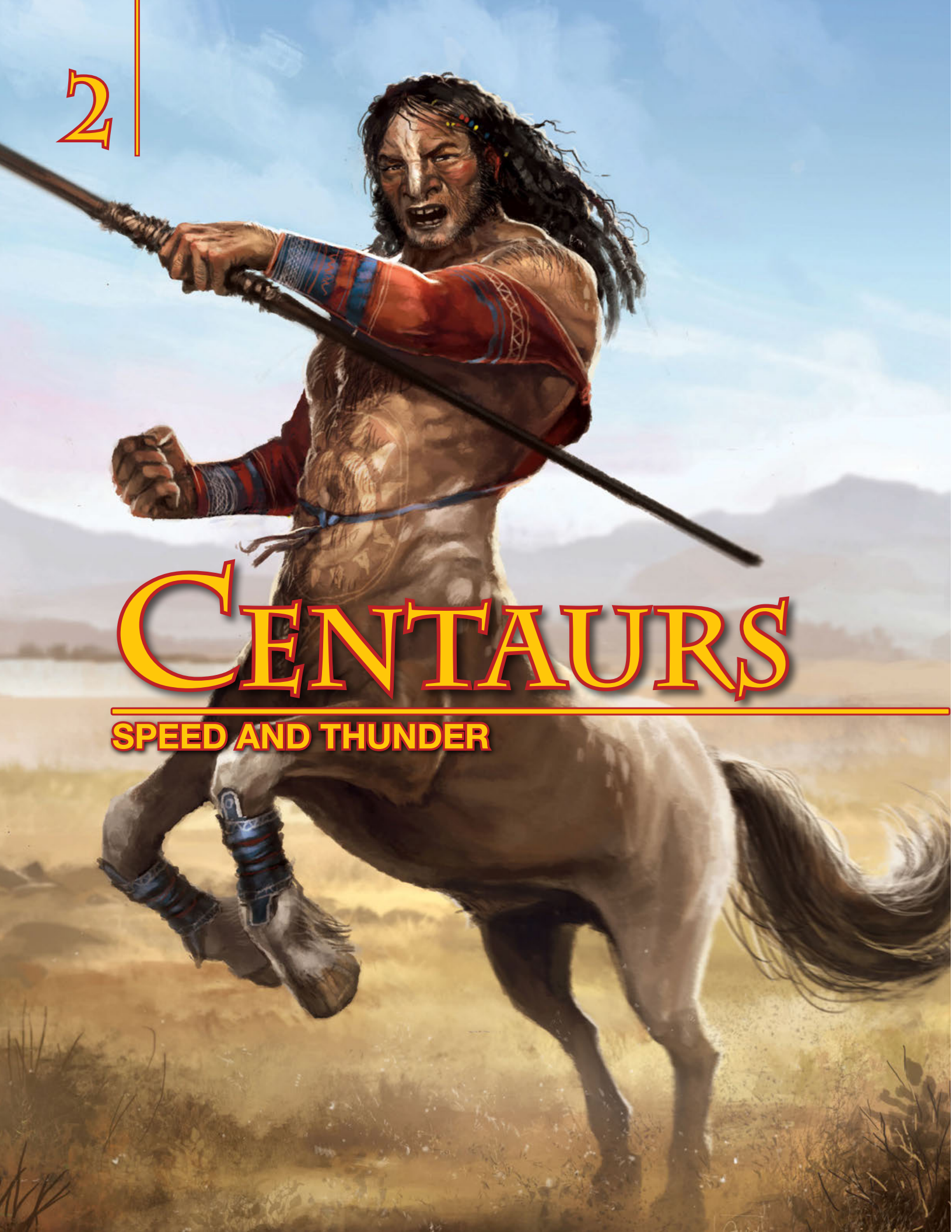

CENTAURS

SPEED AND THUNDER

On the plains, in the forests, and across the steppes, there live creatures that blend aspects of human and horse. Neither man nor beast, centaurs occupy a strange niche in both the civilized and natural worlds. Born with the grace befitting royalty but possessed of the fierce savagery of the wild, centaurs present unique opportunities for roleplaying and adventure.

The standard centaur presented in the *Pathfinder Roleplaying Game Bestiary* is a powerful equine creature, too strong to be a playable PC race. These are known as the bataar and, in many ways, represent the kings and nobles of the centaur people. For the common centaur encountered in Midgard, use the statistics presented below, which are also found in the Player's Guide to the Rothenian Plains.

Centaur racial stock includes three breeds, which other centaurs know instantly. Centaurs do not use the term breed, instead referring to members with related lineage as being part of the same horde. It is common for members of different hordes to interbreed. An outsider who has studied centaurs can make a DC 20 Knowledge (local) or Knowledge (nature) check to determine the horde.

The known hordes are the savage Oyun, the nature-loving Ganzorig, and the mystical Yul. Each horde is ruled by a group of bataar. The three hordes are mechanically identical, though being a member of a horde may qualify a character for certain traits and other mechanics. Their primary differences lie in custom, culture, and organizational structure.

Within a horde are numerous clans, which are akin to large human families. Clans might have a number of branches, but all within a clan can usually trace their relations to one another, albeit distantly in the case of some. Branches within clans are like immediate family, and the names of such structures change often, especially with weddings, war, and disaster.

Lives and Customs

Centaurs spend their lives on the move. Their lifespans vary, due to the harsh conditions and martial nature of their familial groups, but the upper limits are similar to those of humans. Hordes handle the difficulties of traveling with the very old differently. For the Oyun, who live nearer to Zobeck and the Mharoti Empire, it is a point of pride that their elderly travel until they can go no farther and then die, surrounded by their family. The Ganzorig, who live in forest settlements or in lifestyles similar to human farmers, offer the option of honorable retirement to their elders. The more spread out Yul, who have a greater mystical tradition, revere their elders greatly, for magical power often comes with age.

Burial is another variable custom. On the high plains, centaurs are buried under cut sod, sometimes near a single tree or a landmark rock or river bend. Within or near the forest, honored dead may be interred under cairns of timber and rock. In winter camps, burial areas are dug before the ground freezes and covered over with sod before the clan or horde leaves in the spring.

In the summer, graves are made where the centaur died and marked with a carved headstone. If such a stone is not available, centaur priests or shamans say a prayer over the grave that marks it visibly and permanently. The size of the grave is an indicator of the status of the deceased. The possessions of the deceased are disposed of according to that centaur's wishes. If these wishes are unknown, personal effects are buried with the centaur and livestock and other possessions are distributed within the clan.

Getting married (or "joining tents") is a joyous yet dangerous time of celebration. These celebrations bring numbers of unrelated centaurs together with wine, beer, and high spirits. The fights that break out generally only produce bruises and broken bones, but longstanding feuds have also resulted from the wedding of high status members of large, important clans.

The entire clan shares in the rearing of the young, who are often spoiled as much as possible by their elders. This is countered by the praise that the young receive for adult behavior and independence. Clans also encourage achievements in combat or daily life by giving the young more status within the clan.

Summer gatherings occur every year at prearranged locations considered neutral ground between clans that are currently friendly. This is a time of socializing, trading, romance, and swapping of tall tales about the deeds of the year. The gatherings meet under truce, and while fights often break out anyway, cooler heads try to keep the violence "friendly." Leaders meet during these gatherings, and the combined clans of a horde sweep out of the plains every generation or so to avenge insults.

Social Organization

Centaurs are led by an elite group of nobility called bataar. For the bataar, use the statistics presented in the *Pathfinder Roleplaying Game Bestiary* for centaurs. This reflects that bataar are typically larger, stronger, and more powerful than other centaurs. Each bataar is recognized by his or her horde as being exemplars in a specialty. Many are simply the largest or strongest of their generation, but some are smarter, more mystically powerful, or more divinely gifted than others of their kind. It is not uncommon for the classification of bataar to run in families, but in general, individuals must prove themselves to be exemplary before being recognized by other bataar.

War leader bataar are mighty warriors and tacticians; lawgivers dispense practical wisdom and, above all, fairness; sages advise on matters arcane and spiritual.

There are also more mundane offices that are not made up of bataar, such as packmaster (quartermaster) and campmaster (in charge of set up and break down). These are positions for individuals who show great competence but not to the level of the bataar.

Disputes within a clan or horde are generally settled through contests of athleticism or wit with the winner determined by general acclaim. Wrestling bouts are a favorite, especially among the Oyun, followed by races in which anything is considered fair game. Contests of wit specifically avoid insults, instead focusing on ribald true stories—or those slightly embellished—riddles posed by loremasters, or debates requiring those involved to solve a problem plaguing the horde. Participants might be called on to determine the best way to deal with rodents in the food stores, for example, or the best way to send a messenger to a distant horde on the move.

Bloodshed is anathema within clans, though it is allowed and even encouraged against other clans. In cases where a dispute cannot be settled without blood within a clan, one or all of the disputants might be exiled from the clan. Some exiles are accepted by other clans, but others are branded batuun, or outcast, a term that implies that the entire centaur race has turned their back on the individual in question and no longer recognize that person's existence. Such a branding is extremely uncommon. Sometimes entire generations go by in which an individual is not cast out. But when it does occur, outsiders take note, wondering what an individual could have done to be so regarded.

Upon reaching the age of majority, all young adults are sent on their "bandit years," a practice designed to siphon off those who are particularly troublesome and give some experience to more agreeable colts and fillies. These young centaurs are allowed to run free, away from the settlements to exorcise their aggression and immaturity. At the end of this period, they can choose to remain outside of their clan or horde, or they can return with the understanding that they have tamed their wild ways—at least to the degree acceptable to the centaur race. Most young adults choose to return after their bandit years, though the occasional centaur leaves the horde permanently out of curiosity, romance with another race, or any number of other factors. The bataar determine how long the bandit years last and most young centaurs of the same generation go on their bandit years together.

Hordes and the clans that make them up have highly defined territories. Territorial expansion is the greatest reason for conflict between centaurs: one clan seeks the territory of another or one horde encroaches on the space of another. These conflicts inflict high casualties since shedding blood outside the clan is not discouraged. They can expand into blood feuds ending with a judgment at the Great Gathering.

Great Gathering

About every 20 years, most of the world's centaurs travel east to the Groves, the sacred area near where centaurs say they first drew breath. These groves, some of yew, some of apple, are sacred to Perun, Yarila, Porevit, and Lada. They have been tended by the Lesatha clan of the Yul horde since the beginnings of centaur history. The Lesatha are honored by other centaurs but are also

regarded as being quite odd in their views and customs.

Only the bataar and their advisors, along with the Lesatha, actually enter the Groves for important meetings, called musters. For the rest of the hordes, it is a time to drink, socialize, and trade. Bloodshed is absolutely forbidden during the Great Gathering under pain of death or permanent exile from all hordes. This is the time when major conflicts are ended by the lawgivers. Any decision or arbitration made is final and binding.

The gathering is a lucky time for births, agreements, and joining tents. Very rarely, in times of crisis, a Great Gathering has crowned a khan of all the hordes, uniting all the centaur peoples. This is immediately followed by conflict with whatever entity created the situation that made a khan necessary in centaur eyes.

Raiding and Banditry

Centaurs believe only those strong enough to defend their possessions deserve to keep them. They do not steal from their clan, but anyone else is considered fair game. Grains and shipments of alcoholic beverages are favorite targets.

Centaur raiding strategies take advantage of their speed, maneuverability, and skill in archery. They use diversionary tactics, drawing defenders away from targets or keeping them pinned with rapid flights of arrows. Magic is also employed, especially *silence* spells cast on arrows to muddle enemy communications.

The bandit years are the time of life when centaurs drink most heavily. Within the clan, while celebrations are always a time to drink heavily, everyday life is not. During the bandit years, especially if they are successful in their raids on breweries and shipments, young centaurs are drunk more often than not. This in turn fuels more raids and reckless fights.

Relationships with Non-Centaurs

Centaurs have an ongoing relationship with the Kariv. It is considered unlucky to raid them, and for their part, the Kariv smiths consider it good luck to shoe centaurs. Otherwise, friendly indifference is the norm.

Plains Humans: The boyars of Vidim have earned the enmity of the centaur clans for past atrocities ordered by the tsar in retaliation for centaur raids. Slavers who would enslave centaurs also meet with undying anger, including the gnolls of the Despotate of the Ruby Sea and various human slavers from the south. Centaur raids on Vidim caravans are relentless. Raids into the Mharoti Empire, sparked by attempted (or successful) enslavement of centaurs, are brutal and have given great fame to many centaur warriors. Raids against the Ruby Despotate have been rare as the Glittering King's zombies and his walled cities have resisted all attempts at siege or raid, and his ability to turn centaurs into slaves or feed them to demons makes him a figure of considerable fear and loathing.

Elves: Plains elves are met with rivalry, sometimes friendly, sometimes unfriendly. Clans associate with specific groups of Windrunner elves, but they are happy to raid those who aren't their friends. The Spider totem tribes, for instance, are generally enemies of the centaur hordes while the Grass and Kite totems are friendly.

Humans of the West: The centaurs are often eager to raid into the human lands of Perunalia, the eastern Margreve, and Krakova. Though reasonably well-defended lands, the many small villages and towns there can provide plunder in the form of iron, wine, beer, and salt, all of which are difficult to obtain on the plains. Centaur raids to these western territories tend to be entirely about carrying off goods of this kind.

Ravenfolk: Centaurs and ravenfolk are somewhat friendly—or at least not enemies. Ravenfolk are considered goodly talespinners, clowns, and mischief-makers. Centaurs tend to enjoy their company for short spans of time, and ravenfolk know not to overstay their welcome. The centaurs respect the ravenfolk skill with

Grabbing the World With Both Hands

"I against my brother, my brothers and I against my clan, then my clan and I against strangers" is a well-known centaur saying. Centaurs have strongly defined kinship relations that impact their lives in terms of status and inheritance. Generally, the divisions split into the immediate family, the clan, and sometimes their horde. Often, ties of blood in a horde are tenuous. It is not uncommon to reinvent genealogies when new centaurs join a horde or clan.

Conflict among centaurs is deadly. Often, "surrender" translates to the death of all enemy combatants. Adoption or servitude for a year and a day is purely practical. On the Rothenian Plains, those without a clan who cannot earn a place are cast off.

Centaurs grab life with gusto and drain it to the lees. Traveling, fighting, eating, drinking—whatever they do, they do it with vigor. They are, in general, an aggressive people and have evolved methods to live in larger, specially organized groups as needed, even if it is against their individual inclination.

stealth and runes and lore, and the ravenfolk respect the raw strength and medical lore of the centaurs as well as their endurance and far travels.

Dwarves: Centaurs and dwarves are surprisingly good friends as both worship Perun and Svarog in various guises: the dwarf god of marriage and smithwork is also the god of horses. The two races rarely compete for territory, though occasionally they meet in battle as mercenaries in the Seven Cities.

Secrets of the Plains

The mountains near a number of Yul clans are rich in gold. The Yul build sluices to harvest free gold in streams and use it to acquire more books through buyers. If approached correctly, they are generous with gifts of gold. When they are not in a generous mood, it is effective to appeal to their love of information. Yul goldsmithing is coveted throughout the Crossroads, the Northlands, and the Mharoti Empire, but traders with a strong relationship with the Yul obscure the origin of the pieces so as to avoid attracting attention to the reclusive Yul horde.

Sometimes centaurs kidnap members of other races, either as hostages for ransom or (it is supposed) as slaves. What is not commonly known is that most hordes of centaurs have semi-nomadic communities of the common races beholden to them, who farm the plains with fast-growing crops, such as winter wheat, barley, sunflowers, and a variety of vegetables. Generally, people snatched are taken to these communities and integrated, sometimes after disease or violence, other times after the people of the community request new blood.

These communities are guarded against depredation, since their produce is the lifeblood of the horde. Defending these communities is often the purview of older centaurs, but in a bad year or during a blood feud, younger centaurs are detailed to help their elders.

It is considered lawful in centaur society to keep a slave for a year and a day. If after this time a non-centaur still desires to leave the community, that individual is traditionally taken to settlements to the Far East and gifted with a set of gold bracelets. The value of these bracelets is generally based on the quality of work the person delivered during the time of servitude.

Character Options

Centaur characters present a unique roleplaying challenge for both players and GMs. As a race with a radically different physiology to humans, players and GMs must constantly remember how different life is for a centaur than it is for a bipedal humanoid. The following new mechanics help flesh out centaur characters and personalize them as individual PCs.

Centaur Racial Traits

+2 Str, +2 Wis, +2 Con, –2 Int: Centaurs are strong, tough, and wise in the ways of the natural world, but they are not deep thinkers, builders, or planners.

Tauric: Centaurs are monstrous humanoids.

Large: Centaurs are Large creatures. This size gives them a –1 size penalty to AC and on attack rolls, a +1 bonus to CMB and CMD, and a –4 penalty on Stealth skill checks. They do not gain a 10-ft. reach.

Fast Speed: Centaurs have a base speed of 40 ft.

Darkvision: Centaurs can see in the dark up to 60 ft.

Quadruped: Centaurs gain a +4 racial bonus to CMD against overrun and trip combat maneuvers and can carry heavier loads than bipeds can. A centaur's carrying capacity is multiplied by 3.

Hooved: A centaur cannot use standard feet slot magic items, such as boots, but can use items specifically intended for use by hooved creatures, such as magic horseshoes.

Skilled: Centaurs gain a +2 racial bonus to Craft (bows) and Heal checks.

Undersized Weapons: Although a centaur is Large, its upper torso is the same size as that of a Medium humanoid. As a result, they wield weapons as if they were one size category smaller than their actual size (Medium for most centaurs).

Languages: Centaurs begin play speaking Centaur and the Trade Tongue. Centaurs with high Intelligence scores can also choose from the following: Dwarven, Elven, Gnomish, or Tengu.

Alseid and Oinotaur

Two varieties of centaurs exist in Midgard that differ from the usual equine mold. The deer-like alseid are most common in the Margreve forest but are found elsewhere as well. The oinotaurs live in the mountains north and south of the Rothenian Plains as well as in the Cloudwall peaks. At the GM's discretion, alseid and oinotaur characters can select traits, feats, archetypes, spells, and magic items specific to particular centaur hordes. Such characters may even be adopted by a horde.

Alseid

These shy, fey creatures have the upper body of an elf and the hindquarters of a deer. An ancient people, their stories claim they taught elves the secrets of bow making. They typically live in forests, though curious youngsters wander out to experience civilization.

In the forest, they are usually solitary or travel in family groups. They deal well with elves and shadow fey but keep

other civilized races at arm's length. Some socialize with centaurs on plains adjoining the Margreve forest, but they are rare further out on the Rothenian plains.

Alseids who travel to more civilized areas are sought out by arcane scholars, seeking insights into their connection to Old Magic. They also often find employment as scouts and gamekeepers.

Alseid Racial Traits

+2 Dex, +2 Wis, –2 Int: Alseids are dexterous and wise but are not planners or thinkers.

Tauric: Alseids are monstrous humanoids

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

Fast Speed: Alseids have a base speed of 40 ft.

Low-Light Vision: Alseids can see outdoors on a moonlit night as well as they can during the day.

Alseid Magic: Alseids add +1 to the DC of any saving throws against Old World spells that they cast while in the forest (see *Tales of the Margreve*).

Woodfriend: When in a forest, alseids leave no tracks and automatically discern true north.

Weapon Familiarity: Alseids are proficient with all spears and shortbows (including composite shortbows).

Quadruped: Alseids gain a +4 racial bonus to their CMD when defending against overrun and trip combat maneuvers.

Random Starting Ages

Race	Adulthood	Intuitive[1]	Self-Taught[2]	Trained[3]
Alseid	30 years	+3d6 years	+5d6 years	+7d6 years
Centaur	15 years	+1d4 years	+1d6 years	+2d6 years
Oinotaur	15 years	+1d6 years	+2d6 years	+3d6 years

1 This category includes barbarians, oracles, rogues, and sorcerers.
2 This category includes bards, battle scions, cavaliers, fighters, gunslingers, paladins, rangers, shadowsworn, spell-less rangers, summoners, and witches.
3 This category includes alchemists, clerics, druids, inquisitors, magi, monks, shamans, theurges, white necromancers, and wizards.

Aging Effects

Race	Middle Age[1]	Old[2]	Venerable[3]	Maximum Age
Alseid	50 years	70 years	100 years	100 + 2d10 years
Centaur	25 years	40 years	50 years	50 + 2d10 years
Oinotaur	25 years	45 years	60 years	60 + 2d10 years

1 At middle age, –1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
2 At old age, –2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
3 At venerable age, –3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

Random Height and Weight

Race	Base Height	Height Modifier	Base Weight Modifier	Weight Modifier
Alseid, male	5 ft. 10 in.	350 lb.	2d8	×5 lb.
Alseid, female	5 ft. 10 in.	335 lb.	2d6	×5 lb.
Centaur (Ganzorig), male	6 ft. 4 in.	1900 lb.	2d12	×15 lb.
Centaur (Ganzorig), female	6 ft. 2 in.	1850 lb.	2d10	×13 lb.
Centaur (Oyun), male	6 ft. 6 in.	1950 lb.	2d12	×15 lb.
Centaur (Oyun), female	6 ft. 4 in.	1900 lb.	2d10	×13 lb.
Centaur (Yul), male	6 ft. 2 in.	1850 lb.	2d12	×15 lb.
Centaur (Yul), female	6 ft. 0 in.	1800 lb.	2d10	×13 lb.
Oinotaur, male	5 ft. 8 in.	650 lb.	2d8	×9 lb.
Oinotaur, female	5 ft. 6 in.	625 lb.	2d8	×9 lb.

Skilled: Alseids receive a +2 racial bonus on Perception and Stealth skill checks.

Languages: Alseids begin play speaking Centaur, Elvish, and Trade Tongue. Alseids with high Intelligence scores can also choose from the following: Briarclick (the language of the Children of the Briar, see *Midgard Bestiary*), Goblin, and Umbral.

OINOTAURS

Oinotaurs live in the northern Rothenian plains near the mountains. They are smaller than centaurs with the hindquarters of an onager. While individualistic, they lack the fiery natures of their cousins. Instead, their focus is the cerebral, and they consider themselves keepers of the history and magic of the Rothenian Plains. The carefully expanded cave complexes that house their communities contain libraries of depth and insight, little known to the greater world.

When oinotaurs wander the world, they often travel with centaur hordes where they serve as advisors since they have no clan affiliation, are generally smarter, and are often more temperate. Centaurs who mistake their smaller size and intellectual bent for weakness are usually surprised at their martial capability and physical toughness.

OINOTAUR RACIAL TRAITS

+2 Con, +2 Int/Wis/Cha (player's choice), –2 Dex: Oinotaurs are wise, intelligent, personable, and hardy, but they are not graceful.

Tauric: Oinotaurs are monstrous humanoids.

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

Fast Speed: Oinotaurs have a base speed of 40 ft.

Low-Light Vision: Oinotaurs can see outdoors on a moonlit night as well as they can during the day.

Oinotaur Steadiness: Oinotaurs gain Gang Up (see *Pathfinder Roleplaying Game: Advanced Player's Guide*) as a bonus feat

Weapon Familiarity: Oinotaurs are proficient with short swords and halberds.

Quadruped: Oinotaurs gain a +4 racial bonus to their CMD when defending against overrun and trip combat maneuvers.

Skilled: Oinotaurs gain a +2 racial bonus to a Knowledge skill of their choice. Knowledge skills are class skills for oinotaurs.

Languages: Oinotaurs begin play speaking Centaur, Elvish, and Trade Tongue. Oinotaurs with high Intelligence scores can also choose from the following: Dwarven, Mharoti, Northern Tongue, or Huginn's Speech.

Campaign Traits

Centaurs know who they are and how they rank within their clan and horde. The following traits help define a centaur character's background. Only centaurs may select these traits.

Born to the Bow (Combat)

You have an intuitive sense of ranged weapons and know where to aim to do the most damage.

Benefit: You gain a +2 trait bonus to all rolls to confirm critical hits with bows (not including crossbows).

Plains Companion (Magic)

You were raised deep in the wilds, and may choose an unusual creature as a companion.

Benefit: You may select a giant weasel (*Pathfinder Roleplaying Game: Bestiary 4*) or giant tayra as an animal companion, or a raccoon dog as a familiar, provided that you have the appropriate class feature for this choice.

Born of Two Hordes (Race)

One of your parents was a member of a different horde, and you possess qualities of both lineages.

Benefit: You are considered a member of the horde in which you were raised but may immediately select a regional trait from your other parent's horde. In addition, you are treated as belonging to both hordes for prerequisites that require membership of a horde. However, as you have not fully embraced the culture and traditions of either horde, you are not fully trusted by either and take a –2 penalty on Diplomacy checks to influence their members

Child of Yul (Regional: Yul)

The spirit of the Yul is strong within you.

Benefit: You gain a +1 trait bonus to Will saves.

Fearless Marauder (Regional: Oyun)

You were born to raid and pillage and nothing scares you

Benefit: You gain a +2 trait bonus on saves against fear effects. This bonus increases to +3 while raiding.

Fey Upbringing (Regional: Ganzorig)

You were reared in the forests near where the elves dwell or the shadow fey travel. You have danced with them and survived the experience.

Benefit: You may select either the Elvish or Umbral language. You speak this language for free. You gain a +1 trait bonus to status with either the elves (if you selected Elvish) or the shadow fey (if you selected Umbral). If you are not playing with the optional status rules, you gain a +1 trait bonus to Charisma-based checks when dealing with the race you selected.

Fierce Raider (Regional: Oyun)

You are a wild raider of the Oyun horde, and none dare stand in the way of your charge.

Benefit: Intimidate is always a class skill for you, and you gain a +2 trait bonus to Intimidate checks. This bonus increases to +3 while raiding.

Raised in Shadow (Regional: Ganzorig)

You were raised in the forest, near places where the shadow fey come and go.

Benefit: You gain +2 trait bonus to Will saves against illusion and charm spells and effects.

Sage (Regional: Yul)

As a member of the Yul horde, you have studied esoteric subjects. Select two Knowledge skills.

Benefit: You gain a +1 trait bonus to checks with those skills, and one of them is always a class skill for you.

Rising Star (Social)

You have always been one of the hopes of your clan, excelling in physical and mental contests since your youth. This has earned you greater station among your people.

Benefit: You gain a +2 trait bonus to status when dealing with members of your clan and a +1 trait bonus with other centaur clans. If you are not using the optional status rules, this becomes a +2 trait bonus to Charisma-based checks with members of your clan and a +1 trait bonus with members of other clans.

Tender Hooves

You like the ease of city life, and you provided information on a raid that aided a city's defenders. This earned you a place there and infamy in your clan or horde.

Benefit: Diplomacy is always a class skill for you, and you gain a +1 trait bonus to that skill. You take a –2 trait penalty to Status when dealing with your clan and horde and a +2 trait bonus to Status when dealing with residents of the Seven Cities or the Dragon Empire (choose one). If you aren't using the optional Status rules, you instead gain a +2 trait bonus to Diplomacy checks or +3 when interacting with residents of the Seven Cities or the Dragon Empire (choose one) and a –2 trait penalty to Diplomacy checks when dealing with members of your horde or –3 when dealing with members of your clan.

Centaur Archetypes

Centaur culture maintains a number of roles unique to its society. These represent the elite and dedicated of their race, and many who perform these roles go on to join the bataar. The following racial archetypes are available to centaurs of the indicated horde.

GREEN WITCH (WITCH)

Life on the plains and in the forests leads to a connection with the land, and green witches exemplify that. These witches focus on the creatures of the herds and the fields of their people. They sing the crops and herds into fecundity but can also blight the land and make areas sterile if provoked. Their connection to the

land also allows them to call on creatures to defend them. This archetype is available to centaurs born to the Yul or Ganzorig horde.

Greenwhispering (Sp): Green witches can bless or blight the health and fertility of flora and fauna in their surroundings, increasing or decreasing their productivity by 50% for one month by performing a ritual that requires 10 minutes of undisturbed concentration. This ritual targets plants and animals in a 100-ft. radius of the green witch, and remains in effect on animals and plants that later leave the area. Plant creatures and animals may resist this effect with a successful Will saving throw with a DC equal to 10 + 1/2 the witch's level + the witch's Intelligence modifier. The effect can be negated by a *remove curse* spell or similar effect with a successful caster level check against the DC of the greenwhispering effect. At any one time, a green witch may only have a number of greenwhispering effects active equal to her witch level. This ability replaces the witch's 1st-level hex.

If you are using the kingdom building rules in *Pathfinder Roleplaying Game: Ultimate Campaign*, greenwhispering's effect on the productivity of the land decreases or increases kingdom consumption. A green witch may place a greenwhispering effect in any hex that contains a farm or a fishery. A blessed farm decreases consumption by 3 BP, and a blessed fishery decreases consumption by 1.5 BP for each full kingdom turn the greenwhispering is in effect. Conversely, a blighted farm decreases consumption by only 1 BP, and a blighted fishery decreases consumption by only 0.5 BP for each full kingdom turn the greenwhispering is in effect. A greenwhispering that takes effect part way through a kingdom turn does not take effect until the following turn, and only then provided that it was not negated before it ran its full duration (one month).

Cry the Fury (Sp): Twice per day, as a full-round action, a green witch can summon animals to fight for her, as per the *summon nature's ally I* spell (animals only). This becomes *summon nature's ally II* at 6th level, *III* at 8th level, *IV* at 10th level, *V* at 12th level, *VI* at 14th level, *VII* at 16th level, and *VIII* at 18th level. The witch can always choose a lower level version of the spell. This ability replaces the witch's 4th-level hex.

OYUN WRESTLER (FIGHTER)

One of the important ways centaurs contest with each other is a combination of wrestling and boxing. Champions of this style are greatly respected. This archetype is available to centaurs born to the Oyun horde.

Weapon and Armor Proficiency: An Oyun wrestler is not proficient with heavy armor or shields.

Iron Hooves: At 1st level, an Oyun wrestler gains Iron Hooves as a bonus feat. This ability replaces the 1st-level fighter bonus feat.

Oyun Wrestling: At 2nd level, an Oyun wrestler gains Improved Unarmed Strike as a bonus feat. This ability replaces the 2nd-level fighter bonus feat.

Cunning Wrestler (Ex): At 3rd level, an Oyun wrestler gains a +1 dodge bonus to AC. This bonus increases by +1 for every four levels after 2nd to a maximum of +5. This bonus does not apply when wearing medium or heavy armor or when carrying a medium or heavy load. This ability replaces armor training 1, 2, 3, and 4.

Strength in All (Ex): At 5th level, an Oyun wrestler gains a +1 bonus on attack and damage rolls with natural weapons and a +1 bonus to CMB, both improving by +1 for every four levels beyond 5th (to a maximum of +4 at 17th level). An Oyun wrestler can use its hooves as a primary, rather than secondary, attack. This ability replaces weapon training 1, 2, 3, and 4.

Duck! (Ex): At 19th level, an Oyun wrestler gains Improved Trip as a bonus feat and, once per round, can make a trip attempt as a free action when it succeeds on a melee attack roll with a natural weapon. If the Oyun wrestler already has Improved Trip, it instead gains Greater Trip. If it has both Improved Trip and Greater Trip already, Oyun wrestler instead gains an additional +2 bonus to trip attempts that stacks with the bonuses from Improved Trip and Greater Trip, bringing the total bonus from these feats to +6. This ability replaces armor mastery.

Weapon Mastery (Ex): This ability applies to unarmed strikes and natural attacks.

REDEGIVER (ORACLE)

While many oracles possess knowledge, the redegiver is a wise advisor and teacher, able to guide his people and leaders with the wisdom of equine totem spirits. This archetype is available to centaurs born to the Yul or Ganzorig horde.

Recommended Mysteries: ancestor, heavens, lore.

Bonus Spells: *peacebond*[UC] (2nd), *share memory*[UM] (4th), *communal share language*[UC] (6th), *remove curse* (8th), *true seeing* (10th), *guards and wards* (12th), *vision* (14th), *moment of prescience* (16th), *time stop* (18th). These bonus spells replace the oracle's mystery bonus spells at these levels.

Equine Speech (Ex): A redegiver can communicate with normal horses, mules, donkeys, onagers, zebras, and similar creatures at will as if under the effect of a *speak with animals* spell. In addition, the centaur

can speak with non-animal horse-like creatures, such as nightmares, pegasi, unicorns, dragon horses, hippocampi, hippogriffs, kelpies, nuckelavees, sagaris, sleipnirs, and similar creatures (GM's discretion as to what qualifies).

A redegiver gains the ability to use wild empathy on equine animals and creatures as a druid of the oracle's class level. If the PC has wild empathy already, levels of redegiver stack with those from another class that provides wild empathy but only for the purpose of dealing with horses and horse-like creatures. Using this ability on non-animal horse-like creatures, such as nightmares and unicorns, imposes a –4 penalty on the wild empathy check.

Revelations: A redegiver must take the following revelations at the listed levels.

Knowledge of the Ages (Ex): As the time mystery[UM] revelation. A redegiver must take this revelation at 3rd level.

Thundering Wisdom (Su): Once per day, a redegiver can spend one or more hours running at full gallop, either alone or with other horses or centaurs. During that time, the redegiver is performing a primal ritual of communication with equine totemic spirits or spirits of nature. The spirits give the oracle advice, answering one or more questions on a single topic, depending on the effect employed. At 1st level, their advice manifests as an *augury* spell with a 50% base chance of success. At 5th level, the redegiver can choose for the advice to take the form of a *divination* or *augury* spell with 70% chance of success. At 9th level, the redegiver can choose for the advice to manifest as a *commune* spell with no material component required or as a *divination* or an *augury*.

The redegiver can increase the base chance of success by running for a longer period of time. Each additional hour spent running beyond the first increases the chance of success of the *augury* and *divination* effects by 5% to a maximum of 95%. When using the *commune* effect, the centaur can ask a number of additional questions equal to the number of hours it ran beyond the first.

Any fatigue or exhaustion does not set in until after the questions are answered. If the centaur runs for a number of hours equal to or greater than one-quarter of its Constitution score, the redegiver is fatigued at the end of the run. If the redegiver gallops for a number of hours equal to or greater than half its Constitution score, it is exhausted at the end of the run. The fatigue or exhaustion occurs regardless of the success of the divination effect used.

If a redegiver with the Endurance feat runs long enough to suffer fatigue, it can ignore the effect. If it runs long enough to become exhausted, it is instead only fatigued. A redegiver must take this revelation at 1st level.

Centaur Equipment

Centaurs must carry their belongings everywhere, so they are quite particular about what goods they make and keep. A few special items are rarely found with any other race.

HOOFBOOTS

These leather hoof coverings are used by centaurs who prefer not to wear horseshoes. Metal can be scarce in many places on the plains, and this a popular alternative. In some cases, hoofboots have a metal or metal-studded portion at the bottom of the hoof. This makes the boot somewhat uncomfortable but affords greater protection and makes stealth at least somewhat more likely. Hoofboots grant a +1 circumstance bonus to Stealth checks.

Weight 2 lb. **Price** 10 gp

MAJRA

A majra is a thin piece of wood with a groove cut into it and a small loop for an archer's draw hand. It allows an archer to use arrows shorter than the draw of his bow, including crossbow bolts. Small arrows and bolts can be fired from a Medium bow using a majra and deal damage as though they were the correct size. Using the Majra imposes a –2 penalty on attack rolls with the bow unless the wielder has the Exotic Weapon Proficiency (majra) feat. It is extremely rare for centaurs to teach the use of the majra to those outside their race.

Weight 1 lb.; **Price** 50 gp

THE LORE OF PERUN'S CHOSEN BY BRIGHTMANE

Sung by Brightmane and recorded by Harvin the Scribe, this tome is a history of the centaurs, including the wild claim that they created a great empire in the east and abandoned it. The history was transcribed by a Yul while waiting for centaur loregivers to decide which story they wished to tell one evening. It is written in the Centaur language, details the oral histories of centaurs, and is rarely seen outside Yul communities.

A character in possession of this text and an hour to reference it may add +4 to any Knowledge (history or local) checks and bardic knowledge checks made with regard to centaurs or the Rothenian Plains. It can be incorporated into incantations by a single performer, providing a +3 bonus to Knowledge (local and arcana) checks during incantations that affect plants and animals.

Weight 1 lb.; **Price** 4,000 gp

YEW POISON

Type injury; **Save** Fort DC 13

Onset 1 min.; **Frequency** 1/min. for 6 min.; **Effect** 1d2 Con damage; **Cure** 2 saves

Price 450 gp

This poison is brewed from yew berries and wood. The centaur methods for distilling it are secret and allow its use as an injury rather than ingested poison.

Centaur Magic Items

Centaurs know the secrets to creating many unique items that reflect their worldviews and strange forms.

Belt of Tauric Unity

Price 21,000 gp; **Slot** belt; **CL** 7th; **Weight** 1 lb.; **Aura** moderate transmutation

This wide, soft leather belt has a metal clasp. A centaur wearer can assume either the form associated with his torso or with his lower half, as per the *beast shape II* spell, three times per day for up to 7 minutes at a time. In essence, the wearer can become a human who looks like his upper half or a horse which looks like his lower half. Each time the centaur uses the belt, he chooses whether to take human or equine form. Equipment worn in either form that is inappropriate to the new form melds with the body and becomes inert. Each form cannot use any feats or abilities that require missing elements of the alternate form.

CONSTRUCTION REQUIREMENTS

Cost 10,500 gp

Craft Wondrous Item, *alter self, beast shape II*

Horseshoes of Light Stepping

Price 3,000 gp; **Slot** feet; **CL** 1st; **Weight** 1 lb.; **Aura** faint transmutation

These horseshoes allow the wearer to move over terrain as if she weighed a tenth of her actual weight. They make the wearer less likely to cause collapses on treacherous flooring, icy lakes, and fragile rock formations. The wearer also reduces any size penalty to Stealth checks by 2.

CONSTRUCTION REQUIREMENTS

Cost 1,500 gp

Craft Wondrous Item, *feather step*, creator must be a centaur

Sacred Apple Brandy Elixir

Price 2,000 gp; **Slot** none; **CL** 5th; **Weight** 1 lb.; **Aura** moderate conjuration

This potent brandy is distilled from apples from the sacred groves and imparts some of their virtue. A draught of this beverage neutralizes all poisons and cures all diseases.

CONSTRUCTION REQUIREMENTS

Cost 1,000 gp

Craft Wondrous Item, *neutralize poison*, *remove disease*

Horseshoes of Light Stepping, Greater

Price 4,000 gp; **Slot** feet; **CL** 3rd; **Weight** 1 lb.; **Aura** faint transmutation

These function as *horseshoes of light stepping* except the wearer reduces any size penalty to Stealth checks by 4.

CONSTRUCTION REQUIREMENTS

Cost 2,000 gp

Craft Wondrous Item, *feather step*, *levitate*, creator must be a centaur

Feats

These feats provide options to help bolster and enhance the natural strengths and qualities of the centaur race.

BRUTAL BATTERING [Combat]

You can overrun your enemies.

Prerequisite: Centaur born to the Oyun horde, Iron Hooves.

Benefit: You gain a trample attack.

FOREST'S BLESSING

You are at home in the forest, and it suffuses every breath.

Prerequisite: Centaur born to the Ganzorig or Yul horde, Iron Hooves.

Benefit: Whenever you move, you may move through 10 ft. of undergrowth or 5 ft. of heavy undergrowth each round as if it were normal terrain. This allows you to take a 5-ft. step into undergrowth but not into heavy undergrowth. You also gain a +1 bonus to skill checks and ability checks in forest terrain.

INTUITIVE MAGIC

The magic of your heritage can fuel an additional spell.

Prerequisites: Centaur born to the Yul horde, caster level 3rd.

Benefit: Once per day, as a swift action, you can either recall a spell you have already cast if you are a prepared caster or regain the use of a spell slot you have used if you are a spontaneous caster. The spell or slot must be at least 1 level lower than the highest level spell you can cast.

IRON HOOVES [Combat]

You have learned to fight using hooves as well as weapons.

Prerequisite: Centaur born to the Oyun or Ganzorig horde.

Benefit: You can attack with your front hooves as a secondary natural attack. Each hoof does 1d4 points of bludgeoning damage.

WIND'S FURY [Combat]

The rush of movement adds accuracy and vigor to your attacks.

Prerequisite: Base attack bonus +4, centaur born to the Oyun horde, Dexterity 13, Dodge, Mobility, Spring Attack or Shot on the Run.

Benefit: When you attack using either the Spring Attack or Shot on the Run feats, you gain a +2 bonus to attack and damage rolls.

YUL RITUAL MAGIC [Metamagic]

You know secret Yul rituals that bolster the power of your magic.

Prerequisites: Centaur born to the Yul horde, caster level 5th.

Benefit: You can choose to increase the casting time of a spell to gain a +1 bonus to your caster level for that spell. For the purposes of this feat, increase a swift action casting time to a standard action, a standard action to a full-round action, and a full-round action to a 1-round action. If the spell has an original casting time of 1 round or longer, double the casting time.

ZEPHYR'S KISS

You are as fleet as the wind that rustles through the forest leaves.

Prerequisite: Centaur born to the Ganzorig horde.

Benefit: When you are wearing light or no armor, your base speed increases by 10 ft. or 15 ft. when you are in a forested environment. You lose the benefit of this feat if you carry a medium or heavy load.

Spells

Centaurs led by their spiritual leaders are a terror to behold. These spells are centaur secrets that enhance the strengths the centaur race already possess.

DREAD CHARGE

School transmutation; **Level** bard 1, cleric 1, druid 1, inquisitor 1, magus 1, sorcerer/wizard 1, witch 1
Components V, S
Casting Time 1 swift action
Range touch
Target one hooved creature
Duration 1 min./level (D)

When charging, the recipient of this spell gains an enhancement bonus to its base land speed of 30 ft. and a +4 bonus to combat maneuver checks made to overrun. When running, its speed multiplier is increased by 2. Thus, if the creature's speed is multiplied by 4 normally, it is instead multiplied by 6 while under the effects of this spell.

PILLAGING WIND

School transmutation; **Level** bard 3, cleric 3, druid 3, inquisitor 3, magus 3, sorcerer/wizard 3, witch 3
Range close (25 ft. + 5 ft./2 levels)
Targets one hooved creature/level, no two of which can be more than 30 ft. apart

As the *dread charge* spell, except as noted above, and the targets can ignore the effects of difficult terrain when charging or running on land for the duration.

THUNDERING HOOVES

School transmutation; **Level** bard 0, cleric 0, druid 0, inquisitor 0, magus 0, sorcerer/wizard 0, witch 0
Components V, S
Casting Time 1 swift action
Range touch
Target one hooved creature
Duration 1 round

While under the effects of this cantrip, a creature that succeeds with a hoof attack at the end of a charge deals an additional 1d6 points of sonic damage.

ZEPHYR RAID

School transmutation; **Level** bard 2, cleric 2, druid 2, inquisitor 2, magus 2, sorcerer/wizard 2, witch 2
Range close (25 ft. + 5 ft./2 levels)
Targets one creature/level, no two of which can be more than 30 ft. apart

As the *dread charge* spell, except as noted above.

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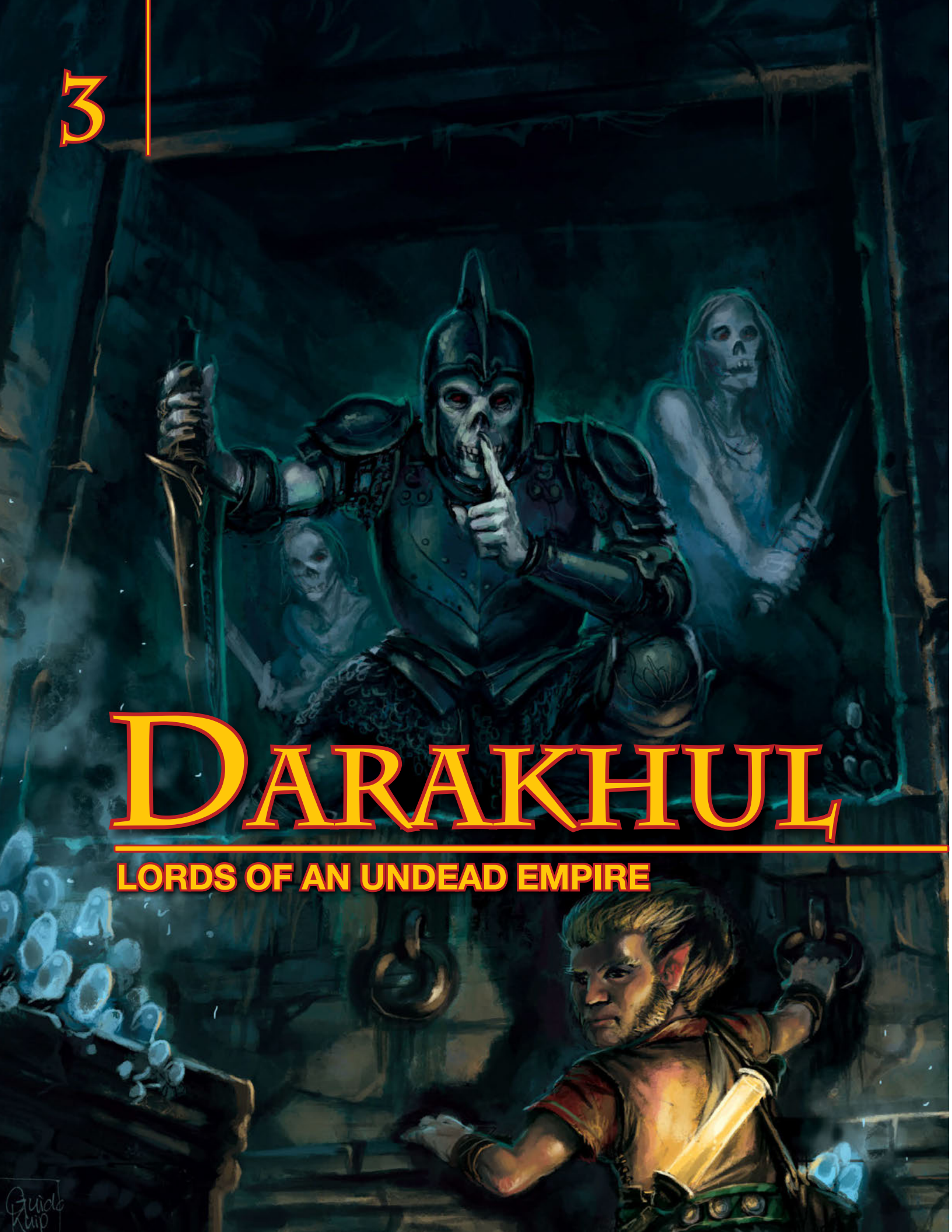


Darakhul

Lords of an Undead Empire

In the lightless depths beneath the ground, an empire of devouring ambition grows and plots and dreams. They call themselves the People, but by those who know of them and their nefarious goals, they are called the Subterranean Lords, the Ghoul Imperium, or, simply, the Empire of Ghouls. Their cities lie out of sight, their agents infiltrate the underworlds of a score of surface cities, and their hunger knows no limits.

To them, those who are not the People are food—the living must be pacified and domesticated, so their breeding sustains a ruling class of cannibalistic undead. Their empire maintains complex social structures and forges powerful alliances. They scheme and plot. They hunger for the flesh of both living and dead.

They are the darakhul, and they seek nothing less than to devour the world.

History and Origin

The attempt to identify the first darakhul is as hopeless as identifying the first lich or vampire. The modern Imperium tracks progeny and heralds the great ancestors of the race, made easier by the fact that, as unliving creatures, some of its earliest champions endure to the present day. The Imperium has not always existed, though, and the first darakhul progenitors hail from millennia ago. Scholars of undeath debate whether the first ghouls spawned spontaneously from starved corpses or whether a demonic patron seeded the world with the monsters, but the identities of the first darakhul remain shrouded in conjecture.

The modern history of the race is less open to debate. The Imperium began just under three centuries ago after Tonderil the Bonebreaker fought a 23-year war to unite the most powerful darakhul lieges under his own crown. Though his name is remembered with titles like First among Necromancers and General of the Royal Bastards, his reign was significantly shorter than his campaign to claim it. In his ninth year as Emperor, he died leading the charge that broke the duergar lines in the Battle of the Dwarfvault near Gonderif. His great legacy includes military unification of the People and the founding of the Temple of the Hungry God.

As Tonderil's successors advanced the cause and maintained the Imperium, drow, duergar, and other cities fell one after the other. The Empire of the Ghouls profited in coin, in land, in slaves, and in food. The forefathers who inherited the Imperium took stock of the race's accomplishments and applied the principles of martial meritocracy to every darakhul. The People have produced powerful champions in the many decades since. Haresha Winterblood expanded the empire in every direction, taking caverns just below the surface, delving deep to build strongholds in vast subterranean vaults, and sacking cities everywhere. The infamous Sergival of the Shackles forged an immense slave trade under the guise of the cave dragon Dreadwing, feeding on mortal tributes from across the world. Arcanist Antovian Surmidus used illusion and necromancy to forge the tradition of disguise now known as the Cloak wherein hundreds of darakhul infiltrate every people and path, disguised as breathing mortals working as soldiers and shepherds, butchers and bookbinders.

The fourth and reigning Pale Emperor Nicoforus sought revenge on an alliance of drow and duergar whose best assassins slew his predecessor. Nicoforus sent legions of ghouls to their cities and razed them. Every dark elf and every gray dwarf was eaten or turned to replace

Darakhul and Lantern Beetles

In Midgard, the darakhul have an affection for lantern beetles, owing to centuries of cultivation for a variety of uses. While their glow is useful, they are primarily pets and familiars, providing a rare area of sentimental attachment. Below ground, the darakhul breed lantern beetles in the tens of thousands, using them in clever traps to ward off creatures afraid of their bright green glow. They also use them for aesthetic reasons, providing color to the stark blackand-white of their darkvision.

Lantern beetles exist both above and below the surface. When venturing above ground, darakhul use their colored light as a signal to other darakhul for secret gatherings and arrange the light to avoid suspicions that arise from their cold skin and pale color. In many surface cultures, lantern beetles carry the stigma of death or other mystical properties, but almost none know the beetles are a practical indicator for the presence of the Imperium

darakhul losses. Today, the two races sneer bitterly at the mention of the Tide of Ghouls. Other races may hate or fear them, but at least, subterranean humanoids know the threat posed by the Imperium. Surface races remain blissfully unaware or unconcerned about the aggressive race of militant ghouls. Their armies number in the thousands, and they can strike from any crypt or cavern.

Beliefs and Culture

Darakhul society prospers insofar as it can blend its inherent contradictions. The People endure constant hunger, forever at the whim of their supernatural appetites. They balance their slavery to this single passion with a brutally enforced respect for authority. Without doubt, this structure favors the progenitors who already rule, but the Imperium makes no pretense of equality or fairness. The old guard, as much in charge as when they were the new guard, maintain that without militant order the People would implode with ravenous fury.

Darakhul embrace a cruel philosophy fitting for a race of undead creatures. Because of their long unlives, complicated political games and slowly developing plots have strong appeal. Darakhul sires necessarily master the innuendo and tactics of a given Court of the People, lest they fall prey to a cleverer ghoul. Their expertise helps them train assassins and spies, and their caution shields them from infiltration in return. Constant conflict and unceasing ambition create boundless opportunities for a darakhul eager to advance her career and the plight of her people. Their eagerness to succeed complements their dark sense of patriotism.

Darakhul remember their past lives, though they tend to denigrate the person they were in their breathing days. Though many who study the undead assume this is a product of re-education by their new masters, the constant hunger and sudden lack of mortality contribute as well. Nothing changes perspective like rising from the grave stronger and more frightening.

Religion and Politics

Darakhul from any culture gravitate easily toward worship of the heinous gods of cannibalism and undeath. Their hunger sanctioned and their immortality deemed a sign of destiny, the People seek at least tacit approval from the clergy of their vast underground cathedrals where regular feeding occurs with ritualistic savagery. Those hidden in other societies know of nearby darakhul and often gather in the name of local dark gods or at least in the name of mutual survival. Even among those who scoff at religious trappings, the magical nature of darakhul existence compels most to at least give lip service to the divine.

Devout darakhul terrify even those who share their taste for the living flesh and blood. Adding priestly power to their beastly nature, a darakhul believer truly subjugates his hunger to that of his divine patron. Frequently, these ghouls form cults that allow them to further the Imperium's influence while sating their hunger. Below the surface where great enclaves of darakhul vie for domination of the world above, they build fantastic churches, hold bloody masses, and pronounce internal judgment on traitors to the faith. While darakhul society almost uniformly forbids the practice of consuming other ghouls, powerful churches pass a ritual sentence for treason called "moad kavol" (darakhul, "the Eater shall be eaten"). For those who betray a congregation of darakhul faithful, there is no worse end than the abject humiliation and final death of this mass communion.

Servants of rival gods remain the most ubiquitous and, perhaps, the most dangerous foe to the darakhul. Their ability to channel positive energy can mean a terrible burning True Death for the ghoulish, especially if caught unawares and unable to escape. This reinforces the need for a quality disguise to conceal a darakhul player character from the clerics who see all undead as an abomination.

A darakhul seeking enlightenment or carrying out the dictums of the empire is not about to eat the miller's daughter—but the local priest may not be willing to

take that chance. A darakhul character faces unending prejudice from surface societies, and he faces an existence as a perpetual outsider, even among fellow adventurers. This relationship must be reestablished with the death and replacement of each party member, allowing for interesting roleplaying that should be considerate of the other players' feelings.

At the very least, in-game social interactions will be complicated. Make sure everyone at the table is willing to work with a character who is an undead racial pariah either struggling to conquer the enemy within or concealing an awful secret as he faces the enemies abroad.

Roleplaying a Darakhul

Without question, the darakhul are feared and reviled by almost any who know if the Imperium. Even subterranean races, rife with assassins and slavers, view the People with jealousy and suspicion. That the darakhul are a race comprised of the deceased members of their neighbors adds to the dread. Darakhul from the Imperium profit from this reputation. Their transition to undeath and immortal bond with their darakhul sires galvanizes them against potential rivals, affording them a level of organization and unity rarely found among intelligent undead or mortal evil races.

Darakhul who break away from the Imperium still retain some of the arrogance and craftiness of their parent culture. Their effort to strike a balance between self-discipline and supernatural hunger suffers the lack of connection to their peers, who use a common mission as distraction from their appetites to accomplish their goals as an undead nation.

Into the Larger World

Many darakhul enjoy both the fulfilling purpose of serving the Empire of the Ghouls and the independence of venturing into the wider world on the business of the empire. Maintaining their state requires envoys and ambassadors, messengers, scouts, and commerce, as well as knowledge of events in the surface world. These relatively diplomatic undead engage with races they might otherwise consider food out of duty and with a specific purpose.

However, other members of their kind have no such obligations. For adventuring darakhul, those in self-imposed exile, or those who never belonged to the Imperium, the quest to master their own hunger, to transcend their role as a predator of sentient beings, is as much a part of their journey as the current quest du jour. These characters want to grow beyond their ghoulish appetites and regain some part in the cultures and societies of their former lives, and they cannot overcome their nature unless they confront it.

This disparity between the more common intelligence-gathering missions or political maneuvering and their self-improvement and transcendence—as well as the blind aggression of less controlled undead—means other people view the darakhul with suspicion and hostility. It is difficult but not impossible for a darakhul to allay those fears.

The Cloak and Anonymity

A quality disguise remains one of the best tools for a darakhul among the breathing, and almost all ghouls traveling on the surface maintain a masterwork disguise kit and a concealing outfit associated with a cover identity. Darakhul from the Imperium call the adoption of a public disguise "the Cloak," and darakhul law proscribes punishment for a ghoul who disrupts another's Cloak without good reason. The Imperium adopts the practice out of a need to protect its assets both above and below ground, but its rulers and officials also view the betrayal of unaffiliated darakhul as a risk to the nation's goals and reputation.

Few can challenge a ghoul's skill at disguise. Their options include the wrappings of a leper, the enshrouding robes of arcane casters within the Magocracy of Allain, the veils of the Siwali ladies, or the desert raiders of the Tamasheq. Darakhul typically master one or two disguises that help them manipulate a given community but, sometimes, maintain a third identity in case they need to shift blame for their actions on another or for when they need to throw pursuers off their scent during a carefully planned escape. Without exception, the Imperium expects that a ghoul who loses his Cloak will either project blame

Darakhul and Ghouls

While ordinary ghouls enjoy several eerie features and fantastic ability scores, they rarely fit in among the living. Individual ghouls typically live in graveyards and feed on decaying flesh, forsaking their potential in favor of easy meals and infrequent persecution. They rarely remember much of their lives before becoming ghouls, and many exhibit signs of insanity and demonstrate extremely poor hygiene.

Darakhul slide more easily into social settings and carry a level of ambition their cousins frequently lack. This could be due to specific demonic investment or because the progenitor darakhul instill their progeny with a sense of purpose. Regardless, the *Advanced Races Compendium* presents the opportunity for PCs and NPCs to crawl from the apotheosis of undeath and play a character more capable of fitting in with living humanoids.

for his actions on someone else or embrace the Hunger and convince inquisitive minds that his existence is merely an unfortunate occurrence of undeath.

In cases where a cover identity is impractical, a skillful application of cosmetics and a few gold coins are often enough to make an eccentric request for privacy much more reasonable. Getting raw meat surreptitiously delivered is another challenge left to the imagination of the player.

Darakhul Characters

Darakhul are not born but, instead, rise from the death of a humanoid infected with darakhul fever. Only darakhul sires can inflict a creature with this disease, which burns the life from its victims until a cold corpse rises to replace the once-living subject. The resulting darakhul has the following traits.

+2 Dexterity, +2 Charisma: Darakhul are nimble and social. As undead, they have no Constitution score, but darakhul characters built using a point-buy system must assign at least a score of 10 to their Constitution.

Undead: Darakhul have the undead type, and possess all the traits and immunities described in the *Pathfinder Roleplaying Game: Advanced Race Guide*. A darakhul retains its humanoid subtype and gains the augmented subtype as well.

Small or Medium size: Darakhul can be Small or Medium creatures. If Medium, a darakhul has no bonuses or penalties due to size. If Small, the darakhul gains a +1 size bonus to AC, a +1 size bonus on attack rolls, a −1 penalty to CMB and CMD, and a +4 size bonus on Stealth check. Regardless of size, the darakhul retains some resemblance to its original humanoid subtype.

Darakhul Age, Height, and Weight

Darakhul differ from most races because they don't physically age after their conversion to undeath. As a result, when determining the age and size of a darakhul character, use the tables provided for its original race. Darakhul gain the benefits to mental abilities scores for aging, but take no penalties to their physical scores once they've risen as a ghoul. Choose how old the character was when it became darakhul and apply all mental age modifiers and any physical age modifiers up to that point. All darakhul weigh about 25% less than their original race.

Bite Attack: A darakhul has a natural bite attack that deals damage according to his size (1d4 for Small, 1d6 for Medium). This attack is a primary natural attack.

Channel Resistance: A darakhul gains a +2 bonus on saves to resist the effects of channeled positive energy.

Hunger: Each day, a darakhul must consume at least a small meal of fresh or rotting meat. A darakhul that does not feed for more than 24 hours must make Charisma checks to avoid starvation (see the *Pathfinder Roleplaying Game Core Rulebook*). Damage from starvation is lethal damage for darakhul. Once starvation sets in, only a meal consisting of one full pound of flesh ends the condition. Once a ghoul takes lethal damage, he must make a Will save whenever he makes a Constitution check. Failure indicates the darakhul obeys the compulsion to feed on any creature available, including allies or even himself. A starving darakhul must confirm a critical hit with his bite attack in order to tear off enough meat to satisfy this compulsion.

Light Blindness: *Prerequisite*: Darkvision or see in darkness trait; *Weakness*: Abrupt exposure to bright light blinds members of this race for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Variant Darakhul

The darakhul race fuels the Imperium with individual identities. The diverse races and skills of the darakhul result in variant undead who resemble one another but display remarkable differences. The following are examples of this variety of roles and abilities, born from the darakhul's breeding, grooming, or both.

Aquatic: Because ghouls have an aquatic analog, it follows that darakhul fever infects merfolk, sea elves, tritons, and others. Aquatic darakhul gain the deepsight and swim traits but lose their normal darkvision.

Infiltrator: Lacking the usual pallor of darakhul, an infiltrator strongly resembles its host race. An infiltrator does not have the light blindness trait and exchanges his racial ability modifiers for a single +2 racial bonus to the ability score of his choice. He also gains the flexible bonus feat trait.

Necrophage: Consummate masters of undeath, necrophages gain the fell magic trait. They exchange their racial bonus to Dexterity for a +2 racial bonus to Intelligence. Necrophages lose their bite attack.

Ravenous: Darakhul who feed on undead flesh risk becoming frenzied feeders who consume flesh without ever being sated. Such beasts have the carrion sense and fast traits.

Skulker: These underground guides and scouts replace their channel resistance and racial ability modifiers for a +2 racial bonus to Strength, a burrow speed of 20 ft., and 2 claw primary attacks. They also gain the sunlight powerlessness advanced trait.

Other variant darakhul retain vestiges of their original race, creating subraces that vaguely resemble the creatures they once were.

Drow: Some darakhul of drow decent replace their normal darkvision with darkvision 120 ft. and the lesser spell resistance trait. They also gain the vulnerable to sunlight trait.

Dwarf: Some darakhul of dwarf descent have the greed, stability, and stonecunning traits. They lose their +2 racial bonus to Dexterity.

Elf: Some darakhul of elf descent exchange their bite attack for the elven magic trait. In addition, they gain the weapon familiarity trait. Elven darakhul are proficient in light blades and treat all elven weapons as martial weapons.

Gnomes: Some darakhul of gnome descent are Small in size and have the gnome magic trait.

Halfling: Some darakhul of halfling descent are ironically lucky. They have the lesser lucky trait and Small size.

Trollkin: Some darakhul of trollkin descent have the inhuman vigor[ARC] and natural armor traits. They have a –2 racial penalty to Intelligence.

Darakhul Sires

The strongest darakhul come from the strongest progenitors. While the average darakhul is more powerful than in his breathing days, a darakhul sire (females are called dames) creates undead progeny with both pedigree and power. Such creatures remain suitable as PCs but have an effective character level of their class levels +1 until 6th level. This can be waived by a careful GM, or it can be balanced by a –1 penalty to attack rolls, saves, and skill checks until 6th level. Darakhul sires have the same traits as regular darakhul, in addition to the traits below.

+4 Dexterity, +2 Intelligence, +2 Charisma: Darakhul sires are practiced skulkers with quick wits and social skills. These bonuses replace the common darakhul's racial ability modifiers.

Channel Resistance +4: Darakhul sires gain a +4 bonus on saving throws to resist the effects of channeled positive energy. This replaces the common darakhul's channel resistance trait.

Natural Armor: Darakhul sires have a +2 natural armor bonus to AC.

Disease (Su): The bite of a darakhul sire inflicts humanoids with a horrifying disease called darakhul fever. The save DC for the disease is equal to 10 + 1/2 the sire's racial Hit Dice + Charisma modifier.

Darakhul Fever: Bite—injury; *save* Fort DC 13; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of darakhul fever rises as a darakhul at the next midnight. A humanoid who becomes darakhul in this way retains the abilities it had in life. It is not under direct control of any other darakhul, but a sire gains a +8 racial bonus to Diplomacy checks made to influence any of its progeny.

Campaign Traits

In games where PCs can choose campaign traits, players can choose from the traits below. At the GM's discretion, a player with a darakhul PC can also choose from traits available to his original background and race.

Echos of Life (Trait)

Your body has not forgotten everything that made you what you once were.

Benefit: You may take one trait associated with your previous race or ethnicity.

Escaped from the Pits (Trait)

You spent time in the slave pits of the darakhul, but you escaped to reach the surface.

Prerequisite: Non-darakhul character or feral darakhul.

Benefit: You may learn the Darakhul tongue at character creation. You gain a +1 trait bonus to Survival checks, and Survival is always a class skill for you. In addition, you gain a +1 racial bonus on attack and damage rolls made against darakhul.

Feral Darakhul (Trait)

You were infected with darakhul fever, died, and awoke transformed into a darakhul. You never saw the empire and have continued to live on the surface.

Benefit: Having lived and hidden your hunger for so long, you have a +1 trait bonus to Bluff and Disguise checks made to conceal your nature. You gain a +2 trait bonus on Survival checks made to scavenge for meals.

Fretlock Reborn (Trait)

You became a darakhul in the subterranean city of Fretlock, and you left the dark city with the stolen loot of Morgau's crypts.

Benefit: Your starting money increases by 900 gp. You may spend this on minor magic items or masterwork

goods, but these objects bear the crests of nobility and gentry in Morgau.

GNAWBONE REBORN (TRAIT)

You became a darakhul in the subterranean city of Gnawbone, and you left with more than a passing knowledge of the vermin bred there.

Benefit: You may select the Derro or Drow language; you speak this language for free. You have a +1 bonus to Knowledge (dungeoneering) checks, and Knowledge (dungeoneering) is always a class skill for you.

IMPERIAL LINEAGE (TRAIT)

You were created by a powerful member of the darakhul nobility. While they may not want you nearby, your reputation still benefits.

Benefit: You may choose the Darakhul language; you speak this language for free. You gain a +1 bonus to Status in the principalities of Morgau and Doresh and within the Empire of the Ghouls.

SURFACE VETERAN (TRAIT)

You have survived as a flesheater among the mortals of the surface.

Prerequisite: Darakhul.

Benefit: You've learned to handle the bright light of day better than others. You are not blinded when suddenly exposed to bright light. In addition, you gain a +1 trait bonus on Disguise checks, and Disguise is always a class skill for you.

Favored Class Options

The following favored class options are available to darakhul in place of the standard hp or skill rank.

Antipaladin: Add +1/2 to the antipaladin's channel resistance

Barbarian: Add +1 to the barbarian's number of rounds she can rage each day.

Bard: Add +1/2 to Bluff or +1/2 to Disguise checks made to conceal the bard's identity or race.

Cleric: Add +1/3 to the DC of the cleric's channel energy ability.

Inquisitor: Add +1/2 to the inquisitor's Intimidate checks and Knowledge checks to identify creatures.

Monk: Add +1/6 to the darakhul's monk AC bonus.

Witch: Add +1/4 of a new witch hex.

Wizard: Add +1/4 to the wizard's caster level when casting spells from the necromancy school.

Darakhul Archetypes

Most racial archetypes play host to the occasional outlier who learns the practices and traditions of a foreign culture. In the case of darakhul archetypes, such alien practitioners are incredibly rare. Darakhul do not tolerate outsiders learning much at all about their ways, and several archetypes or other mechanics require the character to be undead as a prerequisite.

DARAKIM (MONK, UNCHAINED)

Darakhul, more disciplined than most other undead, practice a martial tradition that makes full use of their natural weapons and undead nature.

Bonus Feat: Remove Gorgon's Fist and Medusa's Wrath from the list of bonus feats available to the darakim. At 6th level, add Improved Darkvision[ARD] to the darakim's list of bonus feats. At 11th level, add Paralytic Tongue[ARD].

Clawed Monk: Beginning at 1st level, the darakim gains Ghoul Claws as a bonus feat. A darakim applies effects that would normally be delivered through flurry of blows or unarmed strikes through his natural weapons. At 3rd level, the darakim can make an additional attack with one of his natural weapons by spending a point of ki from his ki pool. This replaces flurry of blows and unarmed strike.

Improved Damage: At 4th level, and every 4th level thereafter, the darakim's natural weapons increase the damage they deal by one size category. This replaces unarmed damage.

Necromantic Strike (Su): At 5th level, the darakim channels the power of undead through his martial prowess. Whenever he makes a full attack with his natural weapons, he can spend a point from his ki pool to designate one attack as a necromantic strike. If this strike deals damage, the darakim gains 5 temporary hp. At 9th level, the darakim's target is fatigued in addition to the temporary hp. At 13th level, the target gains a negative level instead of fatigue. At 17th level, the darakim gains 10 temporary hp instead of 5. This replaces style strike.

Ki Powers: The following ki powers complement the darakim: abundant step, ki hurricane, quivering palm, wholeness of body.

IMPERIAL HUNTER (RANGER)

Servants of the Ghoul Empire, imperial hunters pursue escaped slaves and patrol the empire's frontiers.

Class Skills: Remove Handle Animal and Ride from the imperial hunter's list of class skills. Add Bluff and Disguise to the imperial hunter's list of class skills.

Bolas Warrior: An imperial hunter is an expert with the bolas. In addition to proficiency with the bolas, imperial hunters gain a +1 bonus on attack and damage rolls with the bolas and ignore penalties from their first range increment. This replaces wild empathy.

Combat Style: An imperial hunter choosing archery as his combat style adds Quickdraw to the list of feats he can take at 2nd level. If he chooses the natural attack combat style, he adds Ghoul Claws instead.

Alternatively, the imperial hunter can choose the net combat style at 2nd level.

Net Combat: If the ranger selects net combat style, the following feats are available when selecting a combat style feat: Exotic Weapon Proficiency (net), Net Adept, Net Maneuvering, and Weapon Focus (net)

At 6th level, the ranger adds Net Trickery and Two-Weapon Fighting. At 10th level, the imperial hunter adds Net and Trident and Improved Two-Weapon Fighting to the list.

Persistent Hunter (Ex): At 3rd level, an imperial hunter gains Subdued Pangs as a bonus feat. This ability replaces the Endurance bonus feat.

Taste of Prey (Ex): At 4th level, the imperial hunter tracks prey like a natural predator. He gains the scent universal monster rule when tracking a creature he has dealt hp damage to in the last 24 hours. If the imperial hunter dealt a bleed condition or a confirmed critical hit to his quarry, he gains a bonus on Survival rolls to track that prey equal to the amount of bleed damage or the critical multiplier of the confirmed attack. These bonuses last for 24 hours or until the target receives any magical healing. This replaces hunter's bond.

Spelunker (Ex): At 7th level, an imperial hunter gains a +2 bonus to Acrobatics and Climb checks in underground terrain. He may move through any sort of underground difficult terrain at normal speed and without taking damage or suffering any other impairment. This includes moving through caltrops, *spike stones*, or similar effects. This ability replaces woodland stride.

Anticipation (Ex): At 12th level, an imperial hunter may use the Stealth skill as an immediate action to hide from a favored enemy or the target of his quarry ability. If underground, he can make this check even if the local terrain offers no cover or concealment. So long as he remains motionless, he gains concealment in darkness even to observers with darkvision. This replaces camouflage. At 17th level, he can make this check (or a regular Stealth check as part of movement) even while being observed. This replaces camouflage and hide in plain sight.

NECROPHAGE SUBSCHOOL(WIZARD)

Members of the necrophage subschool draw sustenance and knowledge from the slain corpses of friends and foes.

Associated School: Necromancy

A necrophage receives the *power over undead* supernatural ability, like a necromancer specialist. A necrophage must choose Command Undead as the bonus feat for this ability.

Replacement Powers: The following school powers replace the grave touch power and the life sight power of the necromancy school.

Memory of Flesh (Su): As a full round action, you can consume the flesh of a living or recently slain creature. You gain fast healing equal to half your level for a number of rounds equal to your Charisma modifier. During this time, you can make one Intelligence or Knowledge skill check, adding the Intelligence bonus of the creature that furnished your meal. You can use this ability a number of times per day equal to 3 + your Intelligence modifier, but you can only consume the flesh of a particular creature once.

Raw Power (Su): At 8th level, the necrophage may consume the flesh of a living or recently slain creature as a standard action and gain a spell effect still affecting the deceased creature. The effect and its remaining duration transfers to the necrophage so long as the necrophage is not immune to the spell effect.

NIGHTBLADE (MAGUS)

The nightblade funnels the powers of darkness and necromancy through his magic weapon.

Armor Proficiency: Nightblades do not gain proficiency with medium or heavy armor.

Skills: Remove Ride and Swim from the nightblade's list of class skills. Replace them with Perception and Stealth.

Spells: Remove the following spells from the nightblade's spell list: 0—*flare*, 1—*color spray*, 2—*pyrotechnics*, 3—*daylight*, 4—*elemental body I*, 5—*elemental body II*, 6—*elemental body III*. Add the following spells in their place: 0—*bleed*[APG], 1—*consume light*[DM], 2—*protective penumbra*[UM], 3—*deeper darkness*, 4—*enervation*, 5—*boneshatter*[DM], 6—*circle of death*.

Natural Spellstrike (Su): At 4th level, the nightblade can use his spellstrike ability to deliver a spell through a natural attack. This natural attack still suffers any penalties from the spell combat ability or from combining a natural attack with attacks with a manufactured weapon. At 11th level, the nightblade only suffers a –2 penalty for natural attacks made in conjunction with manufactured weapon attacks. This replaces spell recall and improved spell recall.

Ill Spirited: At 5th level, remove *dancing* and *vorpal* from the weapon properties available to the nightblade's arcane pool ability. Replace them with *cruel*, *heartseeker*, and *vicious*. This modifies the nightblade's ability to add bonuses to his weapon with the arcane pool ability.

Natural Armor instead of heavier armor: At 7th level, the nightblade gains a +2 enhancement bonus to his natural armor. If the nightblade has no natural armor, his base natural armor bonus is treated as +0. At 13th level, this bonus increases to +4. This replaces the magus's medium armor and heavy armor class features.

QUICKSILVER ALCHEMIST (ALCHEMIST)

Members of the Quicksilver Society often travel alongside the Imperial Legions, serving as surgeon and battlefield salvager.

Class Skills: Remove Survival from the quicksilver alchemist's list of class skills. Replace it with Knowledge (religion).

Extracts Known: At each extract level available to the quicksilver alchemist, replace the *cure wounds* extract on the list of alchemist's extracts with the *inflict wounds* spell of the same level.

Ghoulish Mutagen (Su): A quicksilver alchemist may create a mutagen which works almost identically to a normal alchemist's mutagen[APG]. If the quicksilver alchemist chooses to increase his Charisma score to improve his physical skills, he takes a –1 penalty to Bluff, Diplomacy, Disguise, Handle Animal, Intimidate, and Perform checks so long as the mutagen remains active. A quicksilver alchemist using the cognatogen discovery to increase his social mien takes a –1 penalty to Fortitude saves and loses 1 hp per Hit Die from his maximum hp as long as the cognatogen remains active. This ability also impacts greater and grand cognatogens or mutagens that would affect a normal alchemist's Charisma score. This modifies the normal alchemist's mutagen ability.

Bolster the Ranks (Ex): At 10th level, the quicksilver alchemist adds *create undead* to his formula book as a 4th-level extract. Rather than consuming the extract, he injects it into a corpse he intends to animate, which rises as an uncontrolled undead creature 1 hour later. The extract can only create corporeal undead, and it cannot create darakhul. This ability replaces the alchemist discovery normally gained at 10th level.

Alchemist Discoveries: The following alchemist discoveries complement the quicksilver alchemist archetype: alchemical zombie[UM], combine extracts, enhance potion, feral mutagen, infuse mutagen, infusions, preserve organs[UM], sunlight bomb[UM].

Darakhul Equipment

As a society, the darakhul are quite self-reliant, making, crafting, and enchanting a wide variety of items never found on the surface.

ANNALS OF DIVINE STRENGTH AND SUSTENANCE

by Vermesail I, the Gravedancer

Penned by the third emperor of the Ghoul Empire, this tome is a history of the creation of the bone collectives, the rise of the emperor cults, and the first known ghoul work of theology.

A character who takes a half hour to reference this text may add +3 to any Knowledge (history or religion) check made regarding the Empire of the Ghouls. It is often an appendix to the spellbooks of necrophagus wizards. It can be incorporated into incantations for a single performer, providing a +3 to Knowledge (religion) checks and a +3 bonus to Knowledge (arcana) checks during incantations to create undead.

Cost 3,000 gp; Copies are usually written in Darakhul, though translations have been found in Abyssal, Common, and Nurian.

BONE LAMELLAR ARMOR

This armor consists of bones and bone plates sewn to leather armor with fine cord and wire and lacquered and decorated with runes for death. Bone lamellar is stronger than leather and lighter than horn with a hardness 5 and 15 hp. Darakhul bone lamellar is intentionally fitted to produce a certain clacking sound or a characteristic groan depending on the movements of a trained wearer. A warrior in bone lamellar gains a +2 circumstance bonus to Intimidation checks but a –2 penalty on Stealth checks made to move silently.

GHOULHIDE ARMOR

Ghoulhide armor is an unsettling suit of leather, often crafted to resemble naked muscle and sinew. Alchemical treatments toughen the leather hide, increasing the wearer's natural armor bonus by +1 in addition to the suit's armor bonus. Ghoulhide armor is stretched until tender and preserved with foul unguents that keep the armor lithe despite its firmness. Darakhul who see ghoulhide armor instantly recognize it. This is of little concern if the wearer is one of the People but creates instant enmity if worn by someone outside the Imperium.

SKULL BUCKLER

Darakhul decorate the skulls of their enemies with stained runes and a shaped metal frame. These are then held through the eye sockets and nose holes and used to deflect incoming blows. As bone reinforced with steel, the skull buckler has hardness 7 with 10 hp. Darakhul sometimes craft larger shields from the skulls of larger animals.

TROPHY RATIONS

This is a string of cured flesh scraps soaked in broth and crafted as trophies among cultures that maintain the practice. Some tribes collect a string of ears or fingers, others fashion a collection of cheeks or scalps. Eating the trophy rations allows a ghoul or darakhul to forestall its hunger for raw flesh for a day. However, a darakhul cannot subsist on trophy rations indefinitely. After eating only trophy rations for a number of days equal to 3 + the darakhul's Wisdom modifier, a darakhul must make a DC 15 Will save or gain no sustenance from them. This DC increases by +1 for every day thereafter without a meal of raw or decaying flesh. Failure indicates the ghoulish character suffers the effects of starvation and cannot benefit from trophy rations again until he eats raw meat. Any bonuses that apply to checks against starvation also apply to this roll.

CONSTRUCTION

Craft DC 20; **Cost** 25 gp

TUNNEL-STAR

Designed for the close-quarters fights common in the darakhuls' frontier, this is a heavy morningstar with a single, sharp spike on top. Its short haft means a wielder can still use the weapon while grappled or otherwise in need of a light weapon. However, a tunnel-star is less useful

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
One-Handed Melee Weapons								
Tunnel-Star	200 gp	1d6	1d8	×3	—	5 lb.	B and P	grapple, short

Armor	Cost	AC Bonus	Max Dex	Check Penalty	Spell Fail	Speed	Weight
Light Armor							
Ghoulhide Armor	500 gp	+2	+5	–1	15%	30 ft. 20 ft.	20 lb.
Medium Armor							
Bone lamellar	175 gp	+5	+4	–4	20%	20 ft. 15 ft.	45 lb.
Light Shield							
Skull buckler	25 gp	+1	—	–1	10%	30 ft. 20 ft.	2 lb.

in conventional fights. The wielder of a tunnel-star does not gain attack bonuses for making attacks from higher ground. Imperial darakhul frequently carry the weapon as a field tool even if they disdain its use in combat.

Darakhul Magic Items

Darakhul magic centers around death and darkness

DEATH RATTLE ARMOR

Aura faint necromancy; **CL** 5th;
Price 16,325 gp; **Weight** 25 lb.

This *+2 bone lamellar armor* is crafted from the bones of tieflings, aasimars, and devout clerics. It allows the wearer to cast the spell *death knell* (DC 16) three times per day. In addition, if the wearer of the armor has channel resistance, the value of that resistance increases by +1.

CONSTRUCTION REQUIREMENTS

Requirements Craft Arms and Armor, *blasphemous cloak*[ARC], *death knell*; **Cost** 8,325 gp

GHOUL STONE

Aura moderate conjuration; **CL** 5th;
Slot none **Price** 150 gp; **Weight** —.

These "stones" are small rolled orbs of odorous preserved ghoul flesh. With a successful ranged touch attack, the stone bursts into a vile slime that coats its target and produces an incapacitating stench. The target must make a DC 13 Fortitude save or be sickened until at least 1 gallon of water is used to wash the filth away. A ghoul stone can affect a target up to Large size. So long as the slime lingers, it can sicken other creatures until they move at least 5 ft. away from the target. This is a poison effect. A ghoul stone is a single use item.

CONSTRUCTION REQUIREMENTS

Requirements Craft Wondrous Item, *stinking cloud*; **Cost** 75 gp

LIFEMASK

Aura moderate necromancy; **CL** 5th;
Slot face; **Price** 18,000 gp; **Weight** 1 lb.

Fashioned completely from the skin of a Small or Medium humanoid, this mask provides its wearer with a +2 enhancement bonus to Charisma as well as a +4 bonus on Bluff and Disguise checks made to impersonate a member of its donor race. The mask must be from a specific subtype of a humanoid race (such as drow, high elves, or shadow fey), but variations within that subtype do not hinder the mask from assuming the appearance the owner desires.

CONSTRUCTION REQUIREMENTS

Requirements Craft Wondrous Item, creator must have 5 ranks of Disguise, *eagle's splendor, feign life*[ARC]; **Cost** 9,000 gp

Feats

Darakhul employ necromantic magic, preternatural stealth, and savage natural attacks, frequently enhanced by the following feats.

AMONG THE LIVING

You are adept at infiltrating the cultures of other humanoids without betraying your undead nature.

Prerequisite: Darakhul, Charisma 13+.

Benefit: You gain a +4 bonus on Bluff, Diplomacy, or Disguise checks made to conceal your undead nature. Unnatural methods of detection (such as *detect magic* or *zone of truth*) must succeed at a caster level check to reveal you as anything other than your original race. The DC for this caster level check is 11 + your CR + your Charisma modifier.

CONSUME SCENT [MONSTER]

You excel at tracking creatures you have previously bitten.

Prerequisite: Undead type, bite attack.

Benefit: You gain a +3 bonus to Survival checks made to track a creature you have bitten for lethal damage.

DAYWORN

You're accustomed to moving and hiding in light that blinds most of your kind.

Prerequisite: Light blindness or light sensitivity.

Benefit: You are no longer dazzled in bright light. If you would normally be blinded the first round you are exposed to bright light, you count as sickened that round instead.

EVEN IN DEATH [MONSTER]

Your mind and will still benefit from extraordinary and magical encouragement.

Prerequisite: Undead type, Intelligence 10+

Benefit: You benefit from beneficial morale or mind-affecting effects normally. You are still immune to hostile mind-affecting effects.

FLESH-CASTING [MONSTER]

You devour your enemies to fuel your magical power.

Prerequisite: Outsider [evil] or undead type, bite attack, spellcaster level 1+.

Benefit: Whenever you confirm a critical hit with a melee weapon or deal lethal damage with a bite attack, you can consume the separated flesh as an immediate action. The caster level and save DC of the next spell you cast within 1 minute increases by +1.

GHOUL CLAWS [MONSTER]

Your hands transform into the sharp talons of a ghoul.

Prerequisite: Corporeal undead.

Benefit: You gain two natural claw attacks. These attacks are primary natural attacks that do appropriate damage for your size (1d3 for Small creatures, 1d4 for Medium).

IMPROVED DARKVISION

Irises like cinders, you can see further into the darkness.

Prerequisite: Darkvision.

Benefit: Increase the range of your darkvision by 30 ft. You can take this feat a second time to increase the range of your darkvision another 30 ft.

PARALYTIC TONGUE [MONSTER]

You can paralyze a foe with a successful bite.

Prerequisite: Darakhul, bite natural attack.

Benefit: Your bite attack can paralyze a living creature. Any such creature you hit with your bite attack must make a Fortitude save (DC 10 + 1/2 your racial Hit Dice + your Charisma modifier). If the creature fails the save, it is paralyzed for 1 round for each point of your Charisma modifier (minimum 1 round).

SPITBLADE

You can apply a paralyzing effect to a melee weapon.

Prerequisite: Darakhul, ghoul, or morhg.

Benefit: As a move action, you can apply the paralyzing effect of one of your natural attacks to a piercing or slashing weapon, including your claws, if any. The weapon delivers the paralysis on your next successful attack with it. This attack must occur by the end of your next turn, or it is wasted.

SUBDUED PANGS [MONSTER]

You ignore your supernatural hunger longer than most.

Prerequisite: Hunger trait.

Benefit: You gain a +4 bonus to Charisma checks to ignore the effects of starvation.

Normal: A darakhul normally only receives its Charisma bonus when making checks against starvation.

UNDEAD RAGE

The power of your ire did not wane in death.

Prerequisite: Construct or Undead type, Intelligence 3+.

Benefit: You have inner reserves of strength and ferocity, granting you additional combat prowess. Whenever a class feature or spell would allow you to rage, you gain a +2 bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saves. In addition, you take a –2 penalty to AC and gain 2 temporary hp per Hit Die. These temporary hp are lost first when you take damage, disappear when your rage ends, and do not reappear until you rage again. While in a rage, you cannot use any Charisma-, Dexterity-, or Intelligence-based skill (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires concentration or patience (such as spellcasting).

You can end your rage early if the effect that causes you to rage allows you to end it or is otherwise dispelled. You are immune to fatigue or similar effects related to ending your rage.

Darakhul Spells

The magic of the darakhul is dark, bloody, and vile—and darakhul arcanists invented the subschool of necrophagy (see *Deep Magic* for details). Their magic is rarely found outside their own ranks, but occasionally, vampires and liches know portions of it.

BLASPHEMOUS CLOAK

School necromancy; **Level** alchemist 2, antipaladin 2, cleric 3, oracle 3, witch 3
Casting Time 1 standard action
Components V, S, M (a used, unlit candle)
Range personal
Target you
Duration 10 min./level (D)
Saving Throw none (harmless); **Spell Resistance** no

Your unlit candle flickers with black flames of entropy and casts a dark shadow over your space. For the spell's duration, you gain a +4 bonus on saves against good spells and effects. This bonus applies to saves against channeled positive energy and stacks with your channel resistance, if any. You reduce the hp damage of any positive energy effects, such as channeled energy or a paladin's smite evil ability, by 1 point plus 1 hp for every 2 caster levels you possess.

FEIGN DEATH

School necromancy; **Level** alchemist 2, antipaladin 2, arcanist 3, bard 2, cleric 3, oracle 3, sorcerer/wizard 3
Casting Time 1 standard action
Components S, M (flakes of dead skin or powdered bone)
Range touch
Target one willing living creature
Duration 10 min./level (D)
Saving Throw Will negates (harmless); **SR** no

Your target displays no signs of life for the spell's duration. Breathing, heartbeat, and other processes do not function. The subject becomes the same temperature as the air around it and becomes cool to the touch. This does not harm the subject of the spell, but the subject cannot be healed or resurrected while the spell is in effect. Spells

that identify type or detect life (such as *deathwatch*) do not betray that the creature is still alive. Heal checks to diagnose illness or injury in the subject take a –5 penalty, but successful checks do not reveal the creature as alive. The subject gains a +10 bonus to Disguise checks while pretending to be dead or undead.

FEIGN LIFE

School necromancy; **Level** alchemist 2, antipaladin 2, arcanist 3, bard 2, cleric 3, oracle 3, sorcerer/wizard 3
Casting Time 1 standard action
Components S, M (flakes of dead skin or powdered bone)
Range touch
Target one dead or living undead creature
Duration 10 min./level (D)
Saving Throw Fortitude negates (special); **SR** yes

Your target displays signs of life for the spell's duration. Breathing, heartbeat, and other processes function magically. The subject becomes warm to the touch. This does not harm an undead subject, but the subject cannot be healed or resurrected while the spell is in effect. Spells that identify type or detect life (such as *detect undead*) do not betray that the creature is still dead or undead. Heal checks to diagnose illness or injury in the subject take a –5 penalty, but successful checks do not reveal the creature as alive. The subject gains a +10 bonus to Disguise checks while pretending to be alive.

RAZOR MAW

School transmutation; **Level** antipaladin 1, druid 2, hunter 1, magus 1, ranger 1, sorcerer/wizard 1, witch 1
Casting Time 1 standard action
Components S, M (a chip of obsidian)
Target touch
Duration 1 min./level
Saving Throw Will (harmless); **Spell Resistance** no

The target's teeth turn black and jagged, like twin rows of obsidian blades. The subject's bite attack deals an additional 1d6 points of damage (or 1d8 for Large targets), and any confirmed critical bite attack causes 2 points of bleeding damage.

Darakhul Incantation

Magic gets no darker than in the rituals of the undead.

CALL THE REAPER'S PACK

"They are the People's greatest ally. No mortal creature can escape them. And I quite honestly love their howl."

School conjuration and necromancy; **Effect**ive **Level** 9th
Skill Check Knowledge (arcana) and Knowledge (religion) DC 26, 9 successes
Casting Time 9 hours
Components F, M, S, V
Focus a tiny bell and a juicy bone, the skeletons or remains of the number of hounds to be created
Material Components a mixture of onyx dust (1,000 gp per lich hound) and hell hound ashes
Other must be cast on the night of a full moon
Secondary Casters up to 10 secondary performers may assist the primary performer
Range touch
Target skeletal hound remains, up to 1 per 3 character levels
Duration instantaneous
Saving Throw none **SR** no

DESCRIPTION

This ritual requires dusting the bones with the material components under the light of a full moon while making the skill checks. Then, on completion, the primary performer snaps the bone and touches it to each hound skull while ringing the bell, which creates one lich hound (see below) per three caster levels of the primary summoner. The caster then makes a Will save (DC 24 + 1 per hound over three). Success indicates the hounds obey the primary performer until they are destroyed.

Primary performers with the Command Undead feat may use that feat instead. The lich hounds do not count against the maximum number of undead creatures that may be commanded by a character with that feat, but you may not command more lich hounds resulting from this incantation than one per three character levels. Other lich hounds do not count as mindless undead for the Command Undead feat or *command undead* spell.

The primary caster can communicate with the lich hounds as if they were summoned using a *summon monster* spell, directing them to attack, guard, track enemies, or perform other actions. Secondary performers may also make the Will save when the incantation is complete. Success indicates they may also direct the lich hounds if they are able to communicate with them.

BACKLASH

All performers participating in this incantation gain the exhausted condition, take 6d6 points of negative energy

damage, and gain 2 negative levels. Undead performing this incantation suffer backlash normally. This is an exception to standard undead immunity to exhaustion and negative levels, and the normal healing effect negative energy has. Darakhul typically host a bloody, formal feast to celebrate and recover from a successful incantation.

FAILURE

Failing three skill checks during the incantation causes it to fail completely. Performers still suffer backlash while the lich hounds animate and attack the performers until they are destroyed or the performers are all killed. Fleeing performers are continuously hunted while they are on the same plane as the incantation forges a link between the hounds and the performers. If multiple performers participated, the hounds start with the primary performer and then hunt secondary performers from highest Charisma score to lowest and humans before any others.

LICH HOUND CR 5

XP 1,200
NE Small undead

Init +3; **Senses** lifesense 200 ft., low-light vision; Perception +3

DEFENSE

AC 18, touch 18, flat-footed 15 (+4 deflection, +3 Dex, +1 size)

hp 42 (5d8+20)

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

Immune undead traits

OFFENSE

Speed 30 ft., fly 50 ft.

Melee bite +7 melee (1d12 plus trip)

Spell-Like Abilities (CL 5th; concentration +9)
3/day—ethereal jaunt

STATISTICS

Str 10, **Dex** 17, **Con** —, **Int** 6, **Wis** 10, **Cha** 18

Base Atk +3; **CMB** +2 (+6 for trip); **CMD** 15 (19 vs. trip)

Feats Alertness, Skill Focus (Survival), Weapon Finesse

Skills Fly +8, Perception +6, Sense Motive +2, Stealth +7, Survival +9

Language understands Darakhul

ECOLOGY

Environment any

Organization solitary, pair, or pack (4–24)

Treasure half standard

SPECIAL ABILITIES

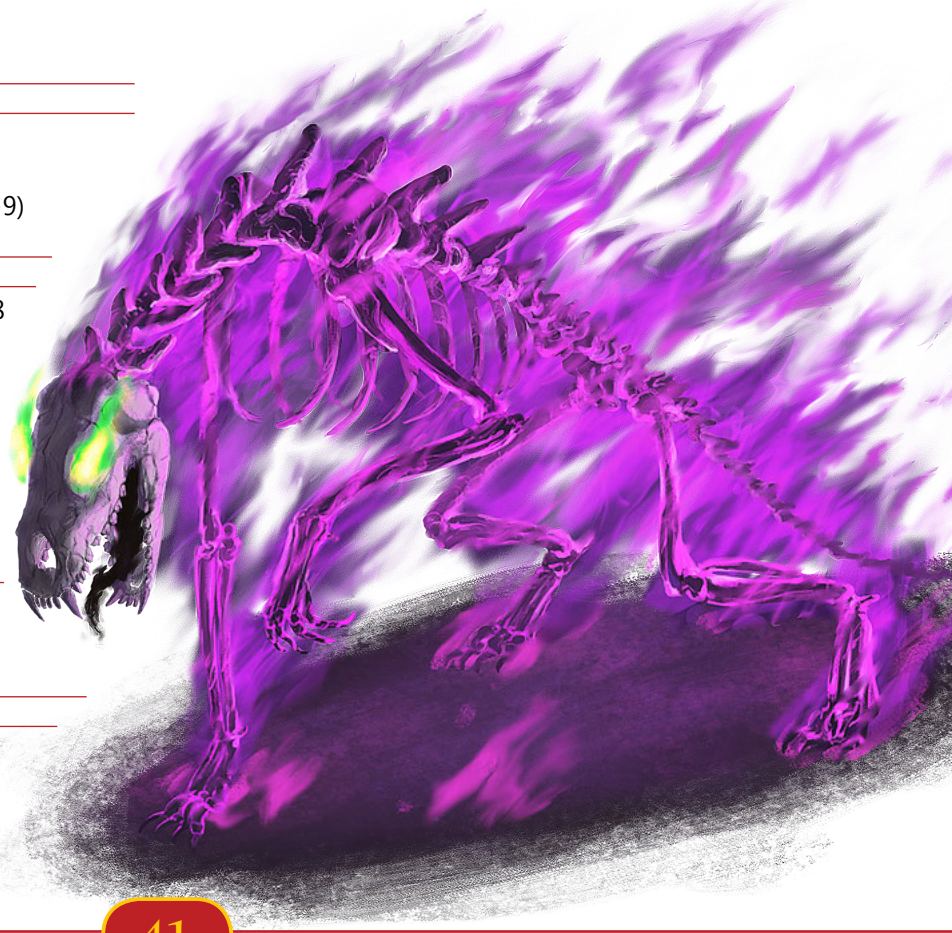
Gut Rip (Ex) A lich hound can, as a swift action, tear into any adjacent prone creature for 2d12 hp of damage. Combined with the deathwatch aspect of its lifesense ability, this enables a lich hound to perform a coup de grace action against a helpless opponent as a standard action rather than as a full-round action.

Howl (Ex) The eerie howl of lich hounds in pursuit of their prey plays havoc on the morale of living creatures that hear it. Those creatures must make a successful DC 16 Will save (Cha-based) or be shaken for 5 rounds. Creatures that successfully save against this effect cannot be affected by an individual lich hound's howl for 24 hours. The lich hound's howl is a sonic effect requiring a standard action.

Lifesense (Su) A lich hound notices and locates all living creatures within 200 ft., just as if it possessed the blindsight ability. It also senses the strength of their life force automatically as if it had cast *deathwatch*.

Trip (Ex) A hound that hits with a bite attack can attempt to trip the opponent (with a +4 bonus to the CMB check) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the lich hound. Lich hounds gain a +4 racial bonus to trip attempts.

Bright white skulls with a heavy jaw and thick, robust skeletal bodies define the ferocious lich hounds. Their eyes burn green or blue, and their tongues resemble black fire. Fueled by necromantic power, these creatures are loyal servants of either ghoul high priests or archliches.



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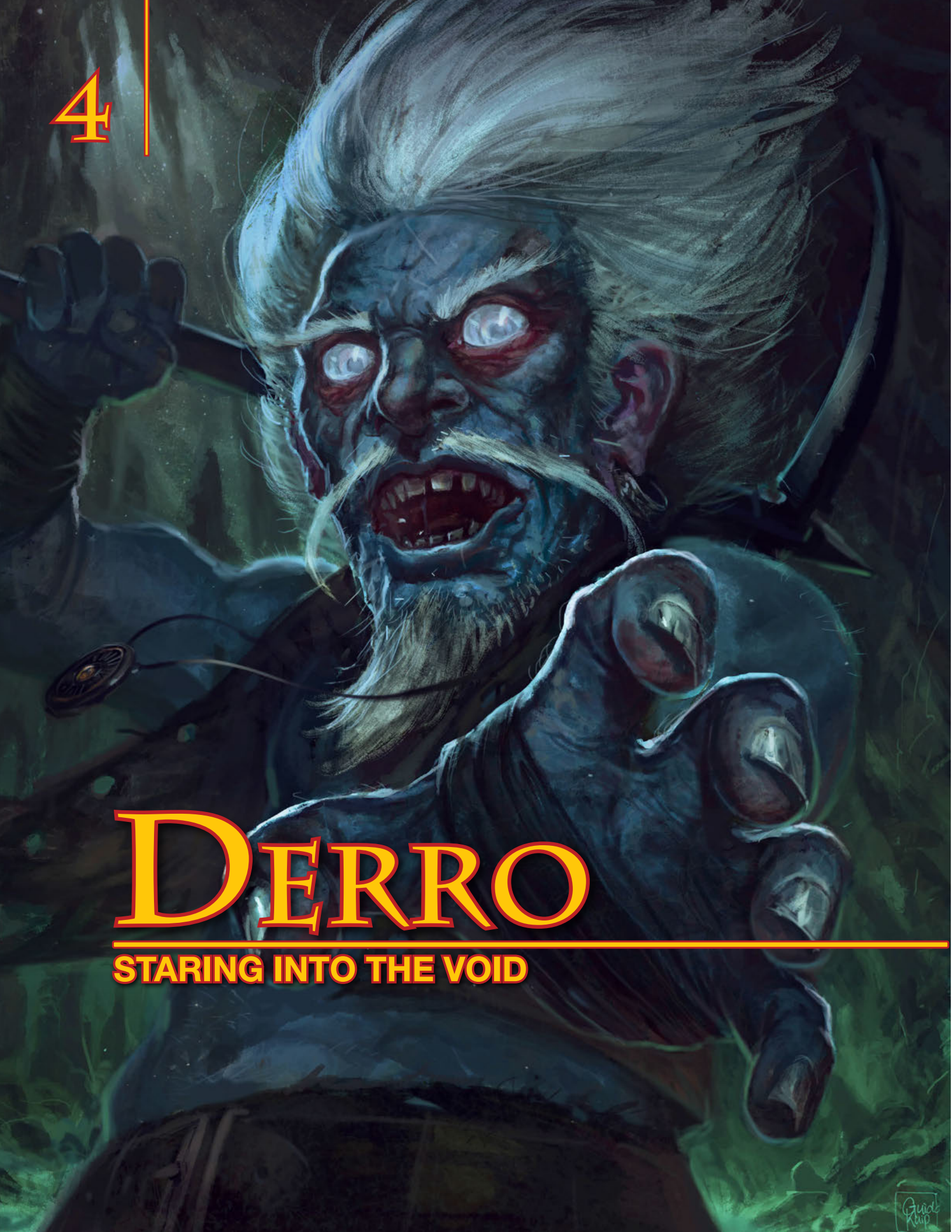

DERRO

STARING INTO THE VOID

Piercing the darkness was a hellish glow, and I could see the vile little men swarming upon the islands in the water, like ants on a dying animal, like maggots in flesh. As they danced around inhuman idols, their dead eyes reflected their mad deeds. Their pale hands were streaked with blood and fluids vile, and the dank air was filled with their horrid laughter and the screams of their victims.

—Unknown underdark explorer

The derro are waiting in their twisted cities to oversee the descent of the world into insanity and destruction. These mad little humanoids crave the flesh of the sane, and they believe that—with the right hideous rituals—they might enlighten those fools who otherwise would fail to see the heedless, uncaring indifference of the strange gods that dwell in the gulf between the stars. The derro are mad, their gods vile and often hostile to all life—yet perhaps, the uncaring gaze can be turned to others.

History of the Derro

Derro are small, gaunt, dwarf-like humanoids with wide shoulders and narrow limbs. Their skin is nearly transparent and ghosted with blue veins. They have great, staring eyes whitened by extensive cataracts. Women often wear their filthy, straw-colored hair in braids, and many male derro display exotically waxed or styled mustaches and muttonchops. The anatomy of a derro suggests a mingling of human and dwarf blood, but in truth, little is known about the true history of the derro.

The various cults and bands of the meredwarves, as some call the derro, have a variety of mythic histories, but no two accounts match. Their own savants and oracles have revelations that change these understandings on a regular basis. In some cases, populations of derro have appeared after groups of humans and dwarves were isolated in subterranean catastrophes, leading to a strange form of inbreeding. However, other sources suggest the race is of great, even pre-human, antiquity. The origin of the derro is a point of contention among sages of other races who study the deep earth.

What is known, from the history of certain other races, is that derro have served the drow for ages as bullies and slave masters, and they are favored by that race as almost idiot children. The duergar, when possible, enslave and brutalize the creatures but value their stealth and cruel madness. Aboleths value the derro for their ability to see past the veil of sanity and keep them as favored servants. The derro themselves know no friends but are overawed by power and madness and serve beings that display these traits.

Childhood and Family

The idea of family, as humans think of the term, is foreign to derro. Parents do value their children, however, because these children will be driven to madness, adding to the glory of the derro race and to the status of the derro parent. It is for this reason that derro parents put up with their mewling infants and feed and protect them. There is something approximating love between parent and child, at least for a while, but there is also great cruelty in the relationship. Any concept of marriage or familial loyalty is nonexistent in these creatures.

Derro children are born clear-eyed and normal, but they are deliberately scarred and driven insane by their parents, usually in the fourth year of life when a child's speech and motive abilities have fully formed. The ritual used to bring about this maiming and madness goes by many names as a matter of preference from tribe to tribe, year to year. Some call it Staring into the Abyss, some the Heartless Fire, some the First Drink of True Knowledge.

Young derro grow up fast, in packs and mobs of vicious derro children. Murder and mutilation are common in any derro community. The strong prosper while the weak give their loyalty (as well as they are able) to strong leaders. Charismatic savants and priests attract groups of apprentices and servants while proven warriors gain followers and hangers-on to serve them. Creatures of other races that display power, cruelty, and knowledge of forbidden lore also often find derro in their service. At all times, this servitude is temporary and based upon the perceived strength and madness of the leader.

Derro Culture

The typical derro is paranoid, jittery, and irrational. Many have delusions of grandeur, certain they are favored by the old gods to bring down the order of the world and usher in the end times. Derro are compelled to commit acts of cruelty, even against their pets and companions, and such acts engender constant infighting among the race.

Derro savants, the powerful spellcasters who rule derro society, often appear more controlled, and they are to some extent. They can hold their madness at bay well enough to lead, but their inherent insanity still drives their scheming, and if anything, they are more dangerous because of their seeming lack of mental illness.

Though extremely rare, derro antipaladins carry an outsized weight among the derro. Even the savants have been known to defer to a powerful antipaladin who is believed to have mastered the abyss.

DERRO SETTLEMENTS

Derro settlements are as crazed as their creators. Often, the meredwarves drive off inhabitants of towns and villages of perfectly sensible design, which they proceed to destroy by ravaging the buildings. Other settlements grow chaotically as the derro arrange debris into crude huts with no thought of roads, hygiene, or higher organization. The great towers occupied by the derro savants, each one erected by the savant's disciples and underlings, rise through the sea of huts. A great cleared area is often present in a derro community for blood sports, torture ceremonies, and other gatherings. Around and within a derro settlement are many traps and alchemical devices placed without rhyme or reason.

A derro town or city functions as a form of anarchic feudal oligarchy. The savants and other charismatic leaders are similar to gang bosses, each with their own devoted followers and family. All those who are not tightly associated with these leaders are essentially peons, flunkies, and servants of the leaders. There is almost no middle class in derro society: certain scribes, alchemist, and smiths might be something like an artisan class, but in practice, their valuable skills make them more like possessions. Some talented derro are literally chained to their desks or anvils.

While the town doesn't function as well as a surface town might, somehow, the derro's madness always seems to work, and sometimes, their madness anticipates events, almost as if they were acquiring information from channels beyond the natural world. This leads some to believe that derro who hear voices are often attuned to demons, spirits, or even godlings who guide the derro to further their own evil goals.

DERRO SOCIETY

Derro are led by savants, oracles, war chiefs, antipaladins, and other charismatic leaders. They tend to have a more functional view of the world than their followers, allowing them to better plan, plot, and negotiate with other races.

These leaders keep derro society functioning because they provide much-needed direction to the derro who might otherwise scramble randomly, counteracting each other and tearing down their own accomplishments. Their "imposition of will" brings clarity to their followers in a rather terrifying way. When a leader dies, of course, the result is chaos and an immediate struggle for succession. Enemies of the derro know this, and decapitating derro war bands by striking at their officers or savants is a common tactic.

"Imposition of will" is the term derro use to describe the strange order and the constant fads that their society is prone to. This facet of their society is manifested within the strongest (and sometimes maddest) among them. They convince others to see the world through their particular madness. In this way, the whole world can be redefined to a startling degree, short of enabling derro to perform impossible tasks, such as walking on air or through walls. (Derro beliefs are affected, not their powers.)

When a derro leader finds that he or she needs to rally the troops, that character can make an imposition of will attempt as a full-round action. This is a simple DC 11 Charisma check, with a +1 bonus for every character level the NPC has. If this check succeeds, the other derro see the situation as their leader does, turning a food raid into a religious crusade or turning a total defeat into a glorious blood sacrifice to their dark gods. It might even be as simple as rallying the derro to harvest a mushroom crop or dig a ditch. An additional check is required every 24 hours. If the next check fails, nothing gets done on the leader's plan. Once the task is done, the derro followers return to their own activity.

In the case of two or more derro savants or leaders issuing contradictory orders, the derro follow the leader with the highest imposition of will check.

In groups, derro are difficult to handle. A good first impression is vital: a show of strength and an ability to appeal to the derro's love of bizarre and eldritch knowledge is a sure way to their hearts. Gifts of ancient lore, peculiar artifacts of lost ages (functional or not), and sheer charisma are strong tools for convincing derro to parley. (Convincing derro to fight, on the other hand, is easy as any sign of aggression may trigger a frenzy.)

In combat, the derro work together fitfully at best. The most powerful savants issue orders, and these are obeyed insofar as their voices carry. The weakest derro are often pushed to the front, and the derro understand the simplest tactics of an ambush and maintaining a reserve. They cannot, however, be considered disciplined troops by any stretch, and unless held very tightly under the imposition of will of a major savant, they will break ranks and charge at the slightest provocation.

Gods of the Derro

The derro worship a host of bizarre and horrible entities, and many tribes are prone to sudden shifts in their beliefs. Many worship derro ancestral gods, such as Addrikah, the Mother of Madness. In addition, the little creatures propitiate a varying and horrible array of demon lords. Even strange elder gods of the dark tapestry, such as Nyarlathotep and the Black Goat of the Woods, Shub-Niggurath, are dearly beloved and elaborately worshipped. There is no rhyme or reason to

which dark god will be worshipped among a group of derro, but derro are often hostile to others of their own kind who worship different gods. All of the gods of the derro are insane, and often, they are cruel and brutal as well. The main difference between these two kinds of gods is that the traditional derro gods are far more active in the lives of their servants than the distant and uncaring Great Old Ones. Demons merely see derro as a means to power.

Derro consider themselves the favored servants of their gods, the only ones who can truly understand those deities. Specific beliefs vary wildly between bands of the creatures, but a common thread is the idea that the racial madness of the derro is a gift that makes possible communication with these beings.

Further, derro generally believe that they are the harbingers of the end times and that they will inherit the burned-out husk of the world in an eternal twilight of mad savagery. No two groups worship in an identical way, but the hallmarks of derro worship—torture, cannibalism, drumming, wild dancing, and bizarre magical and alchemical operations—tend to occur in all the ceremonies.

12 DERRO CULTS AND THEIR FOLLOWERS

In addition to the various known and traditional gods, derro are prone to bouts of religious enthusiasm, not to say crazes and jealousies and zealous manias.

Addrikah: One of the most familiar cults among the derro, the worship of the Mother of Madness means an obsession with visions, maniacal focus on particular tasks, and a rash of peculiar enthusiasm for bat guano, trained crickets, or ornate mushrooms. It is often a time of great creativity, strangeness, and discoveries among the derro.

Akyishigal: The demon lord of roaches is a demon of survival against the odds. Derro clans tend to favor his worship when their numbers are low. They breed prodigiously in his name and maintain a quiet existence on the margins until their numbers have recovered enough to follow some more aggressive godling.

Aposis: The most apocalyptic and doom-ridden cult of them all, the serpent of the end-times is a favorite among the derro as its ascendance always means a time of furious, frantic activity and great prophecies and oracles involving the destruction of all things. Servants of Aposis bedeck themselves with venomous black serpents and fling themselves heedlessly into "final battle" at every opportunity. Zanskaran vipers are especially prized for this purpose.

Baal-Hotep: The dragon-god of fire is rarely found among the derro, but when his worship does flourish, the derro become perfect arsonists and pyromaniacs, seeking ever greater conflagrations on which to heap sacrifices of gold, hallucinogenic mushrooms, and corpses. Especially fanatical derro will make themselves into "fire prophets," burning themselves alive and exploding with magical or alchemical means.

Camazotz: The demon lord of bats and fire is somewhat similar to Baal-Hotep, though with less emphasis on immolation and a bit more on travel on enormous trained bats. Camazotz is a wandering demon, and derro who follow him often become semi-nomadic, pursuing a sacred white bat through deep caverns to new hunting grounds and deeper abysses.

Chernovoi: The Black God is a perennial favorite among the derro and often paired with Addrikah as a darkly demanding husband and wife. When he rises in the estimation of the derro, they often turn to the Dark Roads, seeing magical passages to the surface world where they raid by night in his name.

Hecate: As a goddess of magic, Hecate is always popular among derro savants, who believe they can read her thoughts and divine her mysterious purposes. Among warriors, she is less revered, but sometimes, a Season of Hecate comes upon the derro when they all claim to be able to work magic. This is sometimes delusion but sometimes true: some derro tribes seem to all cast cantrips and work incantations when a Season of Hecate arrives.

Hunter: Derro clans in the grip of the Hunter are profoundly dangerous creatures. They focus maniacal energy and extreme dedication on finding prey and bringing it back to the clan, often in overwhelming quantities as sacrifices to the bloody Hunter's altars. And by prey, of course, the derro mean "anything that moves and is not a derro." They hunt bats, rothe, svirfneblin, humans, goblins, cave crickets, and purple worms with equal dedication (if not with equal success).

Malena: Derro are among the most gleeful worshippers of the goddess of plagues and winter and blood—unlike human cults dedicated to the same deity, the derro embrace the goddess's principles with savage dedication: seeking out infections and "riding the fever" for fever prophecies, ritual bloodletting, and even strange chilling baptisms that leave their adherents shivering and sometimes collapsing from the shock. Some make pilgrimages into dwarf strongholds to share the plague-gift with others.

Mot: Derro tribes that devote themselves to Mot rarely survive the experience. Somehow, Mot finds a way to instill great fervor in his derro adherents, convincing them that they are powerful warriors armed with the Truth, Flawless Armor, and weapons of Great Power. This is not entirely true. While the hand and shield of Mot are with them, the derro who seek conquest in his name often fail to accomplish their goals. The shamans of Mot find this acceptable: the fallen are kept around as undead warriors of various kinds until the whole tribe consists of undead derro and a smattering of clerics of Mot. At this point, the tales say that a gate to Mot's realm opens, and the derro undead march into Mot's paradise. Outside observers are skeptical of this particular claim. See Southlands for more details of Mot.

Thoth-Hermes: The derro version of the cult of Thoth-Hermes is far different than the learned and scholarly faith practiced in the magocracy of Bemmea or the enlightened truth-seeking of Nuria-Natal. The derro followers of Thoth-Hermes follow the Faceless Lord of Secrets and Master of the Void and have a deeper conspiratorial view of everything: all actions have meaning, all words speak power, all things have hidden depths and symbolism. Their almost constant seeking after new arcana and obscure paths of magical study is always entirely futile—except that sometimes, it's not. When a "new mystery" is revealed to a derro worshipper of Thoth-Hermes, it is often a new and wholly original spell or incantation, sometimes of surprising power. It does not happen often, but it happens often enough that the savants pay close attention.

Veles: Derro are always slack-jawed and ecstatic when they think they have heard the voice of the World Serpent—which happens with surprising frequency. These lucky few are called Snakeheads among the derro and are known for keeping and caring for albino serpents, fire lizards, pale drakes, and even wyrmling dragons. They shake, quiver, and speak in bizarre streams of nonsense that even other derro cannot comprehend. Most of them spend their time writing down long treatises of instructions for mysterious "others" to follow—they rarely question whether these orders are ever executed.

Derro Characters

A thin scum of derro can be found in the underworld of many cities, both above and below ground. Not all derro are born with the full magical potential of their race, and those weaker individuals often flee their more powerful brethren. A derro adventurer could be an agent on a mission for a savant, a pitiful reject who fled to escape enslavement or death, or an explorer driven by obsession. A neutral or good or lawful derro will be out of place within derro society and be forced to flee or die. Many surface dwellers dangerously underestimate the derro after having defeated the weakest of the race in the sewers of their home city.

These lesser derro sometimes become adventurers when they cannot (or will not) intimidate or steal for their living. Derro adventurers often believe in their special destiny, and as such, they laugh at the danger involved in exploring old tombs or taking on hordes of monsters, for derro cannot truly die–they are the chosen ones!

Playing a Derro PC

You might think that playing a mildly insane or completely crazed derro would unbalance a party more used to humans, dwarves, and elves, and you'd be right. Derro are unpredictable, fanciful, and prone to delusions,, and manias. So how does anyone get along with them?

Part of the solution here is that the derro character is much less violent and, perhaps, crazy in a quieter way than the rabid maniacs they are often pictured as. Among themselves, they are as likely to be brooding, depressed, or sullen as crazed and violent. At the best, a derro PC might just have a tendency to talk to himself or herself or address an invisible friend before undertaking any major step or consider all the other members of the party as "imaginary friends" (and thus not subject to the craziness).

The key here is to treat the derro's madness as an occasional bit of flavor for the character rather than an excuse to cripple the party with chaotic, stupid, and self-defeating actions. Yes, a derro PC won't be as predictable as a dwarf paladin or even an elf rogue, but if the other players are okay with a bone-stupid half-orc barbarian picking bar fights and an elf rogue picking the ogre's pockets, they might be okay with the derro occasionally talking to rocks and interrogating mushrooms. If the player who wants to run a derro PC is already a problem player who derails the group constantly, then handing him a roleplaying tool like "I'm SUPPOSED to be crazy!" is just giving that player another excuse to ruin everyone else's fun. Review the Minor Madnesses section for examples of playable and flavorful maladies.

Ideally, the rest of the group should have some say in whether anyone in the party plays a derro PC. It can be hugely entertaining, but it requires some adroit handling of the social issues.

Oddly enough, playing a crazy character is both incredible fun (ask any Call of Cthulhu player) and draining. In addition to not derailing the party constantly, the character can have long lucid periods and might even regret some of his or her actions when "turned to the dark void" or "ridden by the bat spirits" or a similar in-game explanation. The derro in this lucid state might be a bit of a tragic character, always wondering when something will set off his or her irrational raving side.

Making a fantasy form of otherworldly madness both playable and plausible is the challenge of playing a derro PC. Find a way to make your character memorable without spoiling everyone else's game.

Derro, Lesser

Lesser derro have not inherited the full capabilities of their twisted race. Either weaklings or hybrids, they are the victims of their stronger brethren's cruelty and madness, existing uneasily on the periphery of derro society. Many strike out on their own to explore the greater world. It is not widely known that these lesser derro are able to stand the hated sun better than their brothers.

This is a balanced player character race that can be used with any other core race or standard race in the game.

Random Starting Ages

Race	Adulthood	Intuitive[1]	Self-Taught[2]	Trained[3]
Aasimar	15 years	+2d6 years	+3d6 years	+4d6 years

1 This category includes barbarians, oracles, rogues, and sorcerers.
2 This category includes bards, battle scions, cavaliers, fighters, gunslingers, paladins, rangers, shadowsworn, spell-less rangers, summoners, and witches.
3 This category includes alchemists, clerics, druids, inquisitors, magi, monks, shamans, theurges, white necromancers, and wizards.

Aging Effects

Race	Middle Age[1]	Old[2]	Venerable[3]	Maximum Age
Aasimar	30 years	45 years	60 years	75 years

1 At middle age, –1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
2 At old age, –2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
3 At venerable age, –3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

Random Height and Weight

Race	Base Height	Height Modifier	Base Weight Modifier	Weight Modifier
Derro, male	3 ft. 2 in.	+2d4 in.	37 lb.	+2d4 lb.
Derro, female	3 ft. 0 in.	+2d4 in.	32 lb.	+2d4 lb.

Lesser Derro Racial Traits

+2 Charisma, +2 Dexterity, –2 Wisdom: Derro are dexterous and compelling, but they lack common sense.

Derro: Lesser derro are humanoids with the derro subtype.

Small: Lesser derro are Small creatures and thus 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.

Speed: Lesser derro have a base speed of 20 ft.

Senses: Lesser derro have darkvision 60 ft.

Light Sensitivity: Lesser derro are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

Keen Senses: Lesser derro gain a +2 racial bonus to Perception checks.

Languages: Lesser derro speak Aklo and Common. Those with high Intelligence scores can learn Drow, Duergar, Ghoul, Goblin, and Kobold.

Lesser Spell-like Ability: Lesser derro can cast *ghost sound* three times per day as a spell-like ability, using their character level as their caster level.

Poison Use: Lesser derro are skilled in the use of poisons and never risk accidentally poisoning themselves.

Weapon Familiarity: Lesser derro are proficient with aklyses, light repeating crossbows, and fauchards.

Madness: If the GM allows, a lesser derro gains a minor madness from the minor madness table. Derro use their Charisma modifier on Will saves instead of their Wisdom modifier and are immune to insanity and *confusion* effects. Only a *miracle* or a *wish* spell can remove a derro's madness. If this occurs, the derro gains +6 to Wisdom and –6 to Charisma.

Status: Derro begin with a –2 to status if you are using the Status rules in the *Midgard Campaign Setting*. They are disliked and distrusted by the people of Midgard.

Knowledge (forbidden lore)

Knowledge (forbidden lore) is a skill that deals with the elder gods, things from the dark tapestry, and evil dark magic. It has aspects of Knowledge (arcana), Knowledge (planes), and Knowledge (religion) dealing with evil and secretive things. If your campaign does not use this skill, replace it with Knowledge (planes).

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. Unless otherwise noted, both full derro and lesser derro may select these alternate traits.

Aberrant Empathy: This derro has a way with aberrations and the monstrous servants of the ancient gods. She gains a +2 racial bonus on Diplomacy, Bluff, and Sense Motive checks against aberrations and creatures of the dark tapestry (GM's judgment). This racial trait replaces keen senses.

Beloved of Madness: If the derro causes another creature to suffer the confused condition, the derro can refer to the table in the *confusion* spell (*Pathfinder Roleplaying Game* Core Rulebook) after the percentile dice have been rolled and add or subtract points from the result equal to the derro's class levels (maximum 100, minimum 1). The derro also can do this with percentile dice rolls when she casts chaos magic (see *Deep Magic*, pages 20–24). After reaching 10th level, the derro can alter a roll on a d8 or d10 table for chaos magic and can adjust any roll by 1 but cannot go above the maximum or minimum for the table. This racial trait replaces the derro's *ghost sound* spell-like ability and keen senses. With GM's permission, this should cause the derro to gain a minor madness from the minor madness table.

Daywalker: A mutation has given this derro eyes that are much better able to withstand the harsh glare of the sun. The derro no longer has light sensitivity, and its darkvision is reduced to 30 ft. This racial trait replaces poison use.

Infiltrator: The derro gains a +2 racial bonus on Disguise checks to pose as a diseased dwarf, gnome, or human child and, when doing so, ignores the check penalties for disguising oneself as a different race and age category. This racial trait replaces the *ghost sound* spell-like ability.

Meredwarf Resilience: The derro gains Toughness as a bonus feat. This racial trait replaces poison use, keen senses, and the *ghost sound* spell-like ability.

Savant's Spawn: The derro has more minor magic abilities. She can cast daze three times per day as a spell-like ability. The DC for this ability is Charisma-based. This racial trait replaces poison use and is available only to lesser derro.

Obsessed: The derro is passionately interested in one Craft or Profession skill. The derro gains a +2 racial bonus to checks using this skill. With the GM's permission, the derro can roll on the minor madness table to gain a madness associated with the skill and

gain a +3 racial bonus to checks using that skill in place of the +2 bonus. This racial trait replaces keen senses.

Vermin Speaker: The derro can communicate three times per day with verminous creatures (vermin, slimes, reptiles, and amphibians, as well as creatures in the mole family with the GM's approval). This ability acts as the spell *speak with animals* but only with respect to the creatures listed above. This replaces the *ghost sound* spell-like ability. Note that mindless creatures cannot answer more than a single word to any question and have little memory or creativity.

Derro Character Traits

Derro may often be mad, but they are surprisingly resilient.

Derro Hustle (Racial)

You are quick for your kind because you know the fate of the slow.

Benefit: If you do not already have increased movement due to a class feature or feat (for example, monk or barbarian class abilities), you gain a +5-ft. trait bonus to your movement speed when you are lightly encumbered.

Tricky Combatant (Combat)

There is no such thing as a fair fight among the derro.

Benefit: You gain a +1 on combat maneuver checks to perform the dirty trick or the steal combat maneuver.

Favored Class Options

Alchemist: Add +10 minutes to the duration of the alchemist's mutagen.

Barbarian Add +1/5 of DR /— that stacks with the barbarian's damage reduction.

Bard: Add one spell known from the wizard's enchantment school spell list. This spell must be at least 1 level lower than the highest level of spell the bard can cast. The spell is treated as 1 level higher, unless it is also on the bard spell list.

Druid: Add a +1/2 circumstance bonus on Stealth checks when using wild shape.

Fighter: Choose the dirty trick or steal combat maneuver. Add +1/3 to the fighter's CMB when attempting this maneuver (maximum bonus of +4).

Inquisitor: Add a +1/2 bonus on Intimidate checks to demoralize humanoids.

Magus: Add a +1/4 circumstance bonus on critical hit confirmation rolls when using spell combat (to a maximum of +4). This bonus does not stack with critical focus.

Monster Class: Derro, Full

This monster class can be used in high-powered campaigns with the permission of your GM. It is far more powerful than other starting races, though, and it can absolutely unbalance a beginning game.

Full derro have all the racial traits of lesser derro, above, as well as the following traits.

Advanced Dexterity: Full derro gain an additional +2 to Dexterity.

Spell Resistance, Lesser: Full derro gain spell resistance equal to 6 + their character level.

Spell-like Abilities: Full derro can cast the following spells as spell-like abilities: *darkness* (at will), *daze* (3/day), and *sound burst* (3/day). The DCs for these abilities are Charisma-based.

Sneak Attack 1d6: This ability acts as the sneak attack ability of the rogue and stacks with sneak attack damage from other sources.

Vulnerable to Sunlight: Full derro take 1 point of Constitution damage for each hour they are exposed to sunlight.

Oracle: Treat the derro's level as +1/2 higher for determining the effects of the oracle's curse ability.

Ranger: Add a +1/3 dodge bonus to Armor Class against the derro's favored enemies.

Rogue: Add a +1 circumstance bonus on Disable Device and Use Magic Device checks related to glyphs, symbols, scrolls, and other magical writings.

Sorcerer: Add one spell known from the sorcerer spell list. This spell must be at least 1 level lower than the highest level of spell the sorcerer can cast.

Witch: Gain 1/6 of a new witch hex.

Minor Madnesses

While derro are insane, some are crazier than others. A variety of fetishes and compulsions affects this twisted race, and with the permission of the GM, the player of a derro character is strongly encouraged to partake as well from the cup of madness. The bits of insanity on the following page are meant to be roleplaying features, but the GM or the player may add suitable in-game effects by mutual agreement. The GM can also allow a player to come up with her own form of lesser madness, but the GM has the final say.

MINOR MADNESSES

01–10	Collector; roll on subtable 1 for specific object
11–20	Pica (eats nonfood objects); roll on subtable 1 for specific object
21–30	Minor delusion; roll on subtable 3
31–40	Irrational prejudice against creature; roll on subtable 2 for specific creature
41–50	Taboo (cannot touch or interact with creature); roll on subtable 2 for specific creature
51–60	Phobia (strong fear of creature); roll on subtable 2 for specific creature
61–70	Physical effect; roll on subtable 4
71–80	Obsessed with creature; roll on subtable 2 for specific creature
81–90	Minor delusion; roll on subtable 3
91–00	Physical effect; roll on subtable 4

Subtable 1: Small Objects

01–10	Rocks or crystals
11–20	Bones, hair, nails, or bugs (dead or alive)
21–30	Deodands (items responsible for the death of a creature)
31–40	Eyes, fingers, teeth, ears, or other body parts
41–50	Dirt, dust, or clay
51–60	Rags, cloth, papers, or printing
61–70	Hats, socks, gloves, or other clothing
71–80	String, wire, or chain
81–90	Clockwork parts, jewelry, or buttons
91–100	Holy symbols, religious goods, or books

Subtable 2: Living Creatures

01–10	Tiny insects, slugs, or worms
11–20	Chickens, cats, dogs, sheep, cows, or other domestic animals (pick a type)
21–30	Elves, dwarves, humans, kobolds, or other humanoids (pick subtype)
31–40	Rats, giant centipedes, gelatinous cubes, or other giant vermin or oozes (pick type)
41–50	Clerics or oracles
51–60	Wizards or sorcerers
61–70	Sparrows, pigeons, hawks, owls, or other birds
71–80	Rats, wolves, moles, badgers, or other mammals
81–90	Constructs or clockwork creatures
91–100	Outsiders (pick type)

Subtable 3: Delusions

01–10	Imaginary friend; god/spirit who is friendly and encouraging
11–20	Imaginary friend; god/spirit who is hateful and discouraging
21–30	Believes she is a high noble
31–40	Thinks he has fewer powers than he really does
41-50	Thinks he has more powers than he really does
51–60	Convinced she has an important destiny
61–70	Convinced that an inanimate object (roll on subtable 1 above) is alive
71–80	Believes he is a *polymorphed* powerful creature
81–90	Voices speak gibberish and commands to character
91–100	Conavinced that random patterns of either inanimate objects (subtable 1) or living things (subtable 2) have meaning and must be studied

Subtable 4: Physical Effects

01–10	Leers and rolls eyes at some type of creature (roll on subtable 2)
11–20	Tic or tremor in body part
21–30	Mutters constantly to self in Aklo
31–40	Speaks inappropriate but true facts during diplomatic situations
41–50	Randomly speaks a word (chosen by GM) during combat or negotiation
51–60	Laughs at inappropriate moments
61–70	Weeps at inappropriate moments
71–80	Constantly clenches and unclenches hands
81–90	Minor hunchback
91–100	Half of face paralyzed

Derro Class Archetypes

Derro prefer adventuring careers steeped in discovery, illusion, madness, and mystery. The class archetypes presented below are available to derro.

Fist of Madness (Monk)

Among the derro, some of the most chaotic are compelled to test their minds and bodies in bizarre ways. For each individual, the ordeals are different, and no two of these so-called fists of madness train in concert or in the same manner. Still, their single-minded mad passion gives them frightening combat abilities and makes them a chaotic antithesis to the martial artists among the sane races.

Derro Weapons: At 1st level, the fist of madness replaces all monk weapon proficiencies with proficiencies in all simple light and one-handed weapons, the alkys, the fauchard, and the shuriken. The alkys and the fauchard count as monk weapons for the fist of madness and may be used with flurry of blows.

Replaced Skills: At 1st level, the fist of madness replaces Knowledge (religion) with Knowledge (forbidden lore) and Knowledge (history) with Knowledge (dungeoneering).

Chaos Strike (Su): At 1st level, the fist of madness gains the ability to cause madness with her unarmed strikes. You must declare that you are using this ability before you make your attack roll (thus, a failed attack roll ruins the attempt). Chaos strike forces a foe damaged by your unarmed attack to make a Will save (DC 10 + 1/2 your character level + your Cha modifier) in addition to dealing damage normally. A defender who fails this saving throw acts as if affected by the spell *lesser confusion* for 1 round. Effects that remove or affect spells (such as *protection from spells* and *dispel magic*) work as normal.

You may attempt a chaos strike once per day +1 for every four levels of fist of madness you have attained but no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be *confused* by this ability. This ability replaces stunning fist.

Madness Ki (Su): At 4th level, the fist of madness gains a ki pool. This ki can be used to power any regular monk abilities not replaced by this archetype but can also be used to power the shadow ki abilities the monk will gain. This ki pool uses Charisma instead of Wisdom to determine the amount of ki points per day. This ability modifies the ki pool ability.

Chaos Blur (Ex): At 4th level, the fist of madness may use a point of ki to give herself a 20% miss chance for 1 round. This ability replaces the monk ability to spend ki to give himself a +4 bonus to AC for 1 round.

Shadow Ki: At 4th level, and every three levels thereafter, the fist of madness may select a ninja trick from the ninja trick list. These choices do not include rogue talents, only ninja tricks. The character's levels in the archetype count as ninja levels for choosing ninja tricks, and the madness ki ability of the fist of madness is used to power them. This ability replaces still mind, purity of body, ki strike (cold iron/silver), diamond body, diamond soul, ki strike (adamantine), timeless body, tongue of the sun and moon, and perfect self.

Pulse of Madness (Sp): At 8th level, the fist of madness may spend two uses of chaos strike as a standard action that does not provoke attacks of opportunity to cause *confusion* in a 15-ft. radius centered on her. This effect lasts for a number of rounds equal to 1/2 the character's fist of madness level. For all purposes except attacks of opportunity, including dispelling and magical protection, this power acts as the spell *confusion*. If the fist of madness can be affected by *confusion* effects, the spell will affect the fist of madness as well. The save for this ability is equal to 1/2 the level of the fist of madness level plus her Charisma modifier.

Madness Armor (Ex): The fist of madness adds her Charisma bonus added to her AC, plus an additional +1for every four levels. This benefit replaces the monk's AC bonus.

Ki Strike (Chaos) (Ex): At 10th level, the unarmed attacks of a fist of madness are also treated as chaotic weapons for the purpose of overcoming damage reduction. This ability replaces ki strike (lawful).

Quivering Mind (Su): At 15th level, a fist of madness can inflict true madness upon her foes. In all regards, this ability is identical to the monk's quivering palm, except that the saving throw DC is 10 + 1/2 the fist of madness's level + the fist of madness's Cha modifier, and the result is the target gaining a major insanity (if the GM uses these rules) and being permanently staggered on a failed save. As with quivering palm, this effect can be brought forth upon the victim a number of days after the successful hit equal to the fist of madness' level. All the effects are permanent until healed with *remove curse* or a similar effect.

Chaos Master (Su): At 20th level, a fist of madness warps the very fabric of reality around her. In a 50-ft. radius around the fist of madness, the local plane becomes strongly aligned to chaos and is affected as if by a *circle of protection: law.* The fist of madness may at will alter the gravity within this region to any of the following: normal, heavy, light, no, objective directional (chosen by the fist of madness), or subjective directional.

MONSTROPHILE (RANGER)

These derro rangers use their madness and charisma to master creatures that others cannot begin to understand. They keep oozes, vermin, and strange monstrous creatures as battle-thralls and hunting beasts. The monstrophile sacrifices some ranger abilities to create a deep bond with their chose creature.

Monstrous Empathy: At 1st level, the monstrophile is able to use wild empathy, as the ranger ability, when dealing with monstrous animals, unintelligent aberrations, vermin, and oozes only. Normal animals are no longer affected by this power. This ability replaces animal empathy.

Monstrous Companion: At 1st level, the monstrophile gains the companionship of a monstrous creature. This can be any vermin, reptile, or amphibian on the animal companion list or one of the ooze or monstrous creature companions described below but cannot be a dinosaur. This companion has 1/2 its normal hp until the monstrophile attains 3rd level. This ability otherwise acts as the druid's animal companion ability. It replaces the ranger's favored enemy, hunter's bond, and ranger spell casting.

Ooze Companions

Ooze companions have no Intelligence score and possess the mindless trait. Nevertheless, an ooze companion can learn one trick, plus additional bonus tricks. If an ooze companion gains an ability score increase (at 4 Hit Dice, 8 Hit Dice, and so on), the monstrophile can apply this increase to the companion's Intelligence, changing it from — to 1 (and then perhaps higher), at which time the companion loses the mindless trait and is able to know up to three tricks per point of Intelligence, plus additional bonus tricks, as per the Handle Animal skill. An ooze companion has no skill points or feats as long as it has the mindless trait.

Oozes have the ooze traits from the appropriate section of *Pathfinder Roleplaying Game Bestiary*.

Gelatinous Cube

Starting Statistics: Size: Medium; **Speed:** 20 ft.; **AC:** +0; **Attack:** slam (1d4 plus 1d4 acid); **Ability Scores: Str** 10, **Dex** 4, **Con** 18, **Int** —, **Wis** 5, **Cha** 1; **Special Attacks:** paralysis (Fortitude DC 14 or paralyzed for 1d6 rounds, this is a poison effect); engulf (see Gelatinous Cube entry in *Pathfinder Roleplaying Game Bestiary*.) **Special Qualities:** blindsight 20 ft., DR 5/slashing or piercing; CMD can't be tripped.

7th-Level Advancement: Size: Large; **Speed:** 15 ft.; **AC:** +0; **Attack:** slam (1d6 plus 1d6 acid); **Ability Scores: Str** +0, **Dex** –3, **Con** +8; **Special Attacks:** paralysis (Fortitude DC 20 or paralyzed for 1d6 rounds, this is a poison effect); **Special Qualities:** blindsight 20 ft.

Ochre Jelly

Starting Statistics: Size: Medium; **Speed:** 15 ft., climb 10 ft; **AC:** +0; **Attack:** slam (1d4+ 2 plus 1d4 acid); **Ability Scores: Str** 12, **Dex** 4, **Con** 14, **Int** —, **Wis** 5, **Cha** 1; Special Attacks grab; **Special Qualities:** blindsight 20 ft., DR 5/bludgeoning; CMD can't be tripped.

7th-Level Advancement: Size: Large; **Speed:** 10 ft.; **AC:** +0; **Attack:** slam (2d4+3 plus 1d6 acid); **Ability Scores: Str** +4, **Dex** –3, **Con** +4; **Special Attacks:** grab; **Special Qualities:** blindsight 20 ft., split (see entry in *Pathfinder Roleplaying Game Bestiary.*) The ooze may rejoin as a full-round action. Only one ooze may be ordered about by the monstrophile; the rest are truly mindless.

SHADOW STALKER (ANTIPALADIN)

Derro antipaladins are the elite servants of gods like Nyarlathotep and the Black Goat of the Woods. They are masters of stealth and shadow magic, who shake the faith of those who believe that the good of the world can survive the dark apotheosis to come. Rather than strutting warriors, they are lethal shadow-hunters, moving through the night, bringing their message of hopelessness and madness to a naive and unsuspecting world.

Alignment: Most shadow stalkers are chaotic evil, but a few are chaotic neutral.

Weapons and Armor: The shadow stalkers is not proficient with heavy armor.

Class Skills: The shadow stalker replaces Ride and Handle Animal with Acrobatics and Perception.

Detect Law (Sp): This ability acts as the antipaladin ability *detect good*, except that the spell *detect law* is cast instead of *detect good*.

Smite Law (Su): At 1st level, the shadow antipaladin gains the ability to smite lawful creatures. This ability acts as smite good in all ways, except that creatures with lawful alignments are targeted instead of creatures with good alignments. Lawful-aligned outsiders, priests, paladins and members of judicial and law enforcement organizations of lawful societies (GM's discretion) take double damage from this smite effect instead of the creatures listed under smite good. This ability replaces smite good.

Aura of Madness (Su): At 3rd level, a shadow stalker radiates an aura of chaos and madness that causes all enemies within 10 ft. to take a –2 penalty on saving throws against any effect that causes insanity or the *confused* condition. Creatures that are normally immune to insanity lose that immunity while within 10 ft. of an antipaladin with this ability. This ability functions only while the antipaladin remains conscious, not if he is unconscious or dead. This ability replaces aura of cowardice.

Evasion (Ex): At 3rd level, the shadow stalker gains evasion, as the rogue ability. This ability replaces plague bringer.

Cruelty (Su): At 3rd level, and every three levels thereafter, a shadow stalker antipaladin can select one cruelty to use in conjunction with the touch of corruption ability. At 3rd level, the following initial cruelties are available.

Least Confusion: The target has a 20% chance of being dazed for 1 round.

Sneak Attack 1d6: This ability acts as the sneak attack ability of the rogue and stacks with sneak attack dice from other sources.

At 6th level, a shadow stalker antipaladin can choose from the following cruelties.

Lesser Confusion: The target is *confused* for 1 round. The antipaladin must have the least confusion cruelty before selecting this cruelty.

Sneak Attack 2d6: This ability acts as the sneak attack ability of the rogue and stacks with sneak attack dice from other sources. The antipaladin must have selected the sneak attack 1d6 cruelty before selecting this cruelty.

At 9th level, a shadow stalker antipaladin adds the following cruelties to the list of those available.

Greater Confusion: The target is *confused* for 1 round per level of the shadow stalker. The antipaladin must have the lesser confusion cruelty before selecting this cruelty.

Sneak Attack 3d6: This ability acts as the sneak attack ability of the rogue and stacks with sneak attack dice from other sources. The antipaladin must have selected the sneak attack 2d6 cruelty before selecting this cruelty.

At 12th level, a shadow stalker adds the following cruelties to the list of those available.

Confusion Burst: This ability acts as a *confusion* spell centered on the antipaladin. The antipaladin must have the greater confusion cruelty before selecting this cruelty.

Sneak Attack 4d6: This ability acts as the sneak attack ability of the rogue and stacks with sneak attack dice from other sources. The antipaladin must have selected the sneak attack 3d6 cruelty before selecting this cruelty.

At 15th level, a shadow stalker adds the following cruelties to the list of those available.

Insanity Touch: This ability acts as the spell *insanity.* The antipaladin must have the confusion burst cruelty before selecting this cruelty.

Sneak Attack 5d6: This ability acts as the sneak attack ability of the rogue and stacks with sneak attack dice from other sources. The antipaladin must have selected the sneak attack 4d6 cruelty before selecting this cruelty.

At 18th level, a shadow antipaladin adds the following cruelty to the list of those available.

Sneak Attack 6d6: This ability acts as the sneak attack ability of the rogue, and stacks with sneak attack dice from other sources. The antipaladin must have selected the sneak attack 5d6 cruelty before selecting this cruelty.

Aura of Insanity: At 17th level, the shadow stalker gains DR 5/law. Each enemy within 10 ft. takes a –4 penalty to saving throws against *confusion* or insanity effects. This ability functions only while the shadow stalker antipaladin is conscious, not if he is unconscious or dead.

Evangelist of Madness: At 20th level, the shadow stalker becomes a harbinger of the darkest gods of evil and madness. He gains DR 10/law. Whenever he uses smite law and successfully strikes a lawful outsider, the shadow stalker can choose to subject the outsider to *banishment*, using his antipaladin level as the caster level.

In addition, members of judicial and law enforcement organizations of lawful societies (GM's discretion) must make a Will save (10 + 1/2 shadow stalker antipaladin level + Cha) or gain a permanent major insanity. In all other ways, this ability acts as the antipaladin's unholy champion ability. It replaces the unholy champion ability.

Spells: The shadow stalker antipaladin gains spells as a regular antipaladin but uses the shadowcaster spell list from *Deep Magic*.

NEW BLOODLINE: DERRO SAVANT

The following bloodline is available to derro sorcerers whether lesser derro or full derro.

With their mind-bending and soul-crushing powers and their encyclopedic knowledge of the dark secrets of the world, derro savants rule their lesser kin with an iron fist. They bend their servants to their secret purposes and plot to hasten the coming of the end times.

Class Skill: Knowledge (forbidden lore).

Bonus Spells: *charm person* (3rd), *detect thoughts* (5th), *suggestion* (7th), *charm monster* (9th), *dominate person* (11th), *geas* (13th), *insanity* (15th), *demand* (17th), *dominate monster* (19th).

Bonus Feats: Threnodic Spell (no prerequisites), Spell Focus, Skill Focus (any Knowledge), Bouncing Spell, Persistent Spell, Iron Will.

Bloodline Arcana: Whenever you cast a spell of the charm subschool, increase the spell's DC by 2.

Bloodline Powers: Your path of domination gives you eldritch abilities, both to learn secrets and to dominate others.

Entrancing Gaze: At 1st level, you can cause a creature to be entranced into passivity at a range of 30 ft. If the creature fails a Will save equal to 10 + your Charisma modifier, the creature can take only a move action on its next turn but can defend itself normally. Once a creature has been affected by entrancing gaze, it is immune to its effects for 24 hours. You can use this ability a number of times per day equal to 3 + your Charisma modifier. This is a mind-affecting effect.

Student Savant: At 3rd level, you gain a +2 insight bonus on checks involving any Knowledge skill in which you have at least 1 rank and no more than 7 ranks. This bonus does not stack with that from Skill Focus. You can make Knowledge checks untrained if they have a DC of 15 or lower.

Savant: At 9th level, you add half your class level as a bonus on all Knowledge checks and can make all Knowledge checks untrained.

Skilled Manipulator: At 15th level, if you successfully use *detect thoughts* or *scry* to observe an enemy for at least 2 rounds, you gain a +4 insight bonus to the save DC of any spells of the charm subschool that you cast on this enemy. You can observe only one enemy at a time in this fashion.

Master Dominator: At 20th level, you can use *permanency* on your charmed servants to make your domination of them permanent. Each servant requires 1,000 gp per Hit Die, and you can control up to 20 Hit Dice of charmed servants in this fashion.

Derro Equipment

Most derro are indifferent to the quality of their items, though they lavish attention and color on their weapons and some bits of peculiar fashion. They have a fondness for certain weapons rarely seen elsewhere.

POISON NET

The derro have learned how to weave a complex type of netting using a combination of monstrous spider silk and fibers from dried mushrooms. They coat these nets with contact poison, such as weeping poison (see below), which makes it easier to capture living victims for ritual torture and sacrifice to their dark gods.

Any creature caught in a poison net must make a saving throw against the poison during each attempt to escape the net. Creatures that help a victim out of the net must also make such a saving throw. A poison net is almost identical to a normal net, weighing slightly less (5 lb.) because of its construction. Poison nets are never sold to outsiders.

Weeping Poison

Type poison, injury; *Save* Fortitude DC 17

Frequency 1/round for 10 rounds

Effect 1d2 Dex damage and paralyzed for 1 minute; *Cure* 1 save

Cost 750 gp

A combination of mineral toxin and vermin venom, derro bluetear or weeping poison is a powerful injected poison that is made only by derro elders and alchemists. It is also called derro bluetear for the copious tears that its paralyzed victims shed, both when they are captured and when the derro begin their vile tortures.

Derro Magic Items

Derro magic items are as dark and terrible as their makers.

Fauchard of Shadowy Flame

Aura moderate evocation; **CL** 8th
Slot none; **Price** 10,320 gp; **Weight** 10 lb.

This well-crafted Small *+1 fauchard* has black flames enameled into its cold blade. Once per day, the wielder may take a standard action to use the blade to call forth shadowy fire from the spaces between the stars. This black fire does 4d6 points of negative energy damage to one target within 25 ft., with a DC 15 Reflex save for half damage.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *shadow conjuration*; **Cost** 5,160 gp

Fauchard

This polearm is similar to a glaive, being a curved blade affixed to the end of a pole. Unlike a glaive, though, the cutting edge of a fauchard is along the concave side, causing the blade to resemble that of a sickle or a scythe.

The fauchard is more awkward to utilize than a glaive (and as such is an exotic weapon), but its increased threat range over the glaive and ability to trip foes make it a dangerous weapon in the hands of a skilled user.

Cost 14 gp; **DMG (S)** 1d8; **DMG (M)** 1d10; **Crit** 18–20/×2; **Range** —; **Weight** 2 lb.; **Type** S; **Special** reach, trip.

GHOST BOLT

Aura faint enchantment; **CL** 7th
Slot none; **Price** 510 gp; **Weight** 1/10 lb.

This *+1 bolt* is charged with the energy of tormented souls. When it strikes a target, the victim must make a DC 13 Will save to resist the hideous shrieking and moaning of these souls in her mind. If the save fails, the target becomes staggered for 1d3 rounds.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *confusion*; **Cost** 255 gp

IDOL OF THE HATEFUL GOD

Aura faint divination and transmutation; **CL** 7th
Slot none; **Price** 1,900 gp; **Weight**: 1 lb.

This foul statuette of an elder god of the dark tapestry is constantly cold and slimy to the touch. Any character who has ranks in Knowledge (forbidden lore) or Knowledge (planes) instinctively knows how to use this statue to make a one-time connection to the far realms of evil gods. A character can make a straightforward Spellcraft check to use the other power of the idol as normal.

The statue can be invoked one time as a standard action to cast both rage and heroism at caster level 5th against a single target. These spells have a duration of 7 rounds, and if the target of this effect is still under the effect of rage and no enemies are present, the recipient of the effect must charge and attack a neutral or friendly target in sight. The recipient picks which target she attacks. Dispelling the rage effect ends the compulsion, and a *protection from evil* spell cast on the target provides that creature with a DC 22 saving throw to dispel the rage and heroism effects.

In addition, the idol can be used as part of a 10-minute ritual to cast divination at caster level 7th. Unless the user of the item has made a DC 22 Knowledge (forbidden lore)

check, she does not know that at the end of the effect, she will be afflicted with a type of insanity from the *Pathfinder Roleplaying Game*: *GameMastery Guide* for 24 hours after the ritual. If the GM does not use these rules, the character is sickened for 24 hours after the use of this item.

When both of its powers have been used, the idol melts into a pool of acidic mucus.

CONSTRUCTION

Requirements Craft Wondrous Item, *rage, divination*, crafter must worship a demon, old god, or god of the dark tapestry; **Cost** 950 gp

STAFF OF MADNESS

Aura moderate enchantment; **CL** 8th
Slot none; **Price** 25,000 gp; **Weight** 5 lb.

An ever-changing panoply of tormented faces appears and disappears slowly from the wood or ivory of this twisted staff. With the GM's approval, carrying this staff bestows a minor madness from the table above on the possessor.

- *Lesser confusion* (1 charge)
- *Facemelt* (2 charges)
- *Skullsplitter* (2 charges)
- *Confusion* (4 charges)

CONSTRUCTION

Requirements Craft Staff, *lesser confusion, facemelt, skullsplitter, confusion*; **Cost** 12,500 gp

Derro Feats

Derro feats deal with madness and stealth. As the twisted little humanoids search for sacrifices for their dark gods, these feats help them to survive in the deep earth, and lesser derro may even use certain forbidden rituals to increase their power at the cost of their sanity.

Chaosfire (Metamagic)

Your damaging spells evoke a random form of chaos flame.

Benefit: When a chaosfire spell is cast, you roll on the random energy table of the *madfire* spell (see below). The damage type done by the spell is changed to the type noted on the table. Only spells that do some form of energy-based hp damage can be affected by this feat. With the GM's permission, a minor madness should be rolled up on the table above when this feat is taken. A chaosfire spell uses up a spell slot 1 level higher than the spell's actual level.

Derro's Knife

A racial cunning lies in the cut and thrust of your blades.

Prerequisite: Lesser derro, character level 3rd.

Benefit: You gain a sneak attack that deals 1d6 points of damage. This sneak attack damage stacks with sneak attack damage from other sources. This feat can be taken only one time. With the GM's permission, a minor madness should be rolled when this feat is taken.

Hateful Hoarder

You collect sharp and cruel little items that you can use later to hurt others.

Prerequisite: Full derro or lesser derro.

Benefit: You can take a standard action up to three times per day to spread little items you have collected in a 5-ft.-square area. They act as caltrops but cannot be reused or sold. With the GM's permission, a minor madness should be rolled when this feat is taken.

Pierce the Veil (Story)

You strive to reach your true potential as a derro, to commune with the gods of madness and retrieve the powers that are your rightful heritage.

Prerequisite: Lesser derro; you must have had an encounter with a full derro, a demon, or servant of the old gods.

Benefit: You gain a minor madness and a +1 inherent bonus to Knowledge (forbidden lore) checks. Knowledge (forbidden lore) becomes a class skill for you.

Goal: Commune with the outer gods or other spirits of madness. To achieve this goal, you must gain 4 ranks in Knowledge (forbidden lore). Then you must undertake the ritual of piercing the veil by summoning or communing with a spirit of the outer darkness—a servant of a demon or an outer god, such as Nyarlathotep. This act must involve more than a simple *augury* or even a *commune* spell: physical contact is required. The ritual must be undertaken at a place of power of the GM's choosing, likely in the deep underdark, and should involve tests and hazards for the supplicant.

Completion Benefit: You gain the following spell-like abilities at a caster level of 3rd: *darkness* (3/day), *sound burst* (3/day), and *daze* (3/day) if you did not already have this spell-like ability. The DCs for these abilities are Charisma-based. You also gain spell resistance equal to 6 + your character level. If the GM uses the insanity rules from the *Pathfinder Roleplaying Game: GameMastery Guide,* you gain a type of insanity either rolled randomly or chosen by the GM. If this insanity is cured or ameliorated in any way, you lose all the completion benefits of this feat. (Psychosis should not be used because this affliction removes control of the character from the player for extended periods of time.)

Insane Persuasion

The madness of the derro and their penchant for self-mutilation is horrifying to the sane races, and you can use this ability to shake others to their core.

Prerequisite: Madness racial trait.

Benefit: You gain a +3 circumstance bonus on Intimidate checks you make against those who do not possess the madness racial trait. This bonus increases to +6 if you have at least 10 ranks in Intimidate. When using this feat, you can choose to take 1 point of damage to increase the bonus to +5 or to +10 if you have at least 10 ranks in Intimidate. You cannot take more than 1 point of damage in this manner, and the higher bonus does not apply if the damage is not taken.

Verminspeaker

You love the oozes because you understand their whispers.

Prerequisite: Lesser derro.

Benefit: You are better able to understand the ways of oozes and vermin. You gain a +2 inherent bonus to Handle Animal and Sense Motive checks involving those creatures, and if you do not have a special ability allowing you to use Handle Animal checks on such creatures, you may do so once per day.

Spells of the Derro

The spells of the derro are designed to inflict suffering and chaos upon their victims. Derro spellcasters want to see and hear their victims suffer. These spells are among the vilest of those created by the derro savants.

FACEMELT

School transmutation; **Level** alchemist 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S, M (a tiny ball of wax)
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration instantaneous
Saving Throw Fortitude negates
Spell Resistance yes

A ray of black energy shoots forth from your hand. You must succeed on a ranged touch attack for this spell to work. The target must make a Fortitude save or take 1d4 points of Charisma damage +1 point for each four caster levels as its face melts and runs like liquid wax.

MADFIRE

School evocation; **Level** alchemist 1, antipaladin 1, sorcerer/wizard 1, witch 2
Casting Time 1 standard action
Components: V, S, M (a piece of colored glass)
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration instantaneous
Saving Throw Reflex half
Spell Resistance yes

You call up bizarre flames from the depths of hell to cast at your enemies. These flames strike the target automatically, doing 1d4+1 points of damage of a random type as rolled on the following table. The color and nature of the flames is also noted.

d10	(Flame Type)	Damage Type
1	1 Raging inferno	Fire
2	2 Green hellfire	Acid
3	3 Blue icy flames	Cold
4	4 Crackling hellbolts	Electricity
5	5 Cackling flameskulls	Sonic
6	6 Blades of flame	Slashing
7	7 Swarm of fiery wasps	Piercing
8	8 Rain of flaming stones	Bludgeoning
9	9 Terrible white fire of heaven	Positive energy
10	10 Black flames of searing cold	Negative energy

The spell strikes unerringly, even if the target is in melee combat, so long as the target has less than total cover or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the spell. For every 2 caster levels beyond 1st, your fire rages more intensely, doing an additional 1d4+1 points of damage to the target.

SKULLSPLITTER

School enchantment; **Level** alchemist 3, cleric 3, sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Components: V, S, M (a small rodent skull)
Range medium (100 ft. + 10 ft./level)
Target one creature
Duration concentration, up to 1 round/level
Saving Throw Will partial; see text
Spell Resistance yes

You stare intently at the target and cause it to develop an intense headache. If the affected creature fails its saving throw, the pain is so intense that it gains the staggered condition until the beginning of your next turn. Whether or not it succeeds on the saving throw, the victim takes 1 point of bleed damage from cranial bleeding due to split sinuses. Even if the target makes its save, you can continue to concentrate on the same individual in future rounds if it remains visible to you. On any subsequent round of the duration, the target must make a saving throw or gain the staggered condition for 1 round. Bleed damage from this spell does not stack with itself or other bleed damage.

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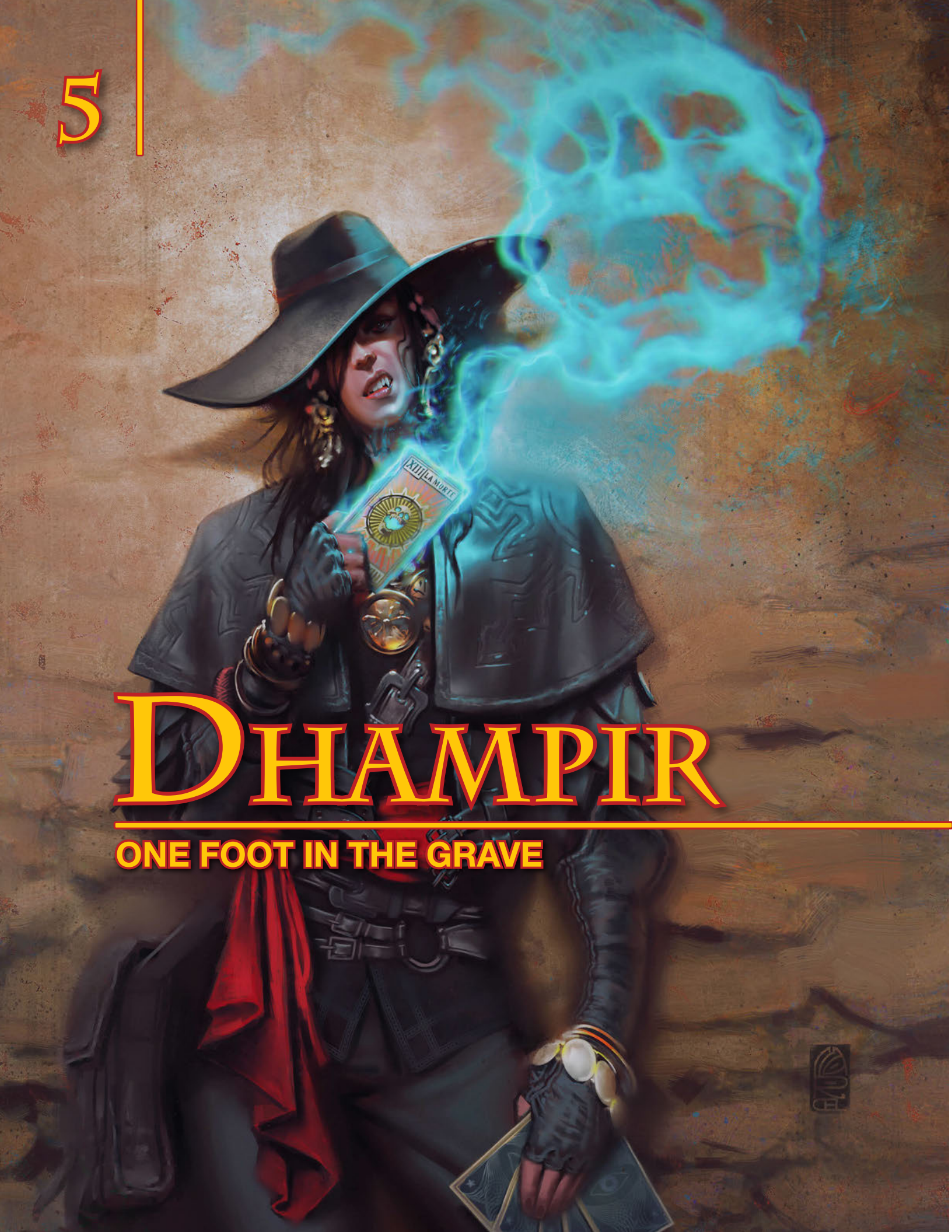

DHAMPIR

ONE FOOT IN THE GRAVE

The half-living children of vampires and human mothers, dhampirs often face harsh realities that warp them into angry, vengeance-driven creatures. Some focus this rage against the undead responsible for their creation. Others embrace their dark heritage and revel in their bloodthirsty legacy. In either case, a dhampir's life is usually marked by loneliness, isolation, and misunderstanding.

Dhampirs are typically loners who eschew forging connections with other living creatures, particularly with humans, who hate and sometimes even hunt them. However, a few desperately seek these connections to their mortal roots, and even fewer find that they can actually procreate themselves. These dhampirs sometimes even find purpose in guiding and protecting their bloodline. Other dhampirs find families to adopt as their own and take on the role of a family leader.

However, most dhampirs acutely feel the hatred and anger that most societies levy at them. Many dhampirs go mad or turn to evil in response, blowing up in awesome displays of rage, but others are lucky enough to discover helpful emotional bonds that allow them to share their burdens. Dhampirs are accustomed to persecution and solitude. Those who find creatures they can trust as comrades and allies are often friends of rare loyalty and self-sacrifice.

Even rarer are the dhampirs who take to the wilderness and find solace in the bonds of nature and animals, but they exist. Among predators and creatures of the night, a dhampir can find a brand of kinship impossible to forge among other living beings.

Most curious of all are when groups of dhampirs come together and forge their own communities. It's unusual for dhampirs to settle down in one place, so these dhampir communities almost always take the form of wandering caravans. The exact appearance, nature, and cultural details vary from group to group, but as they've traveled and encountered other groups through the course of their long lives, a form of loose, greater culture has coalesced around them. The dhampirs of these groups refer to themselves as Walking Crows.

This culture revolves around safety and identity. The dhampirs in these communities enjoy a measure of protection against outsiders and feel safer around one another as each understands one another's struggles intimately. This safety allows them to explore their capabilities and claim identities for themselves absent of the expectations and fears of their parent cultures.

Outside of these rare, small communities, though, dhampirs have little culture and society of their own. Largely reviled by the civilized races, most dhampirs spend their lives in the shadows either building hatred in their hearts or striving valiantly to overcome their heritage and all the struggles that come with it.

Physical Description: For most dhampirs, self-expression is one of the few things they can control. As such, they tend to style themselves to fit in, or they take the other extreme and design themselves to stand out. It's not uncommon for dhampirs to borrow elements of their style from multiple races and cultures, blending them together into something unique. Some toe a provocative line and may incorporate sacred or religious symbols and styles to provoke an extreme reaction.

Society: Dhampirs tend to either camouflage themselves into society or live in isolation, but there are exceptions. Groups of traveling dhampirs develop their own unique culture over time but, also, adhere to greater cultural guidelines called the Walking Crow edicts. These rules dictate the Crows' responsibility to protect one another from outside interference, for each caravan group to self-govern and be self-sustaining, and for each Crow to work for the prosperity of the caravan.

These wandering groups don't always find warm welcome with outsiders—if one dhampir is regarded with suspicion, then a group of them is cause for mass paranoia—and they have a reputation for closing ranks against outsiders even when one of them breaks a law. Few groups of travelers offer as wide an array of skills, however, as few dhampirs have the luxury of going through life without developing an adventurer's skill set. Therefore, Walking Crows can expect coin and tolerance—if not acceptance—most anywhere they go.

Dhampirs who are not Walking Crows usually wish to merge with mortal society instead and go about it by setting themselves up as family patriarchs or matriarchs. If they have no bloodline of their own, they'll select a mortal—maybe a relative but other times a stranger the dhampir admires or respects—and adopt the mortal's family as his own, spending his considerable lifespan growing that family's influence and protecting it. The "lucky" family may flourish under the patronage of their strange "relative," but others may find themselves the pawns and playthings of a diseased and overly attached mind.

Relations: Dhampirs seldom find common ground with members of other races, but they occasionally ally themselves with the shunned and misunderstood. For instance, they share an existence straddling life and death with samsarans. Their connection to the dark and the night strikes a chord with wayangs and fetchlings. And tieflings often understand the societal rejection they face. It's also possible for dhampirs to become uneasy bedfellows with the likes of strix or nagaji, but these "allies" would almost certainly be using the dhampir as much as the dhampir might seek to use them.

Alignment and Religion: Most dhampirs are evil or neutral, though it's difficult to say if that is due to some inborn corruption or because of their often-traumatic upbringings. Those with relatively peaceful childhoods are still often troubled but capable of rising above their natures. Good dhampir may be horrified by their own existences and dedicate themselves to obliterating the undead as a means of resolving their inner conflicts. Others see their lifespan and powers as opportunities to improve the lots of others.

Dhampirs who succumb to bloodlust and hatred tend to find faith with gods or demon or devil lords promising power, wrath, and lives of luxury long denied. The noblest examples of dhampirs may become followers of deities who promise healing, redemption, and a chance at salvation.

Adventurers: Dhampirs typically excel at striking from the shadows, making them good rogues, alchemists, investigators, and sometimes even fighters. Few dhampirs stay in one place long enough to dedicate themselves to formal arcane study or to feel the call of religion, but those who do can become the most dedicated of their kind. Dhampir paladins and clerics may be among the rarest of the rare, but their devotion is unmatched.

Powers that manifest suddenly and are sometimes violent or unwanted, such as happens with bloodragers, oracles, or sorcerers, are part and parcel of dhampir existence as they came into being in a similar way.

It's uncommon for a dhampir to feel a call to nature but not unheard of. Some dhampirs feel a special connection with other nocturnal predators, strong enough to even overcome the discomfort they feel from their innate separation with nature. Some take owls, wolves, or bats on their shields or other insignia.

Names: Wandering dhampirs connected with the Walking Crows often adopt the surname "Crow" to denote themselves as such. This serves not only a cultural identification purpose but also protection to let people in town know others will come looking should the dhampir go missing. Dhampirs who are attached to a mortal family will either adopt that name as their own or else insist their "descendants" adopt the dhampir's chosen nomenclature.

Dhampir Racial Traits

Dhampir have the following racial traits.

+2 Dexterity, +2 Charisma, –2 Constitution: Dhampirs are fast and seductive, but their racial bond to the undead impedes their mortal vigor.

Dhampir: Dhampirs are humanoids with the dhampir subtype.

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

Normal Speed: Dhampirs have a base speed of 30 ft.

Random Starting Ages

Race	Adulthood	Intuitive[1]	Self-Taught[2]	Trained[3]
Dhampir	20 years	+4d4 years	+6d6 years	+10d6 years

1 This category includes barbarians, oracles, rogues, and sorcerers.

2 This category includes bards, battle scions, cavaliers, fighters, gunslingers, paladins, rangers, shadowsworn, spell-less rangers, summoners, and witches.

3 This category includes alchemists, clerics, druids, inquisitors, magi, monks, shamans, theurges, white necromancers, and wizards.

Aging Effects

Race	Middle Age[1]	Old[2]	Venerable[3]	Maximum Age
Dhampir	35 years	53 years	70 years	70+2d20 years

1 At middle age, –1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

2 At old age, –2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

3 At venerable age, –3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

Random Height and Weight

Race	Base Height	Height Modifier	Base Weight Modifier	Weight Modifier
Dhampir, male	4 ft. 10 in.	+2d10 in.	120 lb.	x5 lb.
Dhampir, female	4 ft. 5 in.	+ 2d10 in.	85 lb.	x5 lb.

Senses: Dhampirs have low-light vision and darkvision 60 ft.

Manipulative: Dhampirs are accustomed to hiding their true identities. They gain a +2 racial bonus on Bluff and Perception.

Undead Resistance: Dhampirs gain a +2 racial bonus on saving throws against disease and mind-affecting effects.

Light Sensitivity: Dhampirs are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

Negative Energy Affinity: Though a living creature, a dhampir reacts to positive and negative energy as if it were undead—positive energy harms it, while negative energy heals it.

Spell-Like Ability: A dhampir can use *detect undead* three times per day as a spell-like ability. The caster level for this ability equals the dhampir's class level.

Resist Level Drain (Ex): A dhampir takes no penalties from energy drain effects, though he can still be killed if he accrues more negative levels than he has Hit Dice. After 24 hours, any negative levels a dhampir takes are removed without the need for an additional saving throw.

Languages: Dhampirs begin play speaking Common. Those with high Intelligence scores can choose any language they want (except secret languages, such as Druidic).

Alternate Racial Traits

The following racial traits may be selected instead of existing dhampir racial traits. Consult your GM before selecting any of these new options.

Nameless Traveler: Some dhampirs have been brought up on the road and trained to keep their heads down and evade notice. Dhampirs with this racial trait gain a +2 racial bonus on Disguise and Stealth checks. This racial trait replaces manipulative.

Seasoned Crow: Many dhampirs are familiar with the language of signs, marks, and landmarks used by wandering dhampir caravans to indicate danger, resources, or safety. These dhampirs can leave these marks for others, gaining a +2 racial bonus to Diplomacy and Knowledge (local) checks the next time she meets another dhampir, or she can interpret these signs to get an answer to a question about the area within 5 miles of the marker that pertains to available aid or possible danger, as per *augury*, with a caster level equal to the dhampir's class level. This racial trait replaces spell-like ability.

Controlling Progenitor: Dhampirs with families, either biological or adopted, are protective and controlling of their descendants and use and abuse their bonds to keep the family on an intended path. These dhampirs gain a +2 racial bonus on Diplomacy and Intimidate checks made against their descendants. When they use spells or abilities with the charm descriptor against their descendants, the DCs gain a +2 racial bonus. This racial trait replaces manipulative.

Family Protector: Dhampirs often protect their kin at any cost. Whenever such a dhampir would fail a saving throw requiring her to cause harm to a relative or descendant, she may immediately reroll the save and choose the most favorable result. This racial trait replaces undead resistance.

Racial Subtypes

You can combine various alternate racial traits to create dhampir subraces or variant races, such as the following.

Walking Crow: These dhampirs belong to the insular communities of wandering caravans. Raised on the road and taught to value other dhampirs above all outsiders, a Walking Crow dhampir carries herself with mystery and respect. She knows the value of blending in and going unnoticed but, also, enjoys access to a secret world of communication and understanding. Crows have some distance from their undead heritage and lose their spell-like ability and manipulative racial traits but gain the nameless traveler and seasoned crow traits.

Family Archons: Some dhampirs are obsessed—or at least deeply concerned—with the creation and preservation of some kind of lasting legacy. For them, it is a question of proving their links to the land of the living. If these dhampirs don't procreate, they are willing to adopt an impressive mortal family as their own. They lose their spell-like ability and undead resistance racial traits but gain the controlling progenitor and family protector traits.

Favored Class Options

The following options are available to dhampirs who have the listed favored class, Unless otherwise stated, the bonus applies each time you select the favored class reward.

Arcanist: Add +1/4 to points gained to arcane reservoir when the arcanist consumes a spell of the necromancy school through the consume spells class feature.

Bloodrager: Add +1/4 to the bloodrager's effective class level when determining the power of his bloodrager bloodline powers.

Druid: Add +1 hp to the druid's animal companion. If the dhampir ever replaces her animal companion, the new animal companion gains these bonus hp.

Hunter: Add +1/2 to the hunter's class level when determining her wild empathy check result to influence nocturnal animals and magical beasts.

Investigator: Add +1/2 on Perception and Sense Motive checks to notice something in dim light or nonmagical darkness.

Oracle: Add a +1 bonus to concentration checks when casting spells with the curse descriptor.

Slayer: Add +1/2 dodge bonus to AC against undead studied targets.

Witch: Add +1/4 to the witch's effective caster level when determining the effects of spells of the necromancy school the witch casts.

Dhampir Archetypes

The following racial archetypes are available to dhampirs.

DOOMCALLER (ORACLE)

Dhampirs straddle the gap between life and undeath, granting some dhampir oracles visions of horrible future events that they have learned to manipulate to their enemies' peril.

Recommended Mysteries: bones[APG], dark tapestry[UM], heavens[APG], lore[APG], time[UM].

Oracle's Curse: A doomcaller must take the haunted or tongues curse at 1st level.

Bonus Spells: *doom* (2nd), *mad hallucination*[UM] (4th), *vision of hell*[UM] (6th), *calamitous insight*[*] (10th), *weird* (18th). These bonus spells replace the oracle's mystery bonus spells at these levels.

Revelations: A doomcaller must take the following revelations at the listed levels.

Momentary Glimpse (Su): As the time mystery revelation. You must take this revelation at 1st level.

Doom Prophet (Su): Once per day, you can enter a trance to gain a glimpse of the future. The trance lasts for 1 minute, which must be uninterrupted and during which you can take no other actions. During this trance, visual illusions of every disturbing possibility of the future in question play around you and disturb opponents within 30 ft. who fail a Will save. Although you must stay in the trance for 1 minute, its effects against opponents last for a round of rounds equal to half your oracle level (minimum 1). Creatures affected by the trance can make a Will save at the end of every round to shake off its effects. At 3rd level, you gain the benefits of the *augury* spell with 73% effectiveness and the troubling illusions can cause the shaken condition on a failed save. At 5th level, your *augury* increases to 75% effectiveness and the illusions can cause the frightened condition. At 9th level, your *augury* reaches 79% effectiveness and the illusions are so disturbing and horrible they can cause the panicked. You must take this revelation at 3rd level.

MIDNIGHT STALKER (SLAYER)

Some dhampirs find temporary solace in hunting and capturing those even more undesirable than themselves, and they excel in catching their prey using their excellent night vision and their supernatural charisma.

Weapon and Armor Proficiency: A midnight stalker is proficient with all simple and martial weapons plus the aklys, bolas, dan bong, lasso, and net. Midnight stalkers are proficient with light armor, light shields, and bucklers but not heavy shields or tower shields. This ability replaces the slayer's weapon and armor proficiencies.

Stalk (Ex): At 2nd level, any time the midnight stalker is able to follow or observe a studied target for at least a minute while remaining unnoticed, he may add an additional +1 to his studied target bonuses against that target. For every additional minute the midnight stalker observes the target, add an additional +1 to a maximum of +5 after five minutes. If the midnight stalker is noticed while still observing the target, all previous bonuses from this ability are lost. This ability replaces the slayer talents gained at 2nd and 4th level.

Blind-Fight: At 6th level, the midnight stalker gains the Blind-Fight feat. If the midnight stalker already has the Blind-Fight feat, he can take any other combat feat for which he already qualifies instead. This replaces the slayer talent gained at 6th level.

Hypnotic Gaze (Su): At 8th level, the midnight stalker gains a gaze attack usable only against a studied target. As a standard action, the midnight stalker can attempt to gaze at a studied target within 30 ft. The target must succeed at a Will save or be paralyzed for 1 round. This ability replaces the slayer talent gained at 8th level.

Slayer Talents: The following slayer talents (and rogue talents) complement the midnight stalker archetype: camouflage, fast stealth, slowing strike[ACG], sniper's eye, surprise attack.

Advanced Slayer Talents: The following advanced slayer talent (and advanced rogue talent) complement the midnight stalker archetype: slayer camouflage[ACG].

PREDATOR LORD (HUNTER)

Some dhampirs embrace their predatory nature and seek to emulate it through their chosen animal companions.

Class Skills: A predator lord gains Knowledge (arcana) as a class skill, but she does not gain Knowledge (dungeoneering) as a class skill.

Spells: Predator lords gain spells as the hunter ability but may add one sorcerer/wizard spell of the necromancy school that is not on the hunter spell list to their list of spells known each time they gain a new spell level. They do not gain summon nature's ally to their list of spells known. This ability alters spells.

Animal Companion (Ex): A predator lord gains an animal companion as the hunter ability, but she may only choose animal companions that are carnivorous predators. At 1st level, her companion begins to show results from the predator lord's experimentation with improved night vision. An animal companion without low-light vision gains that ability, or

darkvision to a range of 60 ft. if it already had low-light vision. This ability alters the animal companion ability.

Wild Empathy (Ex): This ability functions as the hunter ability, but a predator lord gains a +4 bonus on wild empathy checks to improve the attitude of predatory animals or magical beasts.

A predator lord may use wild empathy to improve the attitude of undead creatures that once had the animal or magical beast type. Undead creatures have a starting attitude of hostile. A predator lord using wild empathy in this way takes a –4 penalty to the check in addition to any other penalties. This alters the wild empathy ability.

Bloody Feast (Su): At 2nd level, as a full-round action, a predator lord may feed her animal companion her blood and expend the necromantic energy of a spell to bolster her companion's healing. The predator lord must take 2 hp of damage for each Hit Die the animal companion possesses and discharge a necromancy spell of at least 1st level (expending the spell slot as if cast). The animal companion regains 4 hp per each of its Hit Die and gains fast healing equal to the level of spell discharged for a number of rounds equal to the hunter's level. An animal companion cannot heal more than its maximum number of hp in this way. Additionally, for 24 hours after the bloody feast, the animal companion does not need to eat, drink, or sleep, but it does continue to breathe. This ability replaces precise companion.

Dread Companion: At 10th level, the predator lord's animal companion reaches the end result of its master's experimentations. The dread companion retains its original creature types but, also, gains the dhampir subtype and the following abilities:

Senses: Dread companions gain low-light vision and darkvision 60 ft. (if it did't already have darkvision).

Undead Resistance: Dread companions gain a +2 racial bonus on saving throws against disease and mind-affecting effects.

Light Sensitivity: Dread companions are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

Negative Energy Affinity: Dread companions are alive but are healed by negative energy and harmed by positive energy as if they were an undead creature.

Resist Level Drain: A dread companion takes no penalties from energy draining effects, though it can still be killed if it accrues more negative levels then it has Hit Dice. After 24 hours, any negative levels a dread companion takes are removed without the need for an additional saving throw.

This ability replaces raise animal companion.

SCION OF HATE (BLOODRAGER)

Some dhampirs are innately tuned to the emotions of others—but only in detecting the fear, hate, and revulsion targeted at them.

Aura of Hatred (Su): Beginning at 2nd level, the scion of hate exudes an empathic hatred that repulses and frightens their enemies. Any opponents within 20 ft. of the scion of hate take a –2 penalty to saves against fear. This penalty increases to –4 at 5th level, –6 at 10th level, and to –8 at 15th level. This replaces uncanny dodge and improved uncanny dodge.

Hate Infusion (Su): At 3rd level, a scion of hate can channel his hatred into spells and weapon strikes. Whenever the scion of hate deals damage with an attack or spell, he may choose to infuse the strike with hateful energy. The target must attempt a Will save (DC = 10 + 1/2 the bloodrager's level + Charisma modifier) or become shaken for a number of rounds equal to half your bloodrager level (minimum 1). At 9th level, the target becomes frightened instead. This is a mind-affecting fear effect. This ability replaces the bloodrager's 1st-level bloodline power.

Dhampir Equipment

The following equipment is used or made by dhampirs.

Blood Cookies: Made from a mix of dried meat and grains, these small animal treats are prepared into crunchy spheres with hollow centers. The cookies can be cracked open and filled with a dose of a liquid or powdered substance, then molded back together. The shell keeps the substance inside fresh for 24 hrs. A blood cookie can be eaten as a free action or fed to an animal as a move action, activating the properties of the substance contained inside the cookie, if any.
Cost: 2 gp per cookie; **Weight**: —

Coffin Tents: These alchemically treated tents are made from a combination of silk and cotton, woven in dozens of thin layers. The fabric is breathable and cool, but the thickness of it prevents all but dim lighting inside the tent even on the brightest days (although it does not block a *daylight* spell). The fibers are additionally treated with a fire-resistant alchemical solution. Coffin tents ignore the first 3 hp of damage taken each round from fire.
Cost: 25 gp; **Weight**: 20 lb. (5 lb. if Small)

Crowclaw: This thin black rod has a slight hook at the end with a point marked with a faint blue-white powder, a special substance derived from crushed scorpion chitin. When a crowclaw is scratched onto a surface exposed to moonlight or sunlight, it leaves behind markings invisible to all senses except darkvision. Those

with darkvision see the markings left behind as bright and pale blue. Crowclaw markings are washed away by water but can persist a month or more in dry or shaded areas. Crowclaws can be used 10 times before crumbling. **Cost**: 5 gp; **Weight**: —

Dhampir Feats

A gnashing of teeth, a spray of blood. This is the tainted existence of a dhampir.

Accursed Sense

Your cursed existence has made you more aware of the signs of an active curse.

Prerequisite: Dhampir, Intelligence 13+.

Benefit: You gain a +2 competence bonus on Knowledge (arcana) checks to identify spell effects as curses. Additionally, you may use Knowledge (arcana) to identify a curse even if it is not a spell. The DC is 10 + the curse's save DC.

Leech

You may drink the blood of a diseased or poisoned creature and expose yourself to the same toxins but also impart a measure of your undead resilience to the victim.

Prerequisite: Dhampir, Heal skill 4 ranks.

Benefit: If you deal 1d3 hp damage to a diseased or poisoned creature and spend 1 minute drinking its blood, you must attempt the save to resist any disease or poison from which it's suffering with a +2 bonus. Whether you succeed or fail, the originally afflicted creature may immediately attempt another saving throw, even if one would not normally be allowed, with a +2 bonus. If this does not cure the affliction, you may not attempt to use this ability against until the next save interval (or after 24 hours, if there is normally no save).

Mourning Dove (Teamwork)

While one of your allies feigns helplessness, you lurk in wait to strike.

Prerequisite: Dhampir, Charisma 13+, Bluff 1 rank.

Benefit: Whenever you are within 30 ft. of an ally that successfully feints against an opponent, that opponent also loses its Dexterity bonus to AC against you until the end of your turn.

Predator Aura

Animals sense the predatory spirit within you and cower before it.

Prerequisite: Dhampir, Handle Animal 3 ranks, Intimidate 3 ranks, wild empathy class feature.

Benefit: When you attempt a wild empathy check, you can choose to force your innate predatory nature upon your target. You may add your Strength modifier (if any) to your wild empathy check. If successful, the creature cowers and is incapable of taking aggressive action against you or any other creature for a number of rounds equal to your level. This effect ends if the animal is attacked. Cowing an animal in this way is a full-round action, and you must be within 30 ft. to influence it. If the check is unsuccessful, treat it as a failed wild empathy check.

Dhampir Magic Items

Legacy. Disguise. Blood. Dhampir magic items reflect their lifestyles.

DAGGER OF THE ACCUSER

Aura moderate enchantment; **CL** 7th
Slot none; **Price** 44,000 gp; **Weight** 1 lb.

A fine layer of crimson coats the point of this +2 dagger. Its pommel is wrapped in red leather and decorated with embellishments of justice and revenge.

When the dagger touches the blood of a slain creature and the command word is spoken, its wielder may immediately know the name of the deceased and see the moment of death from the slain creature's perspective.

If the slain creature was murdered, the dagger's wielder may swear an oath to avenge the death. Doing so allows her to immediately know the name of the murderer and receive a +4 morale bonus to attack rolls and +1d6 to damage rolls against that creature, and the dagger of the accuser gains the keen ability in all combats until the murderer is killed. These bonuses are lost if the target is not slain within a week after the oath is sworn, and the wielder instead receives a –4 to all rolls until a *break enchantment, remove curse*, or similar spell is cast upon her, upon which the dagger returns to its normal state.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *blood biography*[APG], lesser geas; **Cost** 22,000 gp

HARP OF HARMLESSNESS

Aura moderate illusion; **CL** 11th
Slot none; **Price** 60,000 gp; **Weight** 8 lb.

This ordinary-looking harp is carved from common wood and strung unremarkably with a few vague symbolic carvings that might be from any culture.

When played by a performer with at least 1 rank in the Perform skill, the harp shares its perfect ordinariness with the harpist. For as long as the *harp of harmlessness* plays, the harpist and allies within 30 ft. take on the appearances of ordinary and unremarkable representatives of the race that is the dominant culture of the region (a kingdom, country, empire, and so on) Those interacting with the subjects may attempt a Will save against a DC equal to the

harpist's Perform check to see through the illusion.

A bard using a harp of harmlessness with bardic music may add +2 to all save DCs when using his fascinate, suggestion, and mass suggestion performances.

CONSTRUCTION

Requirements Craft Wondrous Item, *veil*; **Cost** 30,000 gp

LEGACY DIADEM

Aura faint transmutation; **CL** 3rd
Slot head; **Price** 10,800 gp; **Weight** 1 lb.

When not active, this thick red-gold circlet possesses only one square-cut garnet jewel in its center. Once placed upon the head of a living creature, the diadem sprouts new, smaller square garnets, alternating from one side of the central jewel to the other, for each biological descendant of the wearer that is still alive. The wearer of a legacy diadem intuitively knows which jewel corresponds to which descendant, and by touching that jewel and speaking the command word, he may know the condition of that descendent as if affected by status. Once per day per jewel, the wearer may send a telepathic message of no more than 25 words to the corresponding descendent. The message arrives no matter the distance but only if the recipient is on the same plane of existence.

Whenever a new descendent is born while the diadem is worn, a new jewel sprouts on the diadem. When a descendent dies while the diadem is worn, a jewel turns black and vanishes to allow the other jewels, if any, to close in on the gap. The diadem must be worn to use its magic.

CONSTRUCTION

Requirements Craft Wondrous Item, *status, whispering wind*; **Cost** 5,400 gp

STYGIAN COLLAR

Aura strong necromancy; **CL** 13th
Slot neck; **Price** 80,000 gp; **Weight** —

This black leather collar fastens with bone. It magically stretches to fit around the neck of any size creature, but it only becomes active on undead creatures that had the animal type prior to death.

A creature wearing a stygian collar reacts as it normally would, except when the command word for the collar is spoken. At that point, the creature wearing the collar responds as its former animal type to wild empathy abilities and Handle Animal checks. A creature wearing the collar may be taught tricks with the Handle Animal skill as if it had an Intelligence of 1 and retains all tricks taught to it until the collar is removed. If the stygian collar is removed, the magic vanishes and the creature reverts to its undead state and has no memory of any learned tricks, even if the collar is returned. The collar does not actually change the creature's type, just how it reacts to wild empathy and Handle Animal checks.

The creature reacts as its normal undead type to any other creature approaching it unless the command word is spoken and a successful check to alter its attitude is made. If it learns the trick stay, it can be commanded to stay and will not challenge creatures that approach it.

If affected by a spell or effect targeting undead, a creature wearing the stygian collar gains a +2 competence bonus to its save or is permitted a Will save if one is not normally allowed. On a failure, the creature will revert to its collared state once the effect ends.

CONSTRUCTION

Requirements Craft Wondrous Item, *charm animal, control undead*; **Cost** 40,000 gp

Dhampir Spells

Magic is second nature to one with an unnatural existence, like a dhampir.

BLIGHTED HEALING

School necromancy; **Level** druid 5, ranger 4, shaman 5
Casting Time 1 standard action
Components V, S, DF
Range 20-ft.-radius burst or target plant touched; see text
Duration instantaneous
Saving Throw Fortitude half (see text); **Spell Resistance** yes

You drain surrounding plant life to nourish yourself. Upon casting, all non-creature plants within the area of effect wilt and die. You regain 1d6 hp/2 levels (maximum 10d6 at 20th level) from draining the plant life. To use this effect of the spell, you must be in an area of at least light foliage.

You can cast this spell on a single plant creature and siphon the life from it instead. Doing so requires a touch attack, and a plant creature takes 1d6 points of damage/2 levels (maximum 10d6) and may attempt a Fortitude saving throw for half. You regain as many hp as the creature takes in damage, but you gain no hp beyond what is required to reduce the creature's hp to 0.

CALAMITOUS INSIGHT

School enchantment (compulsion) [language-dependent, mind-affecting]; **Level** bard 4, cleric/oracle 5, shaman 4, sorcerer/wizard 4, witch 4
Casting Time 10 min.
Components V, S, DF/F (divination cards, sticks, or dice)
Range touch
Target one living creature with 7 Hit Dice or less
Duration instantaneous (see text)
Saving Throw Will negates; **Spell Resistance** yes

You see a vision of a calamity to soon befall the target, but it is this spell that creates the calamity, not fate.

Casting this spell takes 10 minutes and requires some

manner of fortune-telling ritual, such as reading cards, sticks, or dice, to be effective. At the end of the ritual, the target may ask a question about an upcoming event or problem to occur in the next 7 days. You see a vision of the worst possible outcome of the target's question. The target must have 7 Hit Dice or less and be able to understand you.

The target must succeed a Will save upon hearing the results of the vision. On a success, he shakes off the effects of the prophecy and is not forced to believe the vision or act on it. On a failure, the target becomes obsessed with the grim foretelling and subconsciously works to bring about the prophesied result.

This spell does not cause the creature to take actions that would actively put itself in danger. Rather, consider the target under the effects of *lesser geas* with a mission to create the foretold conditions as closely as possible.

Once the time for the foretold event arrives, even if the disaster does not occur exactly as predicted, the target believes you foretold it accurately, for good or ill.

DECLARE KIN

School transmutation [language-dependent, mind-affecting]; **Level** cleric/oracle 1, druid 1, inquisitor 1, ranger 1, shaman 1, sorcerer/wizard 1, witch 1
Casting Time 1 hr.
Components V, S, M (blood; see text)
Range touch
Target one living creature
Duration instantaneous
Saving Throw none; **Spell Resistance** no

You mystically bind yourself to another creature, marking him and his descendants as blood descendants of yours. The ritual for this spell takes 1 hour and requires both you and your target to cut palms (causing 1 point of damage to each of you that cannot be reduced) and clasp hands while declaring each other as true kin.

Once completed, you, the target, and all the target's descendants are considered blood relatives for the purposes all of all spells and effects. An unwilling target cannot be forced into kinship but may be deceived or coerced through spells or effects such as suggestion. Kinship forged in this way can only be broken by a *limited wish, miracle, wish*, or similar spell.

DETECT HATRED

School divination; **Level** bard 1, bloodrager 1, cleric/oracle 1, inquisitor 1, paladin 1, sorcerer/wizard 1, witch 1
Casting Time 1 standard action
Components V, S
Range 60 ft.
Area cone-shaped emanation
Duration concentration, up to 1 min./level (D)
Saving Throw none; **Spell Resistance** no

You detect the presence of nearby living creatures that have unfavorable attitudes toward you (see the Diplomacy skill description for details about starting attitudes). The amount of information revealed depends on how long you study a particular area or subject.

1st round: Presence of creatures with attitudes of unfriendly or hostile toward you.

2nd round: Number of different unfriendly or hostile attitudes and highest CR of the creature with the worst attitude.

3rd round: The exact ranking (unfriendly or hostile) and location of each attitude reading. If the creatures bearing the attitudes are not in line of sight, you discern direction but not exact location.

Each round, you can turn to detect hatred in a new area. The spell can penetrate barriers, but 1 ft. of stone, 1 inch of common metal, a thin sheet of lead, or 3 ft. of wood or dirt blocks it.

HATE BLOSSOM

School enchantment (compulsion) [mind-affecting]; **Level** bard 3, bloodrager 2, sorcerer/wizard 4, witch 3
Casting Time 1 standard action
Components V, S, M (pinch of charcoal)
Range touch
Target one living creature
Duration instantaneous
Saving Throw Will negates; **Spell Resistance** yes

With a touch, you transfer a powerful feeling of hatred to a single living creature. On a failed save, the creature experiences overwhelming anger toward the last creature that angered it. In combat, this will be the last creature that dealt the target damage. Otherwise, the subject of the target's ire will be the closest creature with whom the target has an unfriendly or worse attitude with (see the Diplomacy skill's description of starting attitudes) or else the closest creature with an alignment more than one step away from the target's.

This spell causes the target to immediately attack the object of its ire in a rage. The target retains enough reason to use the most effective means of attack: a spellcaster will use spells, a rogue will attempt to get into an advantageous position, and so on.

Each time the target takes damage while under this spell's effects, it receives a new Will saving throw to shake its effects. The spell automatically ends when the target's focus of hatred is dead, unconscious, or out of sight. The spell automatically fails if it would cause the target to attack a subject with twice its Hit Dice or more.

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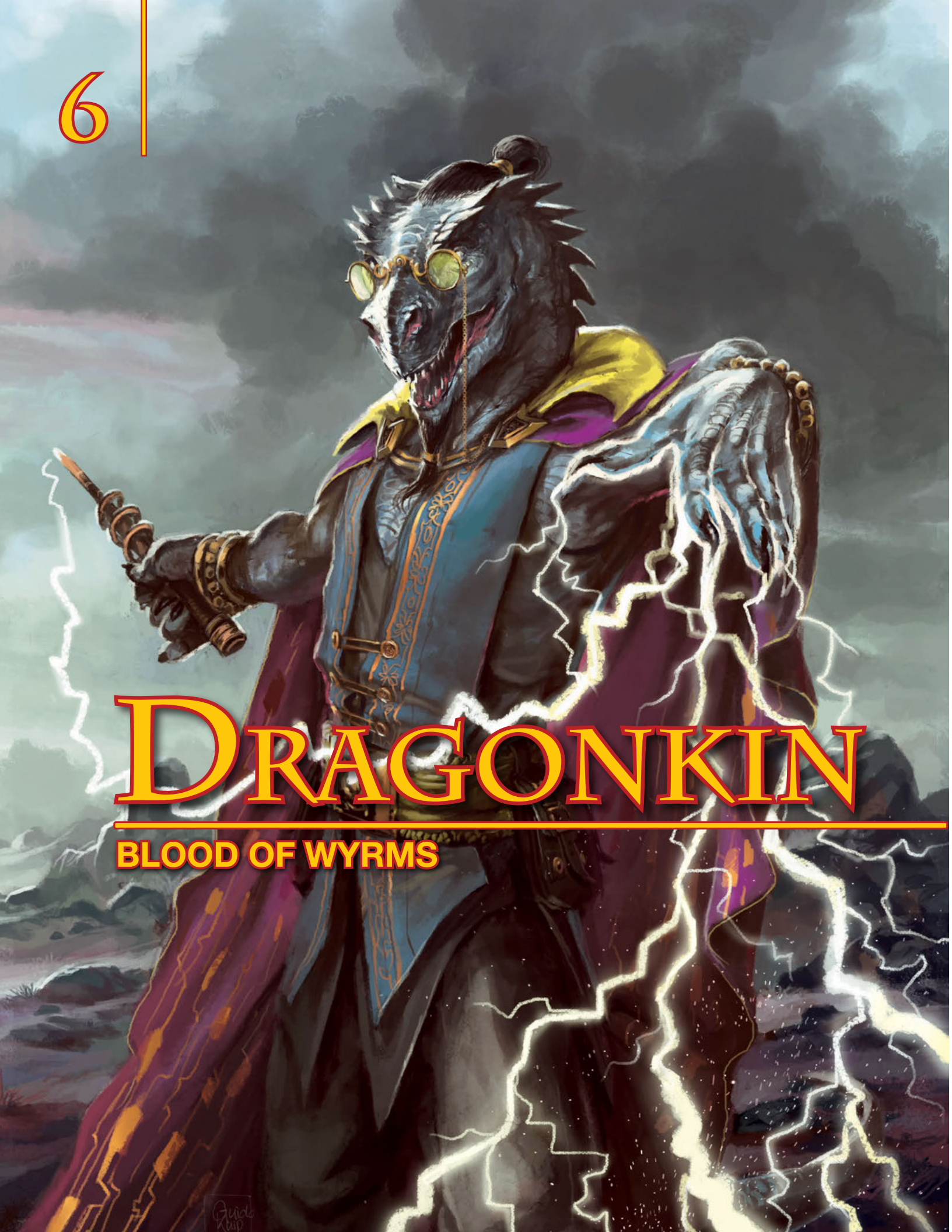


Dragonkin

Blood of Wyrms

For millennia, the prospect of half-human, half-dragon hybrids was the stuff of legends and speculation. But where there's a will, there's a way, especially considering the legendary fecundity of dragonkind and the boundless ambition of mankind.

In those days, the thought that dragons' terrible power might combine with humans' versatility and resilience was repugnant to most, an irresistible siren lure to others. Reflecting this fear, humans often populated their fairy tales with villains who were scaly, had wicked claws, and ominously swished their serpentine tails. Little did those storytellers know that dragonkin were not imagined phantoms. They were real—and one day, they would rise and claim the position due to them.

In Midgard, the dragonkin emerged as a race unto themselves and as a force to be reckoned with less than 500 years ago, though individual dragonkin have existed for untold years. Just before the dragonkin's rise, a particularly cunning red dragon named Mharot gathered neighboring dragons and kobold tribes and proposed the alliance that remains in place today. As a result, scalykind slowly created its own society, which mingled with the region's humans, and the number of dragonkin skyrocketed. By the time two centuries had passed, the Mharoti Empire was formalized and the dragons' sultanate was home to millions of dragonkin. Today, more than 19 million dragonkin represent the majority of the empire's residents.

Despite or perhaps because of their relative youth as a race, Mharoti dragonkin tend to be arrogant and ambitious, and they project an intimidating presence. This haughty attitude is not unearned. Members of the dragonkin edjet (or "warrior") class, driven by greed and a desire to please their aloof patrons, have fought and won so many battles that the race's pride is frustratingly appropriate. Some even believe that the dragonkin are the preferred children of Veles, the World-Serpent. Predictably, many dragonkin individuals claim this distinction with panache. Their boasts grate in the ears of other races.

The arrogance of the Mharoti dragonkin extends into a strict sense of social order. They divide themselves into four elemental kinds—fire, storm, stone, and wave dragonkin—which supposedly represent pure draconic bloodlines. There may be some merit to those claims of lineage, particularly because many dragonkin physically reflect the element their background most represents. Further, hybrids of these bloodlines are common, as is mixing among elemental dragonkin kinds. As a result, dragonkin with pure leanings look down on the colorful creatures of multiple bloodlines. These so-called mongrels, the purebloods believe, are distastefully tainted.

Outside their own kind, the dragonkin's social hierarchy dictates that kobolds—said to be the result of dragons breeding with goblins, dwarves, and halflings—are inferior while non-draconic, "hairy" races are even lowlier. The prideful dragonkin tend to ignore that their own status lies below drakes and dragons. They focus, as such egocentric creatures usually do, on the groups society allows them to repress. For their part, the Mharoti dragons encourage and fuel this social order. Without it, they could never abuse the dragonkin as they do without facing an army of angry, formidable foes.

Although dragons are the very creatures that spawned dragonkin, they view their proverbial descendants with considerable contempt. In imperial lore, any dragon able to ignore her love for a human—thus leaving her bloodline "untainted"—is honorable. As representations of impure draconic blood, dragons believe that dragonkin are fit only to exist as servants, soldiers, and as the Great Dragon Lords' executives. Dragonkin cannot rise above the executive class to the status of timarli (or "dragon dukes") or urmanli (or "scaled lords") as these distinctions are reserved for drakes, lesser dragons, and greater dragons. Paradoxically, despite their second-class status, dragonkin power the Mharoti Empire's day-to-day activities. Indeed, the Great Imperial Experiment, as its draconic citizens often call it, would surely fail without them.

Physical Description: Dragonkin are strong, scaled, bulky humanoids. Their clawed hands and feet, reptilian snouts, and frilled crests all harken back to their draconic heritage. Their eyes typically are deep gold or black, though more exotic colors also exist.

But That's Not How Dragonkin Should Be!

One concern with writing background material for the society and life cycle of dragonkin is that different people have different ideas of what the race should be. Maybe you think of the dragonkin as an orphaned race that "Should Have Never Been." Maybe dragonkin are the next step in evolution or maybe they are the foot soldiers of the evil queen of dragons. They might be the saviors of the world in your game or the pawns in the games of powerful lords or deities. If you read this and think to yourself, "This isn't right!" or even have a sinking feeling that comes along with mysteries being revealed, don't fear.

If you don't like these background details for your game, ignore them, and forge ahead with your preferred vision. Take what works for you, and leave what does not. The details given here need not be well known by players of characters with other races, and you should make your own call on the truth of the dragonkin way of life.

Male and female dragonkin are physically distinctive. Male dragonkin are larger and heavier with more prominent horns or crests. Their tails are short and often spiked. In contrast, female dragonkin are quicker, more wiry, and smaller, though they are still larger than most humans. Their tails are longer and prone to idle lashing, and they sometimes have a frill or collar of a color that contrasts with their scales.

The color of dragonkin's scales typically reflects their elemental kind. The flame dragonkin favor orange or yellow scales with red crests. Storm dragonkin often display blue, white, or silver scales with black crests. Stone dragonkin, which are uncommon, sport brown, gray, black, or white scales with white or purple crests. Wave dragonkin, the most rare, have gold, blue, or green scales with bright green or yellow crests.

Exceptions to the elemental divisions are dragonkin soldiers, which are most common in the Mharoti Empire. They typically display brassy or tan scales with black or rust-colored crests. These dragonkin almost always wear armor as their scaly skin offers them only a modicum of protection against weapons.

Dragonkin in the Mharoti Empire

Dragonkin are rare in Midgard outside the Mharoti Empire, which depends on the creatures' strength and sheer numbers to function. Dragonkin are common—if not the outright majority—in most imperial provinces. Below are some places in which this race plays a particularly important role.

Dragoncoil Mountains: The very heart of the Mharoti Empire, some say the Dragoncoil Mountains were formed from the tail of Veles itself. Truth or legend, these alpine lands are home to countless towns and hamlets of dragonkin who eschew their brash and hotheaded leanings in this peaceful setting.

Gizmiri: Known as the red province for its fiery dragon ruler, Gizmiri is a place of great wastelands and thriving urban life. In the scorched countryside, dragonkin often profit from their enormous mining or fishing operations. In Sarkland, the City of Dust, dragonkin often breed lucrative riding and hunting lizards, and they dominate the city's profitable bazaars.

Harkesh: Known as the Golden City, this metropolis is home to several small fiefdoms of dragonkin and kobolds. The city is home to the Brotherhood Temples, a particularly martial order of dragonkin monks; dozens of edjet barracks, which house the sultana's favored dragonkin warriors; and the western docks, which boast the most ruthless dragonkin merchants in the entire empire.

Dragonkin Elsewhere

The Mharoti Empire is not the only place where dragonkin exist, though most humans are wary or downright hostile toward these scaly creatures. Below are a few outlying places where dragonkin are found.

Cloudwall Mountains: In the upper reaches of the principalities of Morgau and Doresh are the Cloudwall Mountains, which serve as the private hunting ground of the region's vampire prince. Although dangerous, the mountains serve as a home—and as a hiding place from those who wish them ill will—for about 1,800 dragonkin, who are experts in keeping prying eyes away.

Courlandia: The Red Queen of this northern fiefdom of the Grand Duchy has a Red Guard of dragonkin who keep curious neighbors and dwarven reavers at bay. Her dragonkin are rarely seen outside her borders.

Crossroads: Dragonkin typically find harsh welcomes in this region's cultural mishmash, but the scaly creatures find a warm welcome among the mercenaries of Hogar's Horribles, a band known to accept nearly any creature as long as it can prove its worth and help turn a profit. Dragonkin are actively hunted in the Magdar Kingdom, which remains at war with the empire.

Ruby Despotate: Some of Midgard's most ruthless and fearsome dragonkin find a place in this region, which is known for its slavers, mercenaries, and seedy merchants. The few Rubeshi natives who deal with wandering dragonkin often find their strength and cunning useful for nefarious purposes.

Seven Cities: A few dragonkin find causes here, particularly in the city of Capleon. There, dragonkin who worship Seggotan, the Lord of the Ocean, join motley armies in an attempt to grab more power in a region defined by its turmoil and martial strife.

Caste and Status among the Dragonkin

There is a strict caste system in place in the Mharoti Empire. In this social pyramid, non-draconic races are at the bottom while the greatest dragon lords are at the top. Below are short descriptions of each class with special attention paid to dragonkin's place—or their distinct absence—in each. The caste name in draconic is followed by its translation.

Jambuka (or "Jackals"): The empire's lowest, most-maligned class is reserved for the "hairy" races—those humans, dwarves, ogres, gnolls, and giants unfortunate enough to live there. The Mharoti dragons welcome to their empire these jackals, as they're called, and they serve the dragons well in their various roles as peasants, servants, smugglers, bandits, and mercenaries.

Kobaldi (or "Little Ones"): The empire's kobolds fall into this class. They do much the same work as the jambuka, but with one important distinction: they are scalyfolk, and therefore they are full imperial citizens.

Sekban (or "Those That Serve"): The lowest ranking of the dragonkin classes, this class is above hairy folk and kobolds. Nevertheless, these dragonkin are a motley mix. Most are not skilled or disciplined enough to reach the warrior class above them, and many serve as artisans, merchants, millers, or similarly practical professions.

Edjet (or "Warriors"): These proud dragonkin are the heavily armed and armored shock troops of the Dragon Empire. They are fighters, elementalist wizards, lizard-riders, and priests devoted to Veles and the Four Elemental Gods. These dragonkin typically believe in the superiority of the scaled races. Some even believe they are Veles's chosen.

Akinji (or "Cunning Lords"): In times of war, these dragonkin and lesser drakes are the empire's light cavalry and officers. During peacetime, they are its landholders, merchants, priests, mayors, and guild masters. Members of this caste fiercely believe in the Great Imperial Experiment, as they call it.

Timarli (or "Dragon Dukes"): These drakes and lesser dragons are all minor nobles, generals, ambassadors, and important priests. At their own expense, they typically raise armies made up of members of the lesser classes to answer the sultana's yearly calls to duty.

Urmanli (or "Scaled Lords"): This caste consists of about 500 true dragons, many of which are imperial governors. Temple patrons, mining cartel overseers, and land moguls are other roles these dragons tend to accept—when they aren't seeking advantage and power for the day when one of the great eight morza dies.

Morza (or "Great Dragon Lords"): These eight ancient and powerful dragons embody the empire and hoard most of its wealth. They appoint a "lowly" human sultan or sultana to govern, for none trusts the others enough to make day-to-day decisions. Under these ruthless dragons, the Mharoti Empire is growing in wealth and holdings each year.

For more information about the Mharoti Empire's social structure, see *Midgard: Player's Guide to the Dragon Empire*.

DRAGONKIN RACIAL TRAITS

+2 Strength, –2 Dexterity, +2 Charisma: Dragonkin are strong and exude a powerful sense of presence, but they are not quick.

Reptilian: Dragonkin are humanoids with the reptilian subtype.

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

Slow and Steady: Dragonkin have a base speed of 20 ft., but their speed is never modified by armor or encumbrance.

Darkvision: Dragonkin can see in the dark up to 60 ft.

Energy Resistance: Dragonkin receive the Draconic Aspect feat as a racial bonus feat at 1st level.

Armor: Dragonkin have a +1 natural armor bonus.

Presence: Dragonkin receive a +2 racial bonus to Intimidate and Diplomacy checks. Fly is always a class skill for dragonkin.

Languages: All dragonkin begin with both the Trade Tongue and Draconic as known languages. Dragonkin who have high Intelligence scores can choose any of the following bonus languages: Dwarven, Darakhul (Ghoulish/Undercommon), Elven, Infernal, Kobold, Minotaur, or Nurian.

Alternate Racial Traits

At your GM's discretion, the following dragonkin racial traits may be used instead of existing racial traits.

Child of Flame: Dragonkin with strong connections to a red dragon forebear can conjure flame with just a thought. These dragonkin can create *dancing lights* as an at-will spell-like ability with a caster level equal to the dragonkin's character level. Unlike the spell, the effect is always a moving, heatless flame.

Additionally, as a standard action that provokes attacks of opportunity, these dragonkin may force the flame to fizzle out with a targeted flash, duplicating the effects of the *flare* cantrip as a spell-like ability with a caster level equal to the dragonkin's character level. When a dragonkin uses *dancing lights* to *flare*, it cannot reactivate this spell-like ability before 1d6 minutes has elapsed. This replaces armor.

Child of Stone: Dragonkin who feel a particular connection to the earth and its stone sometimes find strength in its immutability. These dragonkin increase their natural armor by +1 for a total of +2. This replaces presence.

Child of Storms: Dragonkin whose ancestors were blue dragons often feel electricity flowing through their veins. These dragonkin can use spark as an at-will spell-like ability with a caster level equal to the dragonkin's character level. Furthermore, as a standard action that provokes attacks of opportunity, the dragonkin may use *mage hand* as a spell-like ability with a caster level equal to the dragonkin's character level but only to move objects set ablaze with this ability. Upon using mage hand to move a burning object this way, the dragonkin cannot reactivate this spell-like ability before 1d6 minutes have elapsed. This replaces armor.

Child of Waves: The sustaining energy of water calls many dragonkin who find themselves drawn to this element. These dragonkin may hold their breath for a number of rounds equal to four times their Constitution score before risking drowning or suffocating. Additionally, they only require half the amount of fluids and food to sustain themselves to avoid starvation and dehydration. This replaces armor.

Elemental Master: Some dragonkin come from a long line of beings who suffered from repeated blasts of arcane elemental powers. These beings forsook this component of their being in favor of a more harmonic relationship with the natural world. These dragonkin are treated as if subject to a continuous *endure elements* spell with a caster level equal to the dragonkin's character level. However, unlike the spell, this protection does not extend to the dragonkin's gear. If the effect is dispelled or suppressed, it can be reactivated as a free action. This replaces energy resistance and armor.

Reptilian Cunning: The bond between reptiles and some dragonkin is oddly strong. Three times per day, these dragonkin can *speak with animals* as a spell-like ability with a caster level equal to the dragonkin's character level. Unlike the spell, the dragonkin can only communicate with reptiles. This racial trait replaces armor.

Scaled Strength: A few dragonkin are particularly adept at naturally channeling the strength of their draconic forebears but, oddly, seem to be earthbound. These dragonkin treat their Strength score as 4 higher for the purpose of determining their carrying capacity. They never treat Fly as a class skill. This modifies presence and the dragonkin's class skill list.

Unblinking Glare: Dragonkin whose ancestors sought shelter, however tenuous, in the Cloudtop Mountains are often able to shake off mental attacks as if they were raindrops. These dragonkin receive a +2 racial bonus to saves against mind-affecting spells and effects. This racial trait replaces energy resistance.

Random Starting Ages

Race	Adulthood	Intuitive[1]	Self-Taught[2]	Trained[3]
Dragonkin	36 years	+3d6 years	+5d6 years	+7d6 years

1 This category includes barbarians, oracles, rogues, and sorcerers.
2 This category includes bards, battle scions, cavaliers, fighters, gunslingers, paladins, rangers, shadowsworn, spell-less rangers, summoners, and witches.
3 This category includes alchemists, clerics, druids, inquisitors, magi, monks, shamans, theurges, white necromancers, and wizards.

Aging Effects

Race	Middle Age[1]	Old[2]	Venerable[3]	Maximum Age
Dragonkin	112 years	168 years	225 years	225+3d20 years

1 At middle age, –1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
2 At old age, –2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
3 At venerable age, –3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

Random Height and Weight

Gender	Base Height	Height Modifier	Base Weight Modifier	Weight Modifier
Male	5 ft. 9 in.	180 lb.	+2d10 in.	+2d12 lb.
Female	5 ft. 6 in.	160 lb.	+2d10 in.	+2d8 lb.

Scaling a Dragonkin's Power Level

The dragonkin are well-balanced with the core races. For truly low fantasy campaigns, one can easily take away the Draconic Aspect feat. For an easy increase in power to just below the level of the aasimar or tiefling, consider granting the dragonkin one of the alternate racial traits that trade in natural armor without requiring the trade-in.

For a tad more power, on par with the planetouched, the following feats could be used as an additional 1st-level bonus feat that ignores prerequisites: Draconic Breath, Spiked Tail, or Sturdy Tail. For even more power, add Improved Draconic Aspect as yet another bonus.

And finally, for truly powerful campaigns (or those that specifically permit 1st-level unassisted flight), consider granting the dragonkin a fly speed of 60 ft. (average).

Dragonkin Archetypes and Bloodline

The following racial archetypes and bloodline are available to dragonkin.

Cloudtop (Sorcerer Bloodline)

You are one of the rare but hardy dragonkin who find life among your own kind too cutthroat and difficult for your tastes. Despite your draconic heritage, you are a carefree soul, and you wish to keep your kin from prying into your life, which is likely full of adventure and magical study.

Class Skill: Disguise.

Bonus Spells: *see alignment* (3rd), *ghostly disguise*[UM](5th); *nondetection* (9th), *false vision* (11th), *guards and wards* (13th), *project image* (15th), *mind blank* (17th), *foresight* (19th)

Bonus Feats: Empower Spell, Iron Will, Silent Spell, Skill Focus (Fly), Skill Focus (Knowledge [local]), Quicken Spell, Toughness

Bloodline Arcana: Whenever the cloudtop sorcerer is under the effect of a spell from the abjuration school, he receives a +4 circumstance bonus to saves against spells of the divination (scrying) school. Additionally, the Perception check to notice scrying sensors is only DC 15 + the scrying spell's level for him.

Bloodline Powers: Cloudtop sorcerers take cues from the secretive dragonkin living in the mountaintop fortresses, and a few such dragonkin are believed to have started the tradition. They take elaborate and sometimes paranoid steps to protect themselves from their militant kin and from enemies in general. As cloudtop sorcerers progress in level, they find ever more ways to guard themselves and their allies from those who wish them harm.

Elemental Shield (Sp): At 1st level, a cloudtop sorcerer can tap into his elemental heritage as a standard action to conjure forth a wall that grants temporary immunity to the type of energy the cloudtop sorcerer specifies upon using it (acid, cold, electricity, fire, or sonic). This wall surrounds either the cloudtop sorcerer or another creature within 30 ft. and, unless destroyed, lasts for 1 round/class level. It has a radius of 5 ft. and is 10 ft. high. When the wall absorbs 3 points of energy damage of the chosen energy per caster level (to a maximum of 60 points at 20th level), it is discharged.

The cloudtop sorcerer needs to have line of sight to protect a creature with elemental shield, and a protected target receives the excess damage if the wall is destroyed by absorbing energy. The shield moves with its target creature but, otherwise, does not impede attacks or visibility. The shield is immune to dispel magic, but a mage's disjunction can still dispel it. An elemental shield can be damaged by spells, weapons, and supernatural abilities. It has hardness 20 and a number of hp equal to 10 per caster level. It does not prevent movement of ethereal or material creatures, and it cannot be made permanent with a *permanency* spell. Its benefits stack with neither resist energy nor protection from energy.

Elemental Defense (Sp): At 3rd level, a cloudtop sorcerer can create a larger elemental shield. This shield functions as the basic form of the shield, but it is a hemisphere with a radius of up to 10 ft., and the sorcerer may choose two energy types to absorb instead of one.

Cloudy Mind (Ex): At 6th level, a cloudtop sorcerer has learned how to shield his mind from the insidious effects of opposing casters. He receives a +2 competence bonus to saving throws against mind-affecting spells or effects.

Shrouded Presence (Ex): At 15th level, a cloudtop sorcerer can surround himself with a strange aura that discombobulates and often foils magically prying eyes. When targeted by spells with the scrying descriptor, the cloudtop sorcerer receives a +5 circumstance bonus to his Will save to resist the effect. If the spell targeting the cloudtop sorcerer would not normally allow for a Will save to resist, this ability allows him to treat the spell as if it had a Will save to negate with a DC equal to 15 + the spell's level. Additionally, the Perception check to notice scrying sensors is only DC 10 + the scrying spell's level for him.

Elemental Dome (Sp): At 20th level, a cloudtop sorcerer can harness the powers of the elements to protect himself and his allies from spellcasters who wish to harm them with elemental energy. This shield functions as the basic form of the shield, but it is a hemisphere with a radius of up to 30 ft., and the sorcerer may choose four energy types to absorb instead of one.

DRAGONKIN EDJET (FIGHTER)

As the backbone of a brutal warrior class, dragonkin edjet are known for ferocity and fearlessness in combat. A dragonkin edjet has the following class features:

Draconic Resistance (Ex): Starting at 2nd level, a dragonkin edjet increases her energy resistance chosen via the Draconic Aspect feat by +1. This bonus increases by +1 for every four levels beyond 2nd. This replaces bravery.

Edjet Fighting (Ex): At 3rd level, when a dragonkin edjet uses a shield, she can wield any polearm or spear of her size or smaller as a one-handed weapon. This replaces armor training 1.

Sweeping Blow (Ex): At 5th level, once per day, a dragonkin edjet can use her polearm to trip up to three opponents within reach. If the initial trip attack succeeds, she may proceed to the next opponent within reach and repeat the process until either a trip attempt fails or she succeeds three times. This ability functions similarly to the Great Cleave feat. The edjet gains a +2 circumstance bonus to her CMB for all trip attempts made during the sweeping blow, but she also suffers a –2 penalty to AC until her next turn. At 10th level and every 5 levels thereafter, she may execute an additional sweeping blow per day and attempt to trip two more opponents but also increases the penalty to AC by 1. This replaces weapon training 1.

Draconic Recovery (Ex): At 7th level, a dragonkin edjet needs only 5 minutes of rest to recover from the fatigued condition. At 11th level, she needs only 10 minutes to recover from the exhausted condition. This replaces weapon training 2.

Draconic Hardiness (Ex): At 11th level, a dragonkin edjet gains DR 5/—. This resistance increases to DR 10/— at 16th level. This replaces armor training 2 and 3.

Warrior's Willpower and Physique (Ex): At 15th level, each day, the dragonkin edjet chooses either Fortitude or Will saves. When an edjet succeeds on the chosen save against a spell or spell-like ability

that would normally have a partial effect even with a successful save, she is instead completely unaffected by it. The edjet may change which save to supplement with this ability every day. This replaces armor training 4.

Draconic Bulwark (Ex): At 16th level, a dragonkin edjet gains the evasion class feature, even when wearing medium or heavy armor or when encumbered, but only when wielding a shield. As a swift action, an edjet can provide evasion to a number adjacent allies equal to her Dexterity modifier until the beginning of her next turn. This replaces weapon training 4

Greater Draconic Bulwark (Ex): At 20th level, the dragonkin edjet gains the improved evasion class feature, even when wearing medium or heavy armor or when encumbered, but only when wielding a shield. This replaces weapon mastery.

DRAGONKIN ELEMENTALIST (WIZARD)

These primal dragonkin use their affinity for the Four Elements to become especially adept at damaging foes with acid, cold, electricity, and fire. A dragonkin elementalist has the following class features:

Primal Communion (Su): At 1st level, a dragonkin elementalist must choose one of the four elemental traditions of dragonkin with which to form a primal bond. This element may be flame, which governs fire damage; storm, which governs electricity damage; stone, which governs acid damage; or wave, which governs cold damage. The dragonkin elementalist casts spells with the chosen element's descriptor at +1 caster level. Once chosen, the element cannot be changed.

Like the cardinal directions, each elemental has an opposite that represents an opposing, primal force (see Table: Elemental Opposites). The dragonkin elementalist cannot cast a spell or use a magic item inflicting the damage type of her opposing element. If she tries, she fails automatically as if she had botched a concentration or Use Magic Device check. The type of damage associated with each element is in parentheses.

Table: Elemental Opposites

Flame (Fire)	Wave (Cold)
Stone (Acid)	Storm (Electricity)
Storm (Electricity)	Stone (Acid)
Wave (Cold)	Flame (Fire)

Well of Elemental Knowledge (Su): At 1st level, the dragonkin elementalist can treat any one spell with her chosen element's descriptor from the sorcerer/wizard spell list as if it were in her spellbook and can prepare that spell as normal that day. This spell cannot be modified by metamagic feats, and the dragonkin elementalist is not treated as knowing the spell for purposes of item creation, scribe scroll, and such. If she does not cast spells prepared in this way before the next time she prepares spells, she loses those spells. This replaces arcane bond.

Deeper Elemental Knowledge (Su): At 5th level, the dragonkin elementalist may prepare an additional spell of her chosen element that she does not know per day. This ability otherwise works just like well of elemental knowledge. This replaces the 5th level bonus feat.

Bending the Four (Su): At 10th level, a dragonkin elementalist may ready an action to bend an element. Whenever a damage-dealing spell targeting the elementalist or any of her companions within 30 ft. has elemental descriptors, the dragonkin elementalist may attempt to analyze the incoming spell with Spellcraft. If this check is successful, the elementalist may replace the spell's normal energy damage with any energy type that is not her opposed element's energy type. If the dragonkin elementalist tries to bend the opposed element, she automatically fails. Additionally, 3/day, she may use this ability as an immediate action.

The spell's visible component and descriptor change as is appropriate, such as a fireball that freezes in midair or a lightning bolt that is set aflame. This replaces the wizard bonus feat acquired at 10th level.

Primal Elemental Knowledge (Su): The dragonkin elementalist may prepare one additional spell of her chosen element that she does not know per day. This ability otherwise works just like well of elemental knowledge, and its benefits stack with deeper elemental knowledge. This replaces the 15th level bonus feat.

Primordial Convergence (Su): At 20th level, a dragonkin elementalist displays incredible mastery of her primal communion's element, and she can use this mastery to surround herself with primordial energy. Whenever the elementalist casts a spell with her primal communion's energy descriptor, for 1d4 rounds thereafter, an aura of the appropriate element surrounds her body.

For instance, a flame elementalist might become engulfed in heatless flames, a stone elementalist might glow with a green aura, a storm elementalist might crackle with electrical energy, and a wave elementalist might create reverberations in the air when she moves, like the crashing of water on the shore. Although it does not damage the elementalist, this aura grants the elementalist a 50% miss chance.

In addition, the dragonkin elementalist's touch attacks deal 3d6 hp damage of the energy type that matches her primal communion's element. An elementalist may choose not to deal this damage when delivering touch attacks. This replaces the wizard bonus feat acquired at 20th level.

RUBESHI SLAVER (BARBARIAN)

The few dragonkin who have made the ruthless Ruby Despotate their home often are particularly talented in the cruel art of slaving. Whether it's as merciless slave merchants, mercenary slave hunters, or large-scale overseers, these dragonkin have spent their lives learning how to keep others in line. A Rubeshi slaver has the following class features.

Greed and Power Reign: A Rubeshi slaver cannot be good-aligned.

Threatening Presence (Ex): A Rubeshi slaver is adept at keeping her charges in line with fear. She receives a +2 circumstance bonus to Bluff and Intimidate checks. In addition, the sheer number of minions who would do her harm has honed her ability to protect herself. Whenever a Rubeshi slaver is not in a rage, she receives a +2 dodge bonus to AC. This replaces fast movement.

Fearsome Rage (Ex): At 3rd level, the Rubeshi slaver's rage disheartens her adversaries. When raging, all adversaries within 30 ft. of the slaver receive a –1 penalty on saving throws against fear effects. Additionally, the Rubeshi slaver receives a bonus to demoralize checks equal to the penalty this ability imposes. At 6th level and every three levels thereafter, this penalty increases by 1. This replaces trap sense.

Rage Powers: The following rage powers complement the Rubeshi slaver archetype (powers with asterisks are found in the *Pathfinder Roleplaying Game*: *Advanced Player's Guide*): boasting taunt*, brawler*, greater brawler*, energy resistance*, greater energy resistance*, fearless rage, guarded life*, increased damage reduction, internal fortitude, intimidating glare, mighty swing*, powerful blow, quick reflexes, reckless abandon*, roused anger, strength surge.

WORLD SERPENT'S CHOSEN (CLERIC)

For some dragonkin, being descendants of formidable dragons is not enough. These dragonkin truly believe that they are the chosen people of Veles, the great World Serpent. This god made flesh surrounds the world and, some say, created it. A World Serpent's chosen has the following class features.

Domains: A World Serpent's chosen may choose only one domain. This modifies Domains.

Cold-Blooded Chosen: More so than with other dragonkin, the World Serpent's chosen's emulation of Veles turns her blood sluggish without sufficient heat, forcing her to seek warmth and shelter earlier than most. She takes a –4 penalty on saving throws against cold spells and effects, and whenever she fails such a roll, she is staggered for 1d4 rounds. Additionally, even reptiles consider her detached and somewhat creepy. She receives a –2 penalty to all Charisma-based skill checks.

Life is Fleeting (Su): With her mere presence, a World Serpent's chosen reminds good, evil, chaotic, or lawful creatures that life is short and that the afterlife is uncertain. This is represented by a 30 ft. aura of unease

Minor Gods of the Dragonkin

Worship of dragon gods in the Mharoti Empire is not confined to the five major deities known to most in Midgard. Although much less pronounced in influence, three minor dragon gods also command cults in and around the empire. See table below for a list of minor dragon gods, their alignments, their symbols, their typical worshipers, and their domains.

For more information about the major dragon gods, see the *Midgard Campaign Setting* (page 241).

Table 6-1 Minor Gods of the Dragonkin

Name	Alignment	Symbol	Typical Worshiper	Domains
Aeleos	Chaotic Neutral	A dragon's claw adorned with jagged bolts	Seers, weather diviners, elementalists	Destruction, Luck, Weather
Itzley	Neutral	A gray, wingless dragon emerging from stone	Mine-owners, land-owners, stonesmiths	Artifice, Earth, Knowledge
Zalco	Neutral Good	Three small, concentric serpents biting their own tails	Pariahs, defectors, revolutionaries	Community, Protection, Strength

centered on the chosen. Activating this ability is a free action and can be maintained indefinitely without concentration. This ability affects only opponents with fewer Hit Dice than the World Serpent's chosen.

An opponent can resist the effects with a successful Will save against DC 10 + 1/2 the chosen's class level + her Charisma modifier. An opponent that succeeds on the saving throw is immune to that chosen's life is fleeting ability for 24 hours. On a failed save, the opponent is shaken, or panicked if it has more than 3 Hit Dice less than the chosen, for 5d6 rounds. This is a mind-affecting, fear-based effect. True neutral creatures are immune to this ability. This replaces aura.

Channeled Equilibrium (Su): A World Serpent's chosen can freely switch between channeling positive and negative energy. Every time she channels energy, she may freely select whether she wants to channel positive or negative energy. However, the World Serpent demands a price for this versatility, requiring a certain equilibrium between the forces of life and death. After she channels energy for the first time each day, she has to channel the opposing energy next, continuously alternating between positive and negative energy.

For example, if she channeled negative energy to damage living enemies, she than would be required to channel positive energy next—either to heal allies or to damage undead. If she heals allies by channeling positive energy, she would have be required to channel negative energy next. This modifies channel energy.

Dragonkin Feats

Dragonkin have access to the following feats.

By the Color of the Scales (Combat)

Your dragon-like skin becomes even tougher and more resistant to energy damage.

Prerequisites: Dragonkin, Dragon Skin Style, base attack bonus +9.

Benefit: By concentrating for a brief moment while in Dragon Skin Style, you can infuse your scales with a fraction of the potency of that of your forebears. As an immediate action, you may have your scales increase the vibrancy of the color chosen upon taking the Draconic Aspect feat. Until the end of your next turn, you increase your energy resistance granted by the Draconic Aspect feat by +15. Additionally, until the end of your next turn, you further increase the natural armor bonus granted by Dragon Skin Style by a further +2, but you also increase the penalty to your Reflex save by 1.

You may use this feat a number of times per day equal to 3 +your Constitution modifier (minimum 1).

This feat may be taken up to three times. Each time you take this feat, you may use it an additional 3 times per day.

Draconic Aspect (Racial)

You possess some qualities of your dragon ancestors.

Prerequisite: Kobold or dragonkin.

Benefit: Your scales take on the color and some of the resistances of one type of dragon. Choose one of the following dragon types: black/copper/green (acid), blue/

bronze (electricity), red/brass/gold (fire), or white/silver (cold). Your scales take on the color of that dragon, and you gain resistance 5 to the dragon color's corresponding energy type.

Special: Your scale color does not have to change (subject to GM approval). If you have the goldscale or dragon-scaled trait, you also gain an additional +1 natural armor bonus.

Draconic Avarice (Racial)

Your instinctual ability to find treasure borders on the supernatural.

Prerequisites: Dragonkin, Appraise 1 rank.

Benefit: You receive a +2 racial bonus on Perception checks to locate any valuable items as long as they are not concealed in an area that also requires a Perception check to locate (for example, a secret compartment or panel). As a standard action, you are made aware of valuable metal coins in quantities of 50 gp or more within 20 ft. that is not blocked by 1 ft. of stone or metal. This applies only to currency and not unrefined ore, and you have no sense of the type of metal or the quantity. Finally, you may make an Appraise check as a swift action and select the most valuable item from a treasure hoard as a standard action.

Normal: Appraise checks are standard actions and selecting the most valuable item from a treasure hoard is a full-round action.

Draconic Breath (Racial)

You possess powerful draconic defenses and a draconic breath weapon.

Prerequisites: Draconic Aspect or dragon-scaled racial trait.

Benefit: You gain a +2 bonus against sleep and paralysis effects. You gain a breath weapon that is determined by your scale coloration by either the Draconic Aspect or your dragon-scaled racial trait. Using a breath weapon is a standard action that does not provoke attacks of opportunity. You can use your breath weapon a number of times per day equal to your Constitution modifier (minimum 1). Creatures within the area of your breath weapon that succeed with a Reflex saving throw (DC 10 + your character level + your Constitution modifier) take only half damage.

Black or Copper (Su): You breathe a 30-ft. line of acid that deals 2d6 hp acid damage.

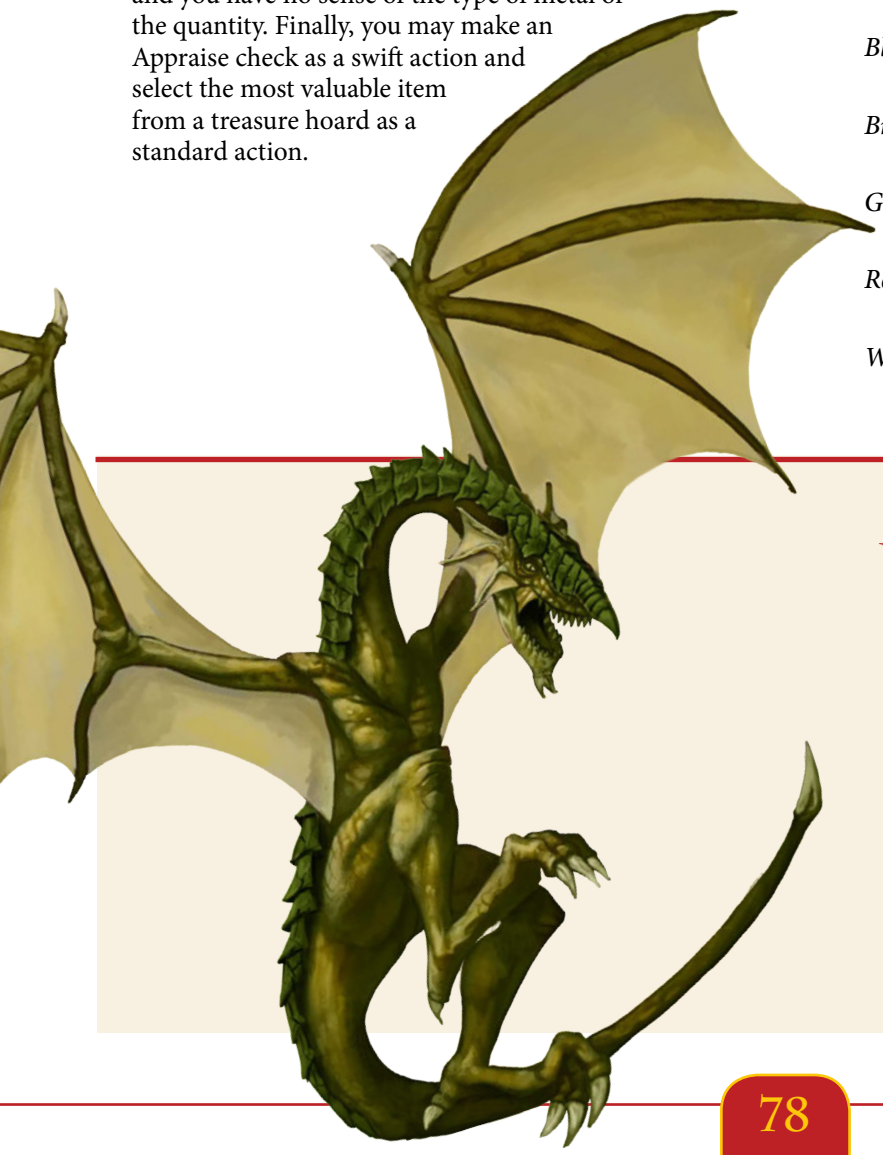
Blue or Bronze (Su): You breathe a 30-ft. line of electricity that deals 2d6 hp electricity damage.

Brass (Su): You breathe a 30-ft. line of fire that deals 2d6 hp fire damage.

Green (Su): You breathe a 15-ft. cone of acid that deals 2d6 hp acid damage.

Red or Gold (Su): You breathe a 15-ft. cone of fire that deals 2d6 hp fire damage.

White or Silver (Su): You breathe a 15-ft. cone of cold that deals 2d6 hp cold damage.



Wyvern

Starting Statistics: Size Large; Speed 20 ft., fly 40 ft. (average; unable to carry a rider while flying); **AC** +4 natural armor; **Attack** sting (1d6); **Ability Scores Str** 17, **Dex** 12, **Con** 18, **Int** 7, **Wis** 12, **Cha** 9; **Languages** Draconic; **Special Qualities** darkvision 60 ft., low-light vision, scent

7th-Level Advancement: **Speed** 30 ft.; fly 60 ft. (average; unable to carry a rider while flying); **AC** +2 natural armor; **Attack** sting (1d6), 2 talons (1d6); **Ability Scores Str** +2, **Con** +2; **Special Attacks** rake (1d6)

Special: Kobold sorcerers with either the Draconic or Kobold bloodline can use their Charisma modifier instead of their Constitution to determine the number of times per day they can use this breath weapon and the DC of this breath weapon.

Dragon Skin Style (Style)

You can concentrate, rendering your skin thicker, harder, and more resistant to damage, like a true dragon's scales.

Prerequisites: Dragonkin, Draconic Aspect, natural armor racial quality, base attack bonus +3.

Benefit: As a swift action, you can concentrate to shift your scales into a less flexible but tougher position. Upon entering this style, you increase your natural armor bonus by +2, but you also incur a –1 penalty to Reflex saves. Upon reaching 5th character level and every 5 levels thereafter, the penalty increases by –1 and the bonus to natural AC increases by +2.

Guttural Roar (Combat)

You can combine your deadly breath weapon with fierce promises of pain.

Prerequisites: Draconic Breath, Dragon Skin, Intimidate 8 ranks.

Benefit: When using your breath weapon granted by the Draconic Breath feat, you can supplement the blast as a free action with a fearsome roar harkening back to full-blown dragons. When you do, you can make an Intimidate check to demoralize all foes within a 30-ft. radius that can hear the roar. Upon emitting this roar, you immediately cease to be in Dragon Skin Style.

Normal: Entering and switching styles are swift actions.

Improved Draconic Aspect (Racial)

You have learned to tap into your diverse heritage, changing the color of your scales along with the benefits they grant.

Prerequisites: Dragonkin, Draconic Breath, character level 5th.

Benefit: Each time you take this feat, you select a scale color you have not yet chosen with the Draconic Aspect feat. You may change your scales into this new color as a full-round action that provokes attacks of opportunity.

After changing colors, you receive all the benefits granted by the Draconic Aspect and Draconic Breath feats for the new scale color, including breath weapon energy and shape and energy resistance, but you also lose all the benefits granted by your old color. Breath weapons of all colors draw from the same pool of daily uses.

Special: This feat may be taken up to two times. Each time, it applies to a new scale color. Each time you take this feat, you increase the number of times per day you can use your breath weapon gained from the Draconic Breath feat by +1. The second time you take this feat, the required character level increases to 10th.

Midgard: Wyvern Friend

In a Midgard campaign set in the Mharoti Empire (where wyverns are nobility of a higher caste), Diplomacy must be used as a prerequisite instead of Intimidate. Imperial perspective dictates the dragonkin character is actually the animal companion to the wyvern. So long as the dragonkin character plays along with the ruse, actual gameplay is not impacted.

(Note, highly intelligent dragons and drakes are well aware of the truth. They only demand that propriety and public acknowledgement of the caste system be observed at all times. Mharoti wyverns only tolerate dragonkin riders.)

Militant Commander (Combat)

Your intimidating presence and proven prowess in battle precedes you when interacting with the simple soldiers and those beneath them.

Prerequisites: Dragonkin, any 4 teamwork feats, base attack bonus +11, Charisma 18+.

Benefit: Choose up to your Charisma modifier in teamwork feats. For the purpose of these teamwork feats, you are treated as if you had the inquisitor's solo tactics ability but only if the allies in question are reptilian animals, dragons, or humanoids with the reptilian subtype.

Spiked Tail (Racial)

The spikes on your particularly strong and agile tail are as sharp as blades.

Prerequisites: Dragonkin, base attack bonus +6.

Benefits: You receive a secondary natural tail slap attack with a base damage of 1d6.

Special: If you take this feat, you may not take the Sturdy Tail feat.

Other Draconic Feats of Interest

For more feats straight from the Mharoti Empire, including ones that grant a breath weapon and climbing claws, see the *Player's Guide to the Dragon Empire*, page 10. At your GM's discretion, some dragonkin may also have access to feats found in *The Book of Drakes*.

Sturdy Tail (Racial)

Your tail is particularly thick and sturdy, helping you maintain your balance during combat.

Prerequisites: Dragonkin, base attack bonus +6.

Benefit: Your sturdy tail helps you to hold your ground in combat. You gain a +4 racial bonus to your Combat Maneuver Defense when resisting bull rush, overrun, or trip attempts while standing on the ground.

Special: If you take this feat, you may not take the Spiked Tail feat.

Vocal Blast (Combat)

Your roar can rip the flesh from your enemies.

Prerequisites: Guttural Roar.

Benefit: When using your Guttural Roar feat with your breath weapon granted by the Draconic Breath feat, you may inflict sonic damage instead of the usual damage of your breath weapon. If your sonic breath weapon kills at least one enemy, you receive a +5 circumstance bonus to your Intimidate check made to demoralize targets with the Guttural Roar feat.

Upon emitting this roar, you immediately cease to be in Dragon Skin Style.

Wyvern Friend

You see kinship in wyverns.

Prerequisites: Diplomacy or Intimidate 5 ranks, Handle Animal 4 ranks, Ride 4 ranks, divine bond (mount) or hunter's bond (animal companion) or mount class feature with an effective druid level of 4.

Benefit: You can select a wyvern to serve as your animal companion or special mount. You acquire and advance this creature in the same way as the mount or animal companion detailed in the class feature used as a prerequisite for this feat. You can also dismiss the creature as dictated by your class feature. See the sidebar for a wyvern companion or mount's stats.

Wyvern Rider

You may now ride your wyvern animal companion.

Prerequisite: Wyvern Friend, character level 7th.

Benefit: Your wyvern can carry you while flying but reduces its fly speed by half when doing so.

Dragonkin Magic Weapon

The following uses the scaling item rules found in *Pathfinder Roleplaying Game: Pathfinder Unchained*.

Imperial Edjet's Halberd

Price 3,150 gp

Slot none; **CL** 5th; **Weight** 12 lb.

Aura moderate abjuration; **Scaling** wonder

These special weapons are awarded to members of the edjet who demonstrate exceptional potential as future military commanders. These weapons are symbols of great honor and excellence in combat and can draw attention to the owner, especially if they don't initially appear worthy.

An imperial edjet's halberd gradually develops some enhancement bonuses when wielded by non-dragonkin, but only a dragonkin can unlock its true potential. This masterwork living steel halberd becomes a *+1 living steel*[UE] *halberd* in the hands of a dragonkin.

7th Level: The imperial edjet's halberd becomes a *+1 living steel halberd* that is also a *+1 lunging living steel halberd* in the hands of a dragonkin.

9th Level: The imperial edjet's halberd is +2 lunging living steel halberd in the hands of a dragonkin.

11th Level: The halberd becomes a *+2 living steel halberd*. When wielded by a dragonkin, however, the owner can cast shed elements once per day.

12th Level: The imperial edjet's halberd is a *+2 keen lunging living steel halberd* in the hands of a dragonkin.

14th Level: The imperial edjet's halberd is a *+3 keen lunging living steel halberd* in the hands of a dragonkin.

CONSTRUCTION Requirements

Cost 49,670 GP

Craft Magic Arms and Armor, *dimension door, keen edge, shed elements*, creator must be a dragonkin

DRAGONKIN WEAPON AND ARMOR ABILITIES

Dragonkin have access to the following weapon and armor special abilities.

Lunging: A *lunging weapon* magically harnesses dragonkin's natural comfort with pikes and polearms, allowing it to be used as a reach weapon even if it is not. Only weapons that do not already have reach may have the *lunging* quality. A *lunging weapon* must be at least a Medium-sized weapon. Only dragonkin can benefit from the *lunging weapon* ability. For example, a human who wields a *+1 lunging halberd* simply wields it as a *+1 halberd*.

Moderate evocation (teleportation); **CL** 8th; Craft Magic Arms and Armor, *dimension door*; **Price** +1 bonus.

Resist the Four Elements: A suit of armor or a shield with this special ability protects against four type of energy (acid, cold, electricity, fire) and is designed with patterns depicting the element it protects against. The armor absorbs the first 10 points of energy damage per attack that the wearer would normally take in a given round.

Strong abjuration; **CL** 15th; **Price** +72,000 gp; Craft Magic Arms and Armor, *resist energy, spell resistance*

Occult Ritual

The following occult ritual uses the rules found in *Pathfinder Roleplaying Game: Occult Adventures.*

DRACONIC ASCENSION

School transmutation (polymorph); **Level** 8th
Casting Time 8 hours
Components V, S, M (pieces of china manufactured with draconic bones or dragon egg shells worth 2,600 gp and one ounce of sovereign glue), F (obsidian draconic holy symbol), SC (at least 4 and up to 12)
Skill Checks Knowledge (arcana) DC 24, 2 successes; Knowledge (religion) DC 24, 4 successes; Perform (dance or song) DC 24, 2 successes
Range touch
Target one living creature with the humanoid type (Int 6 min.)
Duration permanent
Saving Throw Fort negates (see text); **Spell Resistance** yes
Backlash All casters are exhausted
Failure Except as noted, all casters cannot be targeted by spells and effects that grant magical healing from a spellcaster of the dragon type or reptilian subtype, permanently. (This is a curse effect, and can be removed by *remove curse* or similar effects.) If a caster worships a draconic god and has class levels in a class with a code of conduct (such as cleric or paladin), they become an ex-member of that class instead. (The caster must seek atonement as if they committed a deliberate misdeed, regardless of their intention.)

EFFECT

This ritual must be performed on a minor or high holy day of a draconic deity. A draconic deity is defined as an actual dragon or similar entity who grants the Scalykind domain. Significant advance preparation of the material components is required. The bone china pieces are large curved plates that when carefully assembled form an egg large enough to encapsulate a Medium creature of the humanoid type (double the material cost for a Large creature). The china pieces must be crafted from clay mixed with bone ash obtained from the bones of a creature with the dragon type or the shell of such a creature's eggs. At the beginning of the ritual, the target is sealed inside the egg, which is assembled with the sovereign glue. This shell has hardness 2, hp 15, and break DC 20 once assembled.

The primary caster must be a dragonkin, dragon, or drake. The ritual focuses draconic mysticism into the egg in an effort to transform the creature inside into a "more evolved order of being," specifically a dragonkin. The casters must engage in a sacred performance that tells of the genesis or advent of dragons on their world.

The ritual assumes the target willingly submits and therefore voluntarily forgoes their saving throw, though consent is not strictly required if the target is bound or restrained. Upon the successful completion of the ritual, the target is reborn as a dragonkin and ceremonial tradition dictates they must break their own way out of their egg shell.

If the ritual achieves minimal success, the target is transformed into a dragonkin with a randomly determined elemental kind. The target takes on all new racial abilities and traits of a default dragonkin while retaining their class abilities, as if targeted by the *reincarnate* spell. If the ritual succeeds with 6 skill checks, the target can choose their own elemental kind. If the ritual is performed flawlessly (8 successful skill checks), the target may choose to take alternate dragonkin racial traits (which are permanent one-time choices). If the target should ever die and be brought back from the dead, they return as dragonkin, though *reincarnate* works normally.

Midgard: Draconic Ascension

In Midgard's Mharoti Empire, this ritual is a great honor rarely bestowed upon humans, gnolls, tengu, and kobolds whose extraordinary contributions merit promotion to a higher caste. While legends of the ritual are well known throughout the Mharoti Empire, the specifics are a closely guarded secret.

Dragonkin Spells

The following spells from *Deep Magic* are common among Dragonkin. Other races may also make use of them with GM approval.

Lizardbane
Reverse Scry
Shed the Elements

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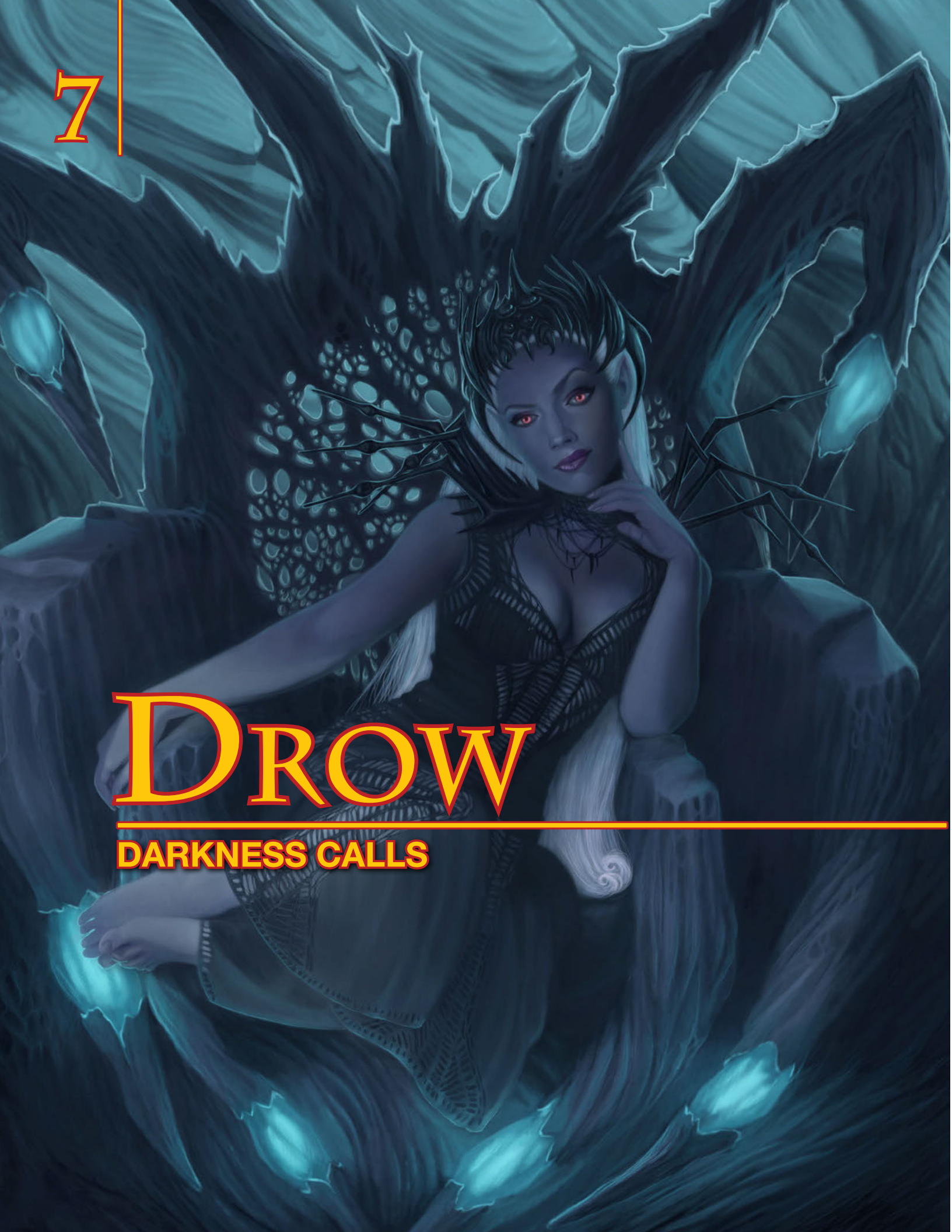


Drow

DARKNESS CALLS

The drow are an evil race, but few among them actually recognize that. To most drow, evil is an accusation levied by the weak against the strong or as a lie to focus one's hatred. Drow believe they live above the petty deceptions of morality that suffocate the lesser races. So for a drow to become heroic, she must first see through this lie meant to rationalize evil, she must question everything she learned, and she must build a new worldview from scratch. She must accept the evil within herself and choose to reject the darkness. Some do, and they are greater heroes for having risen from malign beginnings.

Drow culture lauds sin and despises virtue. Sin is a quick release and a safe route to momentary happiness. Those who seek deeper and more lasting fulfilment might jeopardize their family or their reputation within drow society. The powerful drow matrons go to great lengths to cull any sign of weakness, and each generation spirals deeper into the Abyss. With every passing year, the drow grow more mired in this mindset, and it becomes harder for heroes to crawl free.

Houses of the Drow

Drow divide themselves into unbreakable family lines. A drow family acts as the sole focus for loyalty as a power center and as part of the caste system in drow society. The houses vie with one another for territory, wealth, and influence. The greatest houses rise to prominence through many avenues, from a mercantile monopoly to the conquest of a kingdom or even the patronage of a powerful demon lord.

The houses are not autonomous and directionless—quite the opposite. Drow matrons rule over them. These noble drow women command inherent magical talent shaped by harsh, lifelong training. A matron's rule is absolute, and backed by divinations ensuring the loyalty of relations.

To the drow, there is nothing more sacred than the ties of blood. Once born to a house, even death is sometimes no release. Few outsiders realize that drow bloodlines are more than mere bonds of birth and upbringing. Each house swears fealty to or allies with a single demon lord. A symbiotic (or parasitic) relationship develops with the demonic patron influencing the family through the bloodline. Any drow escaping or renouncing her house is rarely free of this malign influence—demon lords do not give up their followers easily, for if one should escape, their example might encourage others.

Marriages are quite rare among the drow. Two or more houses sometimes enter into political alliances with the trading of exceptional males for breeding. Males traded between the houses belong to the new family in name only—the matrons expect them to act as spies to keep each house honest. This also provides the matrons with worthy mates and avoids excessive inbreeding. Passionate but temporary affairs between the many houses remain common, so heritage is only traced from mother to child.

New houses form when the matrons within a house come to odds without compromise. Often the drow handle such conflicts without putting the bloodline at risk. One rival usually gains supremacy over another whether it is through manipulation or murder. When competing matrons are too well matched, a house can splinter. The demonic patron chooses a side, and the remaining matron must find a new lord. During this transitional period, most new houses find themselves destroyed or absorbed.

The matrons maintain strict order within each house, and few suffer internal threats. The houses then keep societal order through the brutal enforcement of mutually beneficial and binding agreements. These guidelines maintain a certain level of decorum and ensure that the houses keep the worst evils cloaked in shadows. When mercy equates to stupidity, no matron wishes to give a rival house an excuse to pass judgment. If a family member is caught committing a grave crime against another house, her elders waste little time in giving her over for punishment. Thus, most drow maintain plausible deniability or cultivate scapegoats to escape vengeance. Framing for lawbreaking is uncommon. The matrons have magical techniques to pursue truth, so any effort made to frame a rival for crimes must be foolproof.

Demon Lords

A drow house venerates one demonic patron, and new houses must gain a patron to have legitimacy. If the patron of a house removes their favor, the house loses all status and privilege, and rivals can tear it apart in a perceived moment of weakness. Demonic patrons vary in strength and authority, but as a rule, the more powerful the patron, the more influence it wields over the house. The relationship between a house and its patron is mercurial and maintained with the greatest care. Enemies might exploit a patron's expectations or, even, convince the demon lord to remove favor with enough cause. It is the duty of the matrons to protect the relationship by any means necessary.

Each demonic patron embodies one or more sins the drow admire (envy, gluttony, greed, lust, pride, sloth, and wrath). Demonic boons (see racial feats) empower each house, bestowed by patrons through the shared bloodline. Weak patrons or demon lords demanding little of a house might provide one or two types of demonic boons. Powerful demon lords could provide three or more types of demonic boons.

Demonic Boons

Accessibility to demonic boon feats requires a house's patron to embody the given sin. This helps to make each house and patron distinct while giving the house powerful tools to pursue specific goals. Players of drow characters should work with the GM to define the demonic patron and consequences associated with her boons. Perhaps the lord appears in the drow's nightmares, sends servants to punish, or provides ever-greater opportunities for indulging sins. Demonic boons, access to boons, and the temptations of demonic patrons are not meant to be mechanical restrictions. Resulting complications should instead provide character depth, plot hooks, and roleplay opportunities. The part they play in any game is at GM discretion.

Esarac is a powerful demon lord of glabrezu, ruling with unquestioned authority over House Atarin. The house once maintained a more fair alliance with their lord until he manipulated two of the matrons into conflict. The family split into internal fighting, and Esarac auctioned his favor to whichever side sacrificed the most freedom. A bidding war drove the winning faction into slavery but allowed them to kill the betrayers. Within House Atarin, Esarac fosters levels of backbiting, ambition, and mistrust that would alarm most matrons. Surviving to adulthood requires a complete mastery of trickery and deception. With this training, the house dominates the political arena with unparalleled deceit and the swift removal of obstacles. Esarac sees House Atarin as his personal possession and is loath to allow any individual to escape his control. Esarac grants House Atarin access to demonic boons associated with envy, gluttony, and greed (see racial feats). He grants access to the domains of Chaos, Evil, Nobility, and Trickery, and access to the subdomains of Corruption, Deception, Demon, and Leadership. Esarac's unholy symbol is a white glove on a black background and a poisoned ring (see equipment) is his favored weapon.

Tutaris the Sporemother is a demon lady of succubi and vrocks with apathy toward common demonic goals. The sporemother considers herself beyond the petty fumbling of mortal sensuality and prefers the beautiful creep and spread of fungi. She prefers life over death but pursues the long-term goal of making over all life in her image. She has no real plan for achieving this goal, so she counts upon her drow allies for planning and action. The matrons of House Selatastist agreed to join her children and spread her spores to the mortal world. With the aid of her fleshwarping "gardeners," her molds reach into the earth and living creatures like the gentle hands of a lover. Through House Selatastist, the sporemother's abyssal fungi gain a growing foothold. Tutaris grants House Selatastist access to demonic boons associated with lust and sloth (see racial feats). She grants access to the domains of Chaos, Charm, Evil, and Plant, and access to the subdomains of Decay, Demon, Growth, and Lust. Tutaris' unholy symbol is a dead rotwood (see drow equipment) tree overtaken by green mold, and her favored weapon is a quarterstaff.

Vas is not a true demon lord but a balor lord bound by the great magic of House Helisah. Once, Vas was a general of the demonic armies who sought to claim an Abyssal realm as his dominion, but he failed to take it by force, and the demon lord he challenged tossed him to the drow for eternal humiliation. His binding became the founding of House Helisah, and Vas has been their slave for millennia. The great coup of the house allows them unprecedented autonomy, but they accept the risk that he might someday free himself to exact terrible retribution. Vas grants House Helisah access to demonic boons associated with pride (see racial feats). Vas does not grant access to domains or divine magic, so House Helisah tends to focus on arcane magic.

Three demon lords (Dagon, Kostchtchie, and Pazuzu) are detailed in *Pathfinder Roleplaying Game: Bestiary 4*. Dagon grants access to demonic boons associated with gluttony, pride, and wrath. Kostchtchie grants access to demonic boons associated with envy, sloth, and wrath. Pazuzu grants access to boons associated with envy, greed, lust, and pride.

Growing Up Drow

Few drow experience a childhood by the definition of most surface races. Drow do not experience a time of protected exploration, and the society views innocence as weakness. From the moment they develop speech, they learn to lie with conviction. From the day they first walk, they fight and kill. Above all, matrons indoctrinate young drow with absolute loyalty to the family and superstitious fear of their magic. The matrons go to great lengths to make growing children think no thought is unknown or hiding place safe from divination.

Drow children must race to shed immaturity. A weak child grows into a weak adult. Weak adults die horrible deaths or, even, put the entire house at risk. So family relentlessly manipulates a young drow during formative years for the child's own good. While the family never causes permanent harm, caring relatives view culling weaknesses with cruelty as necessary.

For example, elders could push children to form close friendships at a young age only to ruin the bonds through orchestrated rumors or betrayal. The hurt and lonely children might then gain pets to raise but find

one-time friends accused of a pet's death. Each child thus experiences opportunities for forgiveness or honor and finds that indulging in either leads to pain and anguish. The lesson becomes all too clear: succumbing to virtue results in terrible losses or in rivals gaining an upper hand.

Young drow either embrace the fate set before them or become dominated by those who do. Failures may serve rivals for decades or even centuries. Drow see this as a healthy situation to encourage ambition. If the low-status child manages to take power for herself, she is worthy of the position. If she attempts and fails, she learns her place. If the favored child cannot maintain her position, she never deserved it.

HEROIC DROW

That heroic drow are uncommon is an understatement. The whole society minimizes heroism, prevents rebellion, and encourages rationalization of evil by design. It is a rare drow who reaches adulthood without gaining a twisted worldview by the standards of most other races. Most heroic drow instead become changed by some pivotal experience that shatters the lies fed to them from birth. A male might resent being traded like livestock or fall in love instead of lust. Perhaps, exposure to outsiders shows a different path, or spying forces an adaptation to alien ways. Many heroic drow arise when confronted with the true horrors of the Abyss or the depths a house's matrons might sink to in desperation.

The hero must first escape her family's reach, usually fleeing to beyond the underground realms of the drow. Next, she must find a way to acclimate into a society that is the opposite of the perspective that raised her. Most surface dweller politics function at a level drow literally considers child's play. Even the most virtuous drow cannot help but see other humanoids as gullible marks she must resist manipulating. Worse, she can never escape the bonds of her blood and her house's demonic patron. The example set by a traitor is one few houses can afford to leave unanswered.

The following are a series of example heroic drow character types that can aid in creating a non-evil player character spawned by the chaotic evil society.

The ***anti-hero*** recognizes drow culture as corrupted and depraved but uses evil against itself. She may bind demons to kill other demons, make frequent use of trickery, or revel in the sins granted by her family's patron. The anti-hero seldom possesses a good alignment and is more likely to be neutral. She probably sees weakness in the virtue of other races but wishes to protect or teach them better. Anti-heroes tend to form within drow society when a loyal drow is confronted with the worst excesses of her family or demons. Having seen the darkest depths the Abyss offers, the anti-hero recognizes the difference between lesser and greater evils.

The ***denier*** distances herself from other drow as much as possible. Perhaps, a matron exiled her due to some crime or to remove competition within the house. Perhaps, she simply grew disgusted with her own people or was born outside of their control. Regardless, the denier thinks little of her roots and either prefers some adopted culture or to remain a loner. Unfortunately for the denier, ties of blood are more than just genealogies to the drow. Even if she wishes nothing to do with her lost or forgotten family, she might find herself drawn into their schemes or subject to the temptations of her demonic patron. Deniers are equally likely to be good or neutral.

Drow Matrons

Approximately 1 in 20 drow is born a matron—a female drow with powerful magical abilities. These "drow nobles" are quickly noted by the elders for their natural superiority and are groomed for leadership positions within the house. Many female drow deviants are mistaken for matrons. When creating a drow matron, use the base statistics for the drow deviant. Drow matrons gain the ambitious schemer[ARG] alternate drow racial trait in place of natural liar and do not gain either the controlled thoughts or masked mind racial traits. A matron gains a +2 racial bonus on Spellcraft checks and to caster level checks made to overcome spell resistance and to *dispel magic*. Drow matrons often possess alternate spell-like abilities appropriate for their houses (see below).

The ***deviants*** (see racial traits) are a drow subrace like the matrons but rarer and both male and female. Deviants have natural gifts for lying and exceptional wills. These traits grant almost complete resistance to the ordinary childhood indoctrination tactics and manipulations. From even an early age, a deviant surpasses the deceptions of her family and is freed to develop her own thoughts and emotions. A deviant given this unprecedented liberty can fall in line or seek her own path. Deviant heroes are equally likely to be good or neutral.

The ***rebel*** turns against her house and people. She rebelled from the beginning—denying the lies meant to train her outlook—or had some formative event shake her confidence to the core. Contrary thoughts or notions are not suffered, and the rebel no doubt finds herself at odds with her family. Lucky rebels end up exiled or on the bottom of the social pecking order. Unlucky rebels face death or fleshwarping. Rebels can form at an early age but also develop later in life when circumstances force them to turn against their own. Truly turning against the family makes the rebel a traitor, and she has little choice but to flee. Rebels are equally likely to be good or neutral.

The ***redeemer*** retains the ingrained loyalty taught to her from birth. She sees her family or even the drow in general as not beyond saving. The corruption of the Abyss can be undone, the worst matrons can be overthrown, and the demonic patron of her house defeated. The redeemer likely has few definitive plans for achieving such lofty goals, any one of which could make for an entire campaign. Such a difficult mission is likely doomed from the start, but the redeemer pursues it anyway because it is the right thing to do. When faced with the poisons eating away at her people, she cannot stand by and do nothing. A redeemer is usually good aligned as neutral drow often lack the noble conviction to try to save such a corrupted race.

DROW DEVIANT

Rarer still than the drow matron, one drow child in a hundred is born a deviant. Deviants are an unforeseen result of chaotic demonic power and generations of magic-backed indoctrination. Natural drow magical defenses are particularly concentrated, allowing them to resist standard brainwashing practices. Given the freedom to choose, deviants might rebel or become the perfect spy for her house.

Deviants have the unique instinctual ability to conceal emotions and thoughts behind layers of deception. Like a supernatural form of acting, the deviant can play a role so convincingly that she can even trick most forms of divination. This allows the deviant to appear indistinguishable from peers while remaining free to feel as she wishes. Unlike matrons, deviants are just as often male as female. However, female deviants are sometimes believed to be matrons.

Drow Deviant Racial Traits

The *Pathfinder Roleplaying Game: Advanced Race Guide* contains details on standard drow racial traits. The following traits are for the drow deviant. Note that drow deviants are more powerful than standard drow and many other races, befitting their rarity and comparable power to drow matrons.

–2 Constitution, +2 Wisdom, +2 Charisma: Drow deviants protect themselves with a fierce will and necessary deceptions.

Elf: Drow deviants are humanoids with the elf subtype.

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

Normal Speed: Drow deviants have a base speed of 30 ft.

Controlled Thoughts: Drow deviants are automatically aware of any attempt to read their surface thoughts or memories. In response, as an immediate action, they can choose to conceal their thoughts and memories from a divination attempt or reveal only selected thoughts or memories to the diviner.

Darkvision: Drow deviants can see in the dark up to 120 ft.

Drow Immunities: Drow deviants are immune to magic sleep effects and gain a +2 racial bonus on saving throws against enchantment spells and effects.

Masked Aura: At will, a drow deviant can mask their alignment aura as a swift action, replacing it with any of their choosing. Until they use this ability again, the

deviant is treated as the new alignment for the purposes of any magical attempts to discern their alignment. Their true alignment remains unchanged.

Natural Liar: Drow deviants instinctually fall into roles and meet the expectations of observers. They gain Bluff as a class skill and gain a +2 racial bonus on Bluff checks.

Poison Use: Drow deviants are skilled in the use of poison and never risk accidentally poisoning themselves.

Spell-Like Abilities: Drow deviants can cast dancing lights, darkness, and faerie fire, once each per day, using their total character level as their caster level.

Spell Resistance: Drow deviants possess spell resistance equal to 11 plus their class levels.

Light Blindness: Abrupt exposure to bright light blinds drow deviants for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Weapon Familiarity: Drow deviants are proficient with the hand crossbow, rapier, and short sword.

Languages: Drow deviants begin play speaking Elven and Undercommon. Drow deviants with high Intelligence scores can choose from the following languages: Abyssal, Aklo, Aquan, Common, Draconic, Drow Sign Language, Gnome, or Goblin.

Alternate Racial Rules

The drow vary greatly from their elf roots. The influence of demonic patrons on distinct bloodlines is stronger in some houses than others, reflected in alternate racial traits. The following rules represent some of these traits and can be taken by any drow character.

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of existing drow racial traits. Drow deviants and matrons can select ancestral grudge[ARG], darklands stalker[ARG], seducer[ARG], and surface infiltrator[ARG] drow alternate racial traits for the normal racial trait replacements. Consult your GM before selecting any of these new options.

Blasphemous Covenant[ARG]: Drow deviants with this racial trait replace natural liar and poison use.

Demonic Boon: The drow gains any demonic boon feat that her patron allows as a bonus feat. The drow must meet all other prerequisites for the feat. This racial trait replaces drow immunities.

Fiendish Resistance: Some drow have hints of fiendish ancestry from ancestors intermingling with demons. Drow with this racial trait gain cold resistance 5, electricity resistance 5, and fire resistance 5. This racial trait replaces drow immunities.

Random Starting Ages

Race	Adulthood	Intuitive[1]	Self-Taught[2]	Trained[3]
Drow	75 years	+2d6 years	+3d6 years	+8d6 years

1 This category includes barbarians, bloodragers, oracles, rogues, sorcerers, and swashbucklers.

2 This category includes bards, battle scions, brawlers, cavaliers, fighters, gunslingers, hunters, paladins, rangers, shamans, skalds, slayers, shadowsworn, spell-less rangers, summoners, and witches.

3 This category includes alchemists, arcanists, clerics, druids, inquisitors, investigators, magi, monks, theurges, warpriests, white necromancers, and wizards.

Aging Effects

Race	Middle Age[1]	Old[2]	Venerable[3]	Maximum Age
Drow	125 years	190 years	270 years	270+d% years

1 At middle age, –1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

2 At old age, –2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

3 At venerable age, –3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

Random Height and Weight

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	5 ft. 1 in.	90 lb.	2d6 ×3 lb.	+2d12 lb.
Female	5 ft. 1 in.	80 lb.	2d4 ×3 lb.	+2d8 lb.

Poison Immunity: The drow has built up immunity to poison through exposure and the boons of a demonic patron. This racial trait replaces poison use and drow immunities.

Spell-Like Abilities: The specific manifestation of drow spell-like abilities can vary from house to house, often shaped by the focus of the family within drow society. Not all drow within a family develop the house's unique spell-like abilities, but for those who do, there is a definite advantage over peers. The drow can choose from one of the options below. She can cast each spell once per day, using her character level as her caster level. This racial trait modifies drow spell-like abilities.

Alchemy: *accelerate poison*[APG], *detect poison, prestidigitation*

Commerce: *detect magic, innocence*[APG], *obscure object*

Companionship: *charm person, lullaby, unnatural lust*[UM]

Craftsmanship: *arcane mark, make whole, mending*

Entertainment: *enthrall, ghost sound, ventriloquism*

Fleshwarping: *alter self, endure elements, stabilize*

Interrogation: *detect good, detect thoughts, touch of fatigue*

War: *delay pain*[UM], *remove fear, true strike*

Spores: Once per day, the drow may infest living creatures with fast-growing fungal spores as a melee touch attack, dealing 1d8 points of damage with the initial infestation, plus an additional 1 point of damage on a number of following rounds equal to the drow's character level as the spores grow. The molds are harmless and wither away in 1d4 days if not removed beforehand. The spores are destroyed by casting *bless* or *remove disease* on affected creatures or by sprinkling them with holy water. This racial trait replaces weapon familiarity.

Swarmborn : The drow feels at ease when covered in swarms of vermin. The drow is immune to the distraction ability of swarms with the vermin type, does not need to make caster level checks for spellcasting or concentrating on spells in their areas, and can use any skill that requires patience and concentration without making a Will save when within their areas. This racial trait replaces drow immunities.

Telepathy: The drow gains *telepathy* with a range of 30 ft. Drow deviants gain telepathy with a range of 100 ft. This racial trait replaces the spell resistance racial trait.

Vermin Empathy: The drow can improve the attitude of vermin as a druid can with animals. This racial trait functions as the druid's wild empathy ability, except the drow can only use this ability on creatures with the vermin type. Vermin have a starting attitude of unfriendly. This racial trait replaces keen senses and drow immunities for drow or natural liar and drow immunities for drow deviants.

HOUSE OF ORIGIN

Each drow house possesses a demonic patron that influences the bloodline over generations. Combining various racial traits can create drow from a particular house to set them apart from other families. The following variants use drow house names for ease of reference but could apply to any campaign that features a drow culture.

Atarin: Controlled by the demon lord Esarac, drow of House Atarin lack trust even for each other but dominate the social landscape. Held together only by fear of the lord of glabrezu, they vie against each other for his sadistic amusement. Drow of House Atarin usually gain the ambitious schemerARG and seducerARG racial traits. Drow deviants usually gain the seducerARG and telepathy racial traits. House Atarin drow sometimes develop the companionship or interrogation spell-like abilities.

Helisah: The house imprisoning Vas forces its demonic patron to grant boons and power over lesser demons. Drow of House Helisah usually gain the blasphemous covenantARG racial trait and often have the demonic boon racial trait as well. House Helisah drow sometimes develop the craftsmanship or commerce spell-like abilities.

Selatastist: The house allied with Tutaris the Sporemother acts as a gardener for the abyssal fungi she spreads ever outward across the planes. Owing to this pact, the family interbred with the demon's children to carry the spores of Tutaris. Drow of House Selatastist usually gain the spores and elemental resistance racial traits. House Selatastist drow sometimes develop the alchemy or fleshwarping spell-like abilities.

Favored Class Options

The following options are available to all drow who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the class reward. These favored class options are presented in addition to the favored class options (alchemist, antipaladin, cleric, fighter, rogue, sorcerer, wizard) detailed in *Pathfinder Roleplaying Game: Advanced Race Guide*.

Arcanist: Add +1/4 point to the arcanist's arcane reservoir.

Bard: Add +1 to the bard's total number of bardic performance rounds per day.

Cavalier: Add +1 hp to the cavalier's mount. If the cavalier ever replaces his mount, the new mount gains these bonus hp.

Druid: Add a +1 bonus on wild empathy checks made to improve the attitude of fiendish animals.

Hunter: Add +1 hp to the hunter's vermin companion[UC] (the hunter must possess a vermin companion). If the hunter ever replaces his vermin companion, the new vermin companion gains these bonus hp.

Inquisitor: Add a +1/2 bonus on all Intimidate checks and Sense Motive checks made to detect lies.

Magus: Add +1/4 point to the magus's arcane pool.

Ranger: Add a +1/2 bonus on Perception and Survival checks made within the Abyss.

Summoner: Add +1 hp or +1 skill rank to the summoner's eidolon.

Drow Archetypes

The following racial archetypes are available to drow.

Fell Binder (Arcanist)

Some drow arcanists combine elven knowledge with the power of demonic patronage to turn Abyssal outsiders to dark or noble purposes.

Bonds of Blood (Su): The fell binder can summon fiendish creatures or creatures with the demon subtype regardless of her alignment, and spells with an alignment descriptor have no effect on her alignment. The fell binder gains *blasphemous covenant*[ARG] as a bonus racial trait. If the fell binder already possesses the blasphemous covenant racial trait, then any fiendish creatures or creatures with the demon subtype that she summons gain the benefits of the Augment Summoning feat. This ability does not count as the Augment Summoning feat for the purposes of any prerequisites. This replaces the arcane exploit gained at 1st level.

Demonic Bloodline (Su): A fell binder develops the power of demonic boons or an Abyssal heritage through the bloodline of her house. The fell binder can take a demonic boon as a bonus feat in place of any arcanist exploit. The arcanist must meet all prerequisites for the feat but may take any demonic boon regardless of her demonic patron's embodied sins. Alternatively, the fell binder may select a bloodline power available to a sorcerer with the Abyssal bloodline (claws, demon resistances, strength of the abyss, or added summonings) in place of any arcanist exploit. The fell binder gains the bloodline power, treating her arcanist level as her sorcerer level. The fell binder must have a minimum arcanist level equal to the sorcerer level required to gain the bloodline power, and each higher-level bloodline power has all lower-level bloodline powers as a prerequisite. This ability alters the exploit and greater exploit ability.

Fell Binder Exploits: The following exploits are available to the fell binder arcanist.

Quasit Familiar (Ex): The arcanist forms a quasit from the Abyss and her soul to serve as a familiar, forcing the demon to do her bidding. An arcanist with this exploit gains a quasit familiar as if she had taken the Improved Familiar feat and possessed an alignment within one step of chaotic evil (regardless of her true alignment). The fell binder forces the quasit to do her bidding (in word and spirit), even if the binder's commands are counter to its nature. The arcanist must possess the familiar exploit as a prerequisite. The fell binder must be at least 3rd level to choose this exploit.

Summon (Sp): By spending 1 point from her arcane reservoir, the fell binder arcanist can sacrifice an available spell slot to cast a *summon monster* spell of the equivalent level. The fell binder can only summon fiendish creatures or creatures with the demon subtype in this manner. The fell binder may not apply any metamagic feats to the spell as it is cast.

Rapid Summon (Su): By spending 1 point from her arcane reservoir, the arcanist can reduce the casting time of any *summon monster* spell used to summon a fiendish creature or a creature with the demon subtype to a standard action. The fell binder arcanist may use this exploit in conjunction with the summon exploit by spending a total of 2 points from her arcane reservoir.

Poisoned Fang (Ranger)

The drow specialize in raising vermin for war and employing deadly venoms against enemies. While some believe this reflects evil ties, the poisoned fang recognizes arachnids and insects as just another facet of nature that some irrationally fear.

Poison Use (Ex): At 1st level, the poisoned fang gains the poison use ability and cannot accidentally poison himself when applying poison to a weapon. If the poisoned fang already possesses poison use or poison immunity as a racial trait or feature from another class, then he instead adds half his level (minimum 1) to Craft (alchemy) skill checks made to create poisons. This ability replaces track.

Vermin Empathy (Ex): At 1st level, the poisoned fang gains the vermin empathy alternate racial trait (see racial traits). If the poisoned fang already possesses the vermin empathy racial trait, he instead gains a +4 competence bonus to all vermin empathy checks. This ability replaces wild empathy.

Vermin Bond (Ex): At 4th level, the poisoned fang gains a vermin companion[UM]. This ability functions like the druid animal companion ability (which is part of the

nature bond class feature), except that the poisoned fang ranger's effective druid level is equal to his ranger level –3. This ability alters the normal hunter's bond ability.

Swift Poisoning (Ex): At 8th level, a poisoned fang ranger can apply a dose of poison to a weapon as a swift action. This ability replaces swift tracker.

Improved Companion (Ex): At 11th level, the poisoned fang's training and care of his vermin companion causes it to grow in size or power. The vermin companion gains either the advanced or giant simple creature template, whichever the poisoned fang prefers. This ability replaces quarry.

Greater Companion (Ex): At 19th level, the poisoned fang's attentive care for his vermin companion allows it to achieve its full potential. The vermin companion gains either the advanced or giant simple creature template, whichever it did not gain from the improved vermin companion ability at 11th level. This ability replaces improved quarry.

Venom Master (Ex): A poisoned fang of 20th level specifically tailors his poisons for his favored enemies. As a standard action, he can apply a poison to his weapon and make an attack against a single enemy. The poison delivered by this attack deals 1-1/2 times its normal ability damage or drain. The DC of the save to resist the poison is equal to the poison's normal save DC or 10 + 1/2 the poisoned fang ranger's level + the ranger's Wisdom modifier, whichever he prefers. The poisoned fang can choose instead to reduce the poison's ability drain to ability damage, halve any ability damage, or cause the poison to have no effect if it does not deal ability damage or drain. The poisoned fang can use this ability once per day against each favored enemy he possesses but not against the same creature more than once in a 24-hour period. This ability does not stack with tailored poisons the ranger may use (see equipment). This ability replaces master hunter.

SHADOW CALLER (SUMMONER)

A drow shadow caller uses his natural connection with darkness to conjure beings composed partly of shadow magic, instead of creatures drawn from other corners of reality. They gain versatility but must rely on illusions and theatrics.

Shadow Eidolon (Su): The shadow caller gains an eidolon normally, except the shadow caller may alter the eidolon's evolution pool expenditure each time the eidolon is summoned. A shadow eidolon is part illusion, and any creature that interacts with the eidolon can make a Will save with a DC equal to 10 + 1/2 the summoner's level + the summoner's Charisma modifier to recognize its true nature. Creatures that fail the save are affected by the eidolon normally. Against a creature that recognizes it as a shadow creature, however, the eidolon deals half normal damage and all special abilities that do not deal damage are only 50% likely to work. (Roll for each use and each affected character separately.) To a creature that successfully saves or sees through illusions, the shadow eidolon appears as a transparent image superimposed on a vague

shadowy form. Objects automatically succeed on the Will save. This is an illusion shadow effect. This ability alters the normal eidolon ability.

Spells: Remove the following spells from the shadow caller's spell list: 1st—*unfetter*, 2nd—*create pit*, 3rd—*spiked pit*, 4th—*acid pit*, 5th—*hungry pit*, 6th—*discern location*. Replace them with the following spells: 1st—*deepen shadow*[DM], 2nd—*shadow snare*[DM], 3rd—*phantasmal killer*, 4th—*shadow conjuration*, 5th—*shadow evocation*, 6th—*greater shadow conjuration*.

Summon Monster I (Sp): The shadow caller summons pseudo-real creatures composed partly of shadow magic. The shadow caller may summon one creature with this ability, even when his eidolon is summoned, or up to two creatures when the eidolon is not summoned. Any creature that interacts with a creature summoned with this ability may make a Will save with a DC equal to 10 + 1/2 the summoner's level + the summoner's Charisma modifier to recognize its true nature.

Creatures that fail the save are damaged or affected by the summoned creature as normal. Against a creature that recognizes it as a shadow creature, however, the summoned creature deals only half normal damage, and all special abilities that do not deal damage are only 50% likely to work. (Roll for each use and each affected character separately.)

To a creature that successfully saves or sees through illusions, the summoned creature appears as a transparent image superimposed on a vague shadowy form. Objects automatically succeed on the Will save. This is an illusion shadow effect. This ability alters the normal summon monster I ability.

Eidolon Illusions (Su): At 10th level, the shadow caller can alter the illusions cloaking his shadow eidolon to disguise it or make it seem more fearsome. At will, as a swift action, the shadow caller may alter the physical appearance of his eidolon. The eidolon must still appear to be a creature of its size bearing a glowing rune, but its appearance may otherwise vary as the shadow caller chooses. This is an illusion glamer effect that does not alter the eidolon's statistics or evolution point allocation. Creatures interacting with the eidolon disbelieve the illusion if they succeed on a Will save to recognize its true nature. This ability replaces aspect.

SINNER (CLERIC)

Drawing on a connection to a demon lord through her house's bloodline, the sinner finds that her absolute loyalty is not necessary to gain divine power. However, in drawing upon the powers of sin, she must question whether she turns a demon lord's power to her purposes or if she's falling for a tempting trap.

Alignment and Aura: A sinner ostensibly serves the demonic patron that grants boons related to a category of sins. Though she may rebel or even betray the specific patron, she still gains power from the observation of sin. In addition to choosing any alignment within one step of her demonic patron (which is always chaotic evil), a sinner may also have an alignment of neutral, lawful evil, or chaotic good. Her aura, and any alignment subtype she retains, remains chaotic evil because of the source of her power. A sinner does not lose access to her cleric abilities for an alignment change but does if she abstains from or fails to promote sinful behavior as defined by her sin domain.

Sin Domains: At 1st level, a sinner must choose at least one of the following domains that correlate to a sin embodied by the demonic patron of her house. This domain replaces one of the domains the cleric normally chooses at 1st level. Once this choice is made, it cannot be altered. If the demonic patron embodies two or more sins, the sinner cleric may replace both of her domains. This ability alters the normal domain ability.

Envy Domain

Granted Powers: You gain power through jealousy and theft.

Stolen Shield (Su): As a melee touch attack, you can steal any spell effect that grants an armor class bonus to the target (mage armor, shield, protection from evil, and so on). For 1 round, you gain the AC bonus the spell provides, and all benefits are suppressed for the spell's target. If the target possesses no spell effects that grant an armor bonus, this ability has no effect, but you do not expend a use of the ability. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Healing Thief (Su): Beginning at 8th level, you can steal the effects of healing spells. If you perceive and identify (such as with the Spellcraft skill) a conjuration (healing) spell cast within 30 ft. of you, you may make yourself the target (or one of the targets) of the spell as an immediate action. The original intended target (or one of the targets) receives no benefit from the spell. The caster gains a caster level check (DC 11+ your class level) to resist your manipulation and keep his original targets. This ability functions even if you are beyond the normal range of the healing spell. You can use this ability once per day at 8th level plus another time per day for every 4 levels beyond 8th.

Domain Spells: 1st—*magic aura*, 2nd—*pilfering hand*[UC], 3rd—*malicious spite*[UM], 4th—*lesser spellcrash*[ACG], 5th—*break enchantment*, 6th—*envious urge*[UM], 7th—*expend*[APG], 8th—*greater spellcrash*[ACG], 9th—*wish*.

Gluttony Domain

Granted Powers: You gain power through overindulgence.

Expansive Gullet (Su): Your mouth and stomach can magically expand to accept any non-living objects of up to one size smaller than yourself. Storing or retrieving an object is a standard action. Objects stored in this manner are not damaged and do not accidentally injure you. You may store objects weighing up to your light load, and objects stored do not count against your carrying capacity. This extradimensional space hides objects from normal detection, but a *true seeing* spell reveals them as if they are inside your body. Items stored cannot be retrieved by other creatures unless you are killed.

Ingestion (Su): At 6th level, you may consume any edible magical item or potion stored on your person (but not in an extradimensional space) or within your expansive gullet without retrieving the object. At 12th level, you may consume the object as a move action. At 20th level, you may consume the object as a swift action.

Domain Spells: 1st—*razor maw*[DM], 2nd—*shield other*, 3rd—*vampiric touch*, 4th—*neutralize poison*, 5th—*symbol of pain*, 6th—*heroes' feast*, 7th—*cannibal compulsion*[DM], 8th—*deflection*[APG], 9th—*nine lives*[ARG].

Greed Domain

Granted Powers: The acquisition of wealth by any means necessary is a holy duty.

Sinner's Bargain (Su): You can improve the effectiveness of weapons to save hard-earned gold. At 1st level, you can grant a touched non-masterwork weapon the masterwork quality for 1 minute as a swift action. At 4th level, you can choose for the weapon to function as cold iron or silver for the purpose of bypassing damage reduction. At 8th level, the weapon increases its total magical enhancement bonus by +1. At 12th level, you can choose for the weapon to function as adamantine for the purpose of bypassing damage reduction. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Everyone Has A Price (Su): At 8th level, you can bribe anyone to do as you desire for the right price. The creature must be capable of communication with you, be willing to engage in conversation for at least 1 minute, and must not be hostile. You may force the creature to perform one task in exchange for an up-front payment from you. Tasks might range from the simple to the complex. A task taking up to 1 minute per cleric level requires payment of 100 gp (or some equivalent) per Hit Die of the creature. For a task taking up to 1 hour per cleric level, the creature requires a payment of 500 gp per Hit Die. A long-term task, one requiring up to 1 day per cleric level, requires a payment of 1,000 gp per Hit Die. A non-hazardous task requires only half the indicated payment. The creature receives a Will save with a DC equal to 10 + 1/2 your cleric level + your Wisdom modifier with a +4 bonus on the save if the task appears deadly or goes strongly against the creature's ethos. This is a mind-affecting compulsion effect. You can use this ability once per day at 8th level plus another time per day for every 4 levels beyond 8th.

Domain Spells: 1st—*theft ward*[ARG], 2nd—*create treasure map*[APG], 3rd—*locate object*, 4th—*coin swarm*[DM], 5th—*treasure stitching*[APG], 6th—*summon greater wondrous item*[DM], 7th—*limited wish*, 8th—*materialism*[ARD], 9th—*sympathy*.

Lust Domain

Granted Powers: You rule over the hearts and passions of others. Note that a character with the Lust domain and the Charm domain cannot choose the Lust subdomain[APG].

Possessive (Su): As a standard action, you fill a creature within 30 ft. with an intense desire to protect you from all harm for 1 minute. The creature cannot attack you and moves to your defense, attacking any creature (including any allies the creature may possess) that attacks you. Each round, the creature is permitted a Will save with a DC equal to 10 + 1/2 your cleric level + your Wisdom modifier to end the effect. If the target would not normally have lustful feelings toward you, it receives a +4 bonus on its saving throw. A creature that successfully saves is not subject to your possessive ability for 24 hours. This is a mind-affecting charm effect. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Visions of Lust (Su): At 8th level, you project a desirability that dissuades your attackers from doing you harm. Any opponent attempting to target you with an attack or spell must attempt a Will save with a DC equal to 10 + half your cleric level + your Wisdom modifier. If the opponent fails this save, he or she refrains from that action and instead gains the fascinated condition. Combat or other threats allow your target to take actions to defend himself or attack other enemies, but he cannot attack or target you unless you attack him directly or 24 hours pass after failing the saving throw. This is a mind-affecting charm effect.

Domain Spells: 1st—*unnatural lust*[UM], 2nd—*enthrall*, 3rd—*reckless infatuation*[UM], 4th—*locate creature*, 5th—*unwilling shield*[APG], 6th—*symbol of persuasion*, 7th—*waves of ecstacy*[UM], 8th—*euphoric tranquility*[APG], 9th—*overwhelming presence*[UM].

Pride Domain

Granted Powers: You are protected by your own extreme arrogance and can share absolute confidence with others.

Faultless (Su): Your destiny does not allow for embarrassing failures. As an immediate action, you may reroll any single d20 you roll that results in a natural 1. At 8th level, you can reroll a natural result of 2 or less. At 15th level, you gain a +2 bonus on the reroll. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Better You than Me (Su): At 8th level, as an immediate action, whenever you fail a saving throw against a spell or effect, you can choose a willing ally within 30 ft. of you to be the subject of the spell or effect in your stead. Your ally is subject to the full spell or effect and does not receive a saving throw to negate or reduce the effect. If you possess no willing allies within 30 ft., this ability cannot be used. You can use this ability once per day at 8th level and an additional time per day for every four levels beyond 8th.

Domain Spells: 1st—*moment of greatness*[UC], 2nd—*eagle's splendor*, 3rd—*unadulterated loathing*[UM], 4th—*gallant inspiration*[APG], 5th—*smug narcissism*[UM], 6th—*utter contemp*[UM], 7th—*mage's magnificent mansion*, 8th—*brilliant inspiration*[APG], 9th—*dominate monster.*

Sloth Domain

Granted Powers: Maximum results reward your minimal action.

Lie Down on the Job (Ex): You suffer no penalties for being prone. You still benefit from any bonuses for being prone.

Least I Can Do (Su): At 6th level, you perform best when doing the bare minimum. When you only take a single move action or standard action in a combat round (but not both or full-round actions), you gain a +1 luck bonus on ability checks, attack rolls, caster level checks, damage rolls, skill checks, and saves. You may still take free, swift, and immediate actions. You do not receive this bonus in a surprise round, outside of combat, or if you are cowering, dazed, helpless, nauseated, staggered, or stunned. At 12th level, the luck bonus increases to +2. At 20th level, the luck bonus increases to +3.

Domain Spells: 1st—*not so fast*[DM], 2nd—*qualm*[UC], 3rd—*slow*, 4th—*enervation*, 5th—*symbol of sleep*, 6th—*flesh to stone*, 7th—*symbol of weakness*, 8th—*waves of exhaustion*, 9th—*energy drain*.

Wrath Domain

Granted Powers: You find violent confrontation is the best solution to most disagreements.

Hate (Ex): As a free action, you can enter a focused rage, gaining a +2 bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saving throws. You also gain 2 temporary hp per Hit Die. This temporary hp is lost first and disappears when your rage ends. While in this rage, you cannot use any Charisma, Dexterity, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or perform actions that require patience or concentration. You can end your rage as a free action and are fatigued for 1 minute after your rage ends. You cannot enter a new rage if fatigued or exhausted. If you fall unconscious, your rage ends immediately. You can use this ability for a total number of rounds per day equal to 3 + your cleric level.

Constant Rage (Ex): At 8th level, your never-ending anger allows your fury to appear at a moment's notice and withstand the control of others. You may enter rage as an immediate action. You gain a +2 morale bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves you receives during rage. This bonus increases by +1 at 12th level and every 4 levels thereafter.

Domain Spells: 1st—*murderous command*[UM], 2nd—*weapon of awe*[APG], 3rd—*rage*, 4th—*fireshield*, 5th—*diabolic temper*[DM], 6th—*vengeful outrage*[UM], 7th—*greater heroism*, 8th—*frightful aspect*[UC], 9th—*symbol of strife*[UM].

Sin Channeling (Su): Beginning at 1st level, the sinner's ability to channel negative energy changes to reflect the cleric's sin of choice. The sinner's channel energy ability deals only half the normal damage to living creatures but has an additional negative effect as the raw power of temptation runs its course. Each sin effect lasts until the beginning of the sinner's next turn. A successful save against the channeled energy negates the sin effect but does not reduce hp damage caused by the ability. Channeling negative energy to heal undead functions normally. If the sinner cleric selects two sin domains at 1st level, she must choose which applies to her channel energy ability. Once this choice is made, it cannot be reversed. This is a mind-affecting compulsion and emotion effect. The curse effect is removed by any spell or effect that removes the *bestow curse* spell. This ability alters the normal channel energy ability. Some variant channeling affects apply a channel penalty. Unless otherwise specified, a penalty

caused by channeled negative energy is a –1 penalty, increasing to –2 at 5th level and an additional –1 for every 5th level after.

Envy: On its turn, creatures must move to the nearest creature and attempt a disarm or steal combat maneuver against it. If there are no targets within reach, affected creatures may act normally.

Gluttony: On its turn, creatures must spend a standard action consuming food, drink, a potion, or similar item that is either carried or within reach. A creature may also need to spend a move action retrieving the consumable item. If a creature carries no consumable objects or there are none within reach, it may act normally.

Greed: The creature cannot willingly use any consumable or limited resources. This includes but is not limited to spell slots, consumable items, magic item charges, or class features limited in usage per day. The creature is not restricted from using any ability with unlimited use, such as at will spell-like abilities. Resources already activated or in use can be sustained, so a raging barbarian is not required to end her rage but could not enter rage during the round.

Lust: Creatures take a channel penalty on attack rolls made to attack the sinner and on Will saves against enchantment her enchantment effects.

Pride: Creatures are distracted by their own magnificence. They take a channel penalty to AC and attack rolls until the end of the cleric's next turn.

Sloth: Creatures become staggered.

Wrath: Creatures become distracted by rage. They are confused (as lesser confusion) until the end of the cleric's next turn.

Drow Equipment

Drow have access to the following equipment.

Alchemical Equipment

By combining traditional alchemical techniques with subterranean or Abyssal reagents, drow create strange twists on more common alchemical equipment. Creating any of the following versions of the standard item (shown in parentheses) adds +5 to the Craft (alchemy) skill check DC and doubles the normal cost or price.

Alchemist's Balefire (Alchemist's Fire): Unlike traditional alchemist's fire, alchemist's balefire is not true flame but an unholy fire. It acts as alchemist's fire, except half the damage ignores fire resistance and immunity. Fires started by the balefire do not gain this trait and burn as a normal fire.

Blackrod (Sunrod): A blackrod is an iron rod tipped with black volcanic glass. It acts as a sunrod but radiates darkness instead of light. Within the 30-ft. radius, normal light becomes dim light, and dim light becomes darkness. It does not decrease the light level in darkness.

Meltfoot Bag (Tanglefoot Bag): A meltfoot bag acts as a tanglefoot bag, but entangled creatures take 1d3 acid damage each round they remain entangled.

Stinkstick (Smokestick): As a smokestick, but the cloud of smoke burns with an acrid odor. Those within the cloud must succeed on a DC 15 Fortitude save or be sickened for 1 minute. A creature that succeeds on the save is immune to the sickening effect of any stinkstick for 24 hours. This is an inhalation poison effect.

Toxin Catalyst (Anti-toxin): A vial of toxin catalyst may be thrown as a splash weapon. Treat this as a ranged touch attack with a range increment of 10 ft. A creature hit takes a –2 alchemical penalty on Fortitude saving throws against disease or poison (one only) for 1 minute if it fails a DC 15 Fortitude save.

Wailstone (Thunderstone): As a thunderstone, except the manifested sound resembles terrifying screams that act as a potent psychological weapon. In addition to the Fortitude save to resist being deafened, creatures must make a DC 15 Will save or be shaken. A creature that succeeds on a save versus a wailstone is immune to the fear effect of any wailstone for 24 hours. This is an auditory fear effect.

Tailored Poisons

The drow are masters of poison. Long experience with natural and supernatural toxins allows drow alchemists to increase or decrease their effects on intended targets. In this way, the drow can safely sip from a poisoned cup or create poisons particularly deadly to certain foes.

Crafting Tailored Poisons

Drow may tailor poisons to either have a greater or lesser effect on a specific creature type or subtype. The poison crafter first chooses whether the poison affects a specific creature type or subtype differently. The crafter then decides if he wishes to have the poison's effects reduced or increased for the target. A poison with increased effect has any ability damage or drain it normally deals increased by half. A poison with reduced effect either has ability drain downgraded to ability damage or halves the ability damage normally dealt (but not both). If the poison does not deal ability damage or drain, then it has no effect on the creature type or subtype.

Creating a tailored poison doubles the base cost or price and increases the base Craft DC by +5. A poison cannot be tailored in more than one manner.

Example Tailored Poisons

Angel's Bane (Wyvern's Poison)—injury; *save* DC 17; *frequency* 1/rd. for 6 rds.; *effect* 1d4 Con.; x1.5 against good outsiders; *cure* 2 consecutive saves. **Craft DC** 27; **Price** 4,500 gp.

Prismatic Bile (Dragon bile)—contact; *save* DC 26; *frequency* 1/rd. for 6 rds..; *effect* 1d4 Con.; x1.5 against dragons; *cure* —. **Craft DC** 36; **Price** 9,000 gp.

Somnium (Drow Poison)—injury; *save* DC 13; *frequency* 1/min for 2 min.; *effect* Unconscious 1 min./2d4 hrs.; no effect on creatures with the elf subtype; *cure* 2 consecutive saves. **Craft DC** 23; **Price** 112 gp.

SPECIAL MATERIALS

Rotwood

The drow plant darkwood trees deep underground, sustaining them with magic and infecting them with fungus harvested from various sources. The process produces wood with all the properties of darkwood but saturated with strange magical spores. When a rotwood object strikes against a hard surface, it releases a cloud of spores, causing a variety of potential effects dependent on the fungus growing within.

Rotwood is most commonly crafted into melee weapons or ranged weapon ammunition. When the weapon or ammunition hits a target, it releases spores as detailed below. While rotwood can be crafted into armor, the wearer is also exposed to the spores when struck, so rotwood armor is not commonly crafted (although it is sometimes used as a trap or "cursed item"). Whenever a wearer of rotwood armor is hit in combat (melee or ranged), they—and all creatures attacking with a non-reach melee weapon, unarmed strike, or natural attack—are subject to the rotwood's spores. If the wearer is struck with a reach weapon or at range, then only the wearer is affected by the spores.

Rotwood armor or weapons can only release spores once per hour. Any bonuses to saves or immunity to disease or poison are applicable to the effects of rotwood spores that allow a save.

Objects crafted of rotwood possess all of the traits of objects crafted of darkwood. Rotwood can only contain a single fungal species. It requires a DC 20 Craft or Knowledge (nature) skill check to distinguish rotwood from darkwood.

Type of Rotwood Item	Price Modifier
Ammunition	+30 gp per item
Light Armor	+1,000 gp
Medium Armor	+2,000 gp
Heavy Armor	+3,000 gp
Weapon	+1,000 gp

Ascomoid: Creatures exposed to ascomoid rotwood spores must succeed on a DC 16 Fortitude save or be sickened for 1 round.

Basidirond: Creatures exposed to basidirond rotwood spores must succeed on DC 11 Will save or be confused for 1 round (as a *lesser confusion* spell).

Brown Mold: Creatures exposed to brown mold rotwood spores take an additional 1d4 points of nonlethal cold damage. A brown mold rotwood weapon loses this trait if it gains the frost or icy burst weapon enhancements.

Leshy: Creatures exposed to leshy rotwood spores must succeed on a DC 14 Fortitude save or have their vision reduced to 10 ft. for 1 minute. Spending a full-round action to wash one's eyes with water ends this effect.

Myceloid: Creatures exposed to myceloid rotwood spores take a –1 circumstance penalty to saves against charm spells and effects.

Phycomid: Creatures exposed to phycomid rotwood spores take an additional 1 point of acid damage.

Phosphorescent: When struck, phosphorescent rotwood armor or weapon releases spores that produce light as a candle around the object for 10 minutes.

WEAPONS

Barbed Bolts: Barbed bolts are a special type of crossbow ammunition containing wicked barbs designed to rip and tear. A creature damaged by a barbed bolt takes 1 point of piercing damage whenever they move more than 5 ft. per round until the bolt is removed. The bolt may be removed as a standard action with a DC 15 Heal check or with the application of any magical healing. If the Heal check is failed, the barbed bolt deals 1d3 points of piercing damage to the creature as it is removed. Creatures immune to bleed do not take additional damage from a barbed bolt for moving or removing it.

Barbed Net: Barbed nets contain special spikes and spurs that dig into entangled creatures if they move. A barbed net acts as a net, but if the throwing creature hits the target's AC (rather than just touch AC), the net deals damage, and the entangled creature also takes the

Table: Drow Weapons

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Barbed Bolts (5)	50 gp	—	—	—	—	1 lb.	—	—
Barbed Net	100 gp	1d3	1d4	×2	10 ft.	6 lb.	P	—
Crossbow, Wrist	125 gp	1	1d2	19–20/×2	20 ft.		P	—
Poisoned Ring	50 gp	—	—	—	—	—	P	—

net's weapon damage whenever it moves more than 5 ft. in a round, attempts to cast a spell with a somatic component, or attempts to escape with a Strength or Escape Artist check, but not more than once per round. If the attack roll is insufficient to hit the target's normal AC but would still hit the target's touch AC, the target is still entangled as normal for a net but is not subject to any damage from the attack or ongoing damage while they remain entangled.

Crossbow, Wrist: A wrist crossbow secures to the wearer's arm by leather straps and can be concealed underneath normal clothing. Triggers within are designed to fire the bolt with a specific flick of the wrist. Loading a wrist crossbow is a full-round action that provokes attacks of opportunity. You do not need to draw a wrist crossbow in order to fire it. You can shoot but not load a wrist crossbow without having a hand free at no penalty. You can shoot multiple wrist crossbows in a round, but you take a penalty on attack rolls as if attacking with two light weapons. You gain a +2 bonus on Sleight of Hand skill checks to conceal a wrist crossbow.

Poisoned Ring: A poisoned ring contains a concealed needle that can surreptitiously deliver poisons. The needle springs out from the ring capable of injecting an injury-based poison into a foe. This poison can be delivered as a melee touch attack or as part of an unarmed attack. The needle does not inflict damage, but the creature hit is subject to the effects of the injury poison. The needle cannot affect creatures with a type of damage reduction the needle is incapable of penetrating or creatures with natural armor. A DC 20 Perception check is required to discover the needle and poison storage compartment. The poisoned ring stores a single dose of poison at a time.

Drow Magic Items

Drow have access to the following magic items.

Matron's Medallion

Aura moderate transmutation; **CL** 12th
Slot neck; **Price** 42,000 gp; **Weight** —

This round silver circle bears the symbol of one of the houses of the drow or the unholy symbol of a family's patron demon lord. Wearing the matron's medallion heightens the natural power of the drow, allowing commoners to masquerade as nobility or matrons to set themselves further apart. The wearer gains a +2 enhancement bonus to Dexterity, Intelligence, and Charisma. Any racial spell resistance the wearer possesses increases by +5. The wearer can use any racial spell-like abilities she has one additional time per day, and she may use them at either her own caster level or the medallion's. After being worn for 24 hours, the medallion grants ranks in the Use Magic Device skill equal to the wearer's total Hit Dice. These ranks do not stack with the ranks a creature already possesses.

CONSTRUCTION

Requirements Craft Wondrous Item, *cat's grace, fox's cunning, eagle's splendor, spell resistance*; **Cost** 21,000 gp

Monochrome Cloak

Aura faint illusion; **CL** 3rd
Slot shoulders; **Price** 8,000 gp; **Weight** —

This long flowing cloak casts the wearer's body into shifting shades of black, gray, and white while dulling the wearer's sound and smell. Creatures viewing the wearer using only darkvision treat the wearer as invisible (as the *invisibility* spell). A creature with blindsight or tremorsense gains only the benefits of blindsense against the wearer.

CONSTRUCTION

Requirements Craft Wondrous Item, *invisibility, silence*; **Cost** 4,000 gp

NEW WEAPON SPECIAL ABILITIES

Venomous, Greater: As a lesser venomous weapon except the poison is applied as a swift action, deals 1d6 ability damage each round for 6 rounds, and requires two consecutive DC 18 Fortitude saves to negate the ability damage and end the affliction. The price of a greater venomous weapon varies depending on the ability score targeted by the poison.

Ability Score Targeted	Base Price Modifier
Str, Con, or Dex	+4
Int, Wis, or Cha	+3

Faint necromancy; **CL** 15th; Craft Magic Arms and Armor, Heighten Spell, *poison*; **Price** varies (see above).

Venomous, Lesser: Only non-thrown ranged weapons can have the lesser venomous ability. Upon command, a lesser venomous weapon coats ammunition in a single type of immediate onset injury poison. The ammunition must be of a type that is capable of delivering an injury poison. The poison deals 1d4 ability damage each round for 4 rounds. Poisoned creatures can make a DC 14 Fortitude save each round to negate the ability damage and end the affliction. Each dose of poison from a lesser venomous weapon stacks and is cumulative with itself (increasing the save DC to resist the poison by +2). The poison from different lesser venomous weapons does not stack, even if it targets the same ability score. The price of a lesser venomous weapon varies depending on the ability score targeted by the poison.

Ability Score Targeted	Base Price Modifier
Str, Con, or Dex	+2
Int, Wis, or Cha	+1

Faint necromancy; CL 5th; Craft Magic Arms and Armor, *poison*; Price varies (see above).

Drow Magic Weapon

Spiderbolts

Aura: moderate transmutation; **CL**: 7th
Price: 466 gp; **Weight**: —

This *+1 bolt* is crafted from a shaft of twisted arachnid silk tipped by a petrified spider. When the bolt strikes a creature, the subject's space is affected as if by a *web bolt*[ARG] spell. When fired at a solid surface, the bolt unravels the strand of spider silk as it flies, creating a length of webbing strong enough for a Medium creature to swing from or climb across (usually a DC 20 Acrobatics or DC 15 Climb check). The line projects from the crossbow but can be affixed to an adjacent solid surface as a move action. Each line within 1 ft. of another increases the size category of creatures the lines support by one.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, *web*;
Cost 233 gp

Sinful Feats

The following drow racial feats represent powerful blessings granted by demonic patrons. A drow that turns her back upon her people can still claim the power of her blood, and once claimed, she can even turn these blessings against her demonic patron. However, each blessing comes with inherent temptations toward fulfilling a related sin and, at the GM's discretion, can result in a growing connection to the demonic patron. These feats can also represent gifts bestowed by any demon lord or patron to mortal followers and are not limited to the drow race specifically.

Boon of Envy (Sin)

Your demonic patron allows you to shift blame for theft, tempting you to covet the valuables around you.

Prerequisites: Intelligence 13, Combat Expertise, Improved Steal[APG], Greater Steal[APG], base attack bonus +6.

Benefit: When you steal an item from a foe using the steal[APG] combat maneuver, you may target the foe with a *modify memory* spell-like ability as a swift action. The memory eliminated, altered, or implanted must involve the item in some way. For example, you may erase the memory of purchasing the item or frame someone else for the theft. You can attempt to use Boon of Envy once per day for every 4 character levels you have. The caster level is equal to your character level. The save DC is 14 + your Charisma modifier.

Boon of Gluttony (Sin)

Your demonic patron lends you greater power through consumption but tempts you to overindulge.

Benefit: Whenever you drink a potion that does not have an instantaneous duration, you may halve the potion's normal duration to cause it to function at a caster level equal to your character level. This feat may not be combined with the extend potion alchemist discovery.

Boon of Greed (Sin)

A demonic patron of greed grants you knowledge of valuable items, tempting you to view the world in terms of wealth.

Prerequisites: Appraise 1 rank, Spellcraft 1 rank.

Benefit: You can attempt to identify any touched magical item as if you had cast detect magic. If you spend at least 1 minute handling and scrutinizing the held item,

you gain a +10 enhancement bonus to the Spellcraft check to identify the object's magical properties. After successfully identifying a magical item, you may use the Appraise skill to determine its value as if it was a common item. You can attempt to use Boon of Greed once per day for every 4 character levels you have. The caster level is equal to your character level.

Boon of Lust (Sin)

Your bloodline's patron embodies the sin of lust and shares with you temptations to rule the emotions of others.

Prerequisites: Bluff 1 rank, Diplomacy 1 rank.

Benefit: You may substitute your Bluff skill check for your Diplomacy skill check or vice versa against any creature that could normally have lustful feelings toward you. If the target would not normally have lustful feelings toward you, you must use your normal skill check modifier.

Boon of Pride (Sin)

Your bloodline's demonic patron empowers you to dominate and rule others but tempts you to solve problems without the need for compromise.

Prerequisites: Intimidate 1 rank.

Benefit: Your demonic patron empowers you to rule through fear. When using the Intimidate skill to force an opponent to act friendly toward you, the duration increases to 1d4 hours but can last much longer or shorter depending upon the situation (GM discretion). Once a creature has been rendered friendly toward you with the Intimidate skill, you may attempt additional Intimidate checks to make requests as with the Diplomacy skill, including any relevant modifiers. The base DC of the Intimidate check is equal to 10 + the target's Hit Dice + the target's Wisdom modifier.

Boon of Sloth (Sin)

Your patron rewards you for relaxation, and inaction.

Benefit: You heal hp and ability damage at twice the normal rate (as if you had received long-term care with the Heal skill) when resting. If the Heal skill is used to apply long-term care, you heal 4 hp and 4 points of ability damage per level for a full 8 hours rest in a day or 6 hp and 6 points of ability damage per level for each full day of complete rest.

Boon of Wrath (Sin)

Your wrathful demonic patron tempts you to trade control for combat power.

Prerequisites: Base attack bonus +6.

Benefit: You can fly into a wrathful rage similar to a barbarian, and barbarians can deepen their rage into a demonic frenzy. If you do not possess the rage class feature, then this acts as the *rage* spell, except the range is personal and it is not dismissible. If you possess the rage class feature, then you may activate this feat as a free action when entering rage. The morale bonuses and penalties of the rage class feature and the *rage* spell to Strength, Constitution, Will saves, and AC stack while both are active. If the duration of the *rage* spell is ongoing when the rage class feature ends, you are still subject to the bonuses and penalties of the *rage* spell. You can attempt to use Boon of Wrath once per day for every 4 character levels you have. The caster level is equal to your character level.

Greater Boon of Envy (Sin)

The demonic blessings bestowed upon your lineage make the theft of even secured or wielded valuables possible.

Prerequisites: Intelligence 13, Boon of Envy, Combat Expertise, Improved Steal[APG], Greater Steal[APG], base attack bonus +6.

Benefit: Opponents do not receive a bonus to CMD to resist you stealing fastened items. You may steal hidden items in a bag or pack (including extradimensional spaces) as long as you are aware of the item's existence and hiding place. If you have both hands free (holding nothing), you may make a steal combat maneuver in place of a disarm combat maneuver to steal items held in a foe's hands.

Greater Boon of Gluttony (Sin)

Your patron protects you through the constant consumption of massive amounts of food and drink.

Prerequisites: Boon of Gluttony, base Fortitude save +6.

Benefit: Feasting grants you improved health. You must spend at least one hour consuming at least one pound of food and drink (at least a day's worth of rations and water). After doing so, you are affected by the equivalent of a either an *aid, neutralize poison, remove disease,* or *remove fear* spell, with a caster level equal to your character level. If your meal is interrupted, you must start over, spending one hour consuming new food and drink. You can attempt to use Greater Boon of Gluttony once per day for every 4 character levels you have.

Greater Boon of Greed (Sin)

The boon of greed granted to your lineage allows you to seek out valuable treasure but may come to blind you to causes beyond the accrual of wealth.

Prerequisites: Appraise 5 ranks, Spellcraft 5 ranks, Boon of Greed.

Benefit: You can detect wealth around you. This functions as a *locate object* spell-like ability, but the spell can only be used to find coins or gems. You can attempt to use Greater Boon of Greed once per day for every 4 character levels you have. The caster level is equal to your character level.

Greater Boon of Lust (Sin)

You can call upon the power of your family's demonic pact to supernaturally seduce creatures into obeying your whims.

Prerequisites: Bluff 6 ranks, Boon of Lust.

Benefit: After positively altering a creature's attitude (per the Diplomacy skill), you can attempt to take lasting control over the creature's will and emotions. If you improve the creature's attitude to at least friendly, you can target the creature with a *charm person* spell-like ability as a swift action. You can attempt to use Greater Boon of Lust once per day for every 4 character levels you have. The caster level is equal to your character level. The save DC is 11 + your Charisma modifier.

Greater Boon of Pride (Sin)

Your demonic patron empowers your spoken words with the power to demand obedience.

Prerequisites: Intimidate 6 ranks, Boon of Pride.

Benefit: When using the Intimidate skill, you do not suffer a –4 penalty if your target is larger than you. Whenever you successfully demoralize an opponent with the Intimidate skill, you can choose to make the target shaken, or you can target them with a *command* spell-like ability as a swift action. The duration of the *command* spell is equal to the duration of demoralize. You can attempt to use Greater Boon of Pride once per day for every 4 character levels you have. The caster level is equal to your character level. The save DC is 11 + your Charisma modifier.

Greater Boon of Sloth (Sin)

Your patron allows your bloodline to forestall or recover from the most heinous wounds or effects, given sufficient rest.

Prerequisites: Boon of Sloth.

Benefit: You naturally heal 1 point of ability drain for every full day of complete rest for each affected ability score. While resting, you become temporarily immune to disease and poison. Any disease or poison in your system or that you are exposed to while resting is suppressed until you cease resting or your rest is interrupted.

Greater Boon of Wrath (Sin)

Your demonic patron empowers you to annihilate enemies if you are willing to sacrifice yourself in the process.

Prerequisites: Boon of Wrath, base attack bonus +9.

Benefit: The bonuses to Strength and Constitution from the *rage* spell cast through the Boon of Wrath feat increase to a +4 morale bonus, which stacks with the rage class feature. When the duration of the *rage* spell ends, you are fatigued. If you are fatigued as a result of the rage class feature, then you become exhausted.

Drow Spells

The magic of the drow combines the chaotic power of the Abyss with the ancient elven mastery of spellcasting. Drow have access to the following spells.

MATERIALISM

School transmutation; **Level** alchemist 5, cleric 8, oracle 8, sorcerer/wizard 8
Casting Time 1 standard action
Components V, S, M (a handful of adamantine or mithral dust)
Range close (25 ft. + 5 ft./2 levels)
Target one metal object/level, up to 100 lb./level
Duration 1 hour/level (D)
Saving Throw Fortitude negates (special); **Spell Resistance** yes

You alter the nature and apparent value of metallic objects for the spell's duration. This spell can create material of seemingly great intrinsic value, such as copper, silver, gold, platinum, mithral, or adamantine. Metals transmuted in this fashion reproduce all special properties of the material to overcome the damage reduction of certain creatures but must remain solid metals. The transmuted nature of the material—but not the true nature of the metal—can be identified with an Appraise or Spellcraft skill check with a DC equal to 10 + your caster level.

Magic items are affected by this spell. Attended objects gain a saving throw, as do magical unattended objects. A creature in possession of an attended object can ignore the saving throw and allow the spell to take effect. You choose the transmutation effect for each object individually. Affected armor, shields, or weapons gain or lose hardness, hp, the fragile condition, and any other traits based on the new material.

METAMORPHIC RUIN

School transmutation (polymorph); **Level** sorcerer/wizard 9
Casting Time 1 standard action
Components V, S
Range long (400 ft. + 40 ft./level)
Area 40-ft.-radius spread
Duration instantaneous
Saving Throw Fortitude partial; **Spell Resistance** yes

You draw upon raw destructive entropy to brutally polymorph living creatures within an area. Every creature within the radius takes 1d6 points of damage per caster level (maximum 20d6) as their flesh, bone, and internal organs are gruesomely altered (Fortitude halves). On a failed save, each affected creature is permanently polymorphed in a random manner (see table, next page).

1d6	Effect
1	Damage taken does not heal naturally and requires a caster level check (DC 10 + your caster level) or a *regeneration* spell to heal magically.
2	One of the target's arms or legs (determine randomly) melts off, causing 1d6 Str and Dex drain.
3	Target's organs break down. They take 1d6 Con drain.
4	Target experiences brain damage. They take 1d6 Int and Wis drain.
5	Target's skin runs like hot wax. They take 1d6 Cha drain.
6	Roll twice more, ignoring any "6" results.

Ability drain caused by metamorphic ruin can only be healed by a *regeneration* spell or similar magic.

SPORE BURST

School conjuration (creation); **Level** druid 1, sorcerer/wizard 1, witch 1
Casting Time 1 standard action
Components V, S, M (toadstools or mold)
Range close (25 ft. + 5 ft./2 levels)
Effect one living target
Duration 1 round + 1 round per level
Saving Throw none; **Spell Resistance** no

A cloud of fungal spores springs from your hand to burst against a target. You must succeed on ranged touch attack to hit your target. The spores sink into the living creature, and sprout, spreading fungal growths within seconds. The growths deal 1d4 points of damage and an additional 1 point of damage per round for a number of rounds equal to your caster level (maximum 10 rounds). This damage can be prevented or halted by abilities or effects that remove or provide immunity to disease. Ongoing damage from the spores can be stopped with a DC 15 Heal check or through the application of any effect that cures hp damage.

SPORE BURST, GREATER

School conjuration (creation); **Level** druid 3, sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Components V, S, M (toadstools or mold)
Range long (400 ft. + 40 ft./levels)
Area 20-ft.-radius spread
Duration 1 round + 1 round per level
Saving Throw Reflex half; **Spell Resistance** no

All living creatures within the spell's radius hit by the bursting cloud of fungal spores sprout swiftly maturing growths that then release spores of their own. Affected creatures take 1d8 points of damage plus 1d4 points of damage per round for a number of rounds equal to your caster level (maximum 10 rounds). Every 1d4 rounds thereafter, creatures experiencing ongoing damage from fungal growths burst with fresh spores, affecting all living creatures within 20 ft. as if they were the center of a *greater spore burst* spell.

Creatures subject to multiple *greater spore burst* spells take additional initial damage, but ongoing damage does not stack. Ongoing damage from any additional spores ends when the duration of the initial spell ends. This damage can be prevented or halted by abilities or effects that remove or provide immunity to disease. Ongoing damage from the spores can be stopped with a DC 20 Heal check or through the application of any spell that cures hp damage.

SWARMSKIN

School conjuration (summoning); **Level** druid 4, sorcerer/wizard 4, witch 4
Casting Time 1 round
Components V, S, M (arachnid or insect exoskeleton)
Range personal
Target you
Duration 1 min./level (D)
Saving Throw Fortitude negates; see text; **Spell Resistance** no

You summon and control a swarm of fine or diminutive arachnids or insects which cover and crawl over your body, clothing, and armor. The swarm fills your space and cannot move outside your occupied squares. The swarm possesses hp equal to your caster level but is only subject to area-effect damage if you fail a save against the effect. You are not harmed, distracted, or forced to make concentration checks or Will saves due to the swarm. The swarm moves with you but can also carry you as a mount with a speed of 20 ft.

Any creature attacking you with a natural attack or non-reach melee weapon takes 1d6 swarm damage as the summoned arachnids or insects defend you. The damage dealt by the swarm increases by 1d6 for every 6 caster levels (maximum 4d6 at 18th level). Creatures engaged in a grapple with you take this damage each round. The swarm deals additional poison damage based on the type of swarm summoned. Poisoned creatures can make a Fortitude save to negate the damage and end the affliction (as the *poison* spell).

Arachnid: 1d2 Strength damage per round for 6 rounds.
Insect: 1d4 Dexterity damage per round for 4 rounds.

8

GEARFORGED

STEAM AND STEEL

The infusion of sentient minds, of souls, into mechanical bodies has long been a dream of the sick and ailing, of madmen and saints. Whether for weal or woe, for effectiveness or altruism, the fascination of this alternative to dread unlife has haunted mind upon mind. Visionaries have achieved this impressive feat of arcano-magical engineering—unfettering of the soul from the fragile bounds of flesh—and ushered in a new age. The beings subjected to this process are now known as the gearforged.

Gearforged Life

The gearforged are not only an artificial race but one whose members are created one at a time, coming from a vast array of backgrounds. Nevertheless, they maintain rich traditions of history, culture, and spirituality all their own, partly due to the influence of the race's patron, the gear goddess Rava.

HISTORY

The history of the gearforged is a history of desperation. During the Great Revolt of the City of Zobeck against the rulership of House Stross, the citizens seized the watch barracks with the help of many of the watch captains, and the mages of the Collegium enchanted soldiers of the citadel. It was enough to give the rebels hope. But they could not turn to their side the private army of Stross. These were hard and cruel soldiers, renowned for their brutality and certain of victory. The heavy knights of the Order of the Undying Sun, a company of crossbow-dwarves from Melano, cruel shadow fey mercenaries, and a swath of peasant levies came to Zobeck—all under the command of the wizard Lord Kranos Stross.

Against this were arrayed the wands of the Collegium and the many citizens of Zobeck—but no cavalry, no trained pikes, no heavy infantry to speak of. They had the help of dwarves from the Gear District and others from the Ironcrag Cantons, but they needed tough troops. Their solution was a mad wizard's apprentice, Black Marcenzo. With the assistance of dwarf master smiths, mages from the city's college of magic, and priestesses of Rava, this renegade apprentice devised a ritual to animate bodies of iron with mortal souls. The spirits required came from the people of the city: elderly volunteers, angry and idealistic young, criminals seeking a reprieve, and a few seeking a new life in a whole and healthy body. Their bodies died, but their souls lived on—and, more importantly, fought on—seeking to change the course of the revolt.

Overnight, more than 100 of the bravest hearts of the citizens of Free Zobeck became ticking hearts with everwound springs and minds of brass and magic. The nobles of House Stross were caught completely off guard. These shining heavy infantry were an unshakeable core for the people's army. The iron bodies could withstand the shock of knights in full battle dress, their new-made pikes held true, and the overwhelming numbers of the free people of Zobeck pulled down many a landed knight from the saddle into the mud, never to rise again. The Battle of Oros Bridge was won, the Stross were hung from the walls of their ancestral castle at Rosehaven, and the city declared its charter as one of a free people, governed by their own council and a mayor. The gearforged were the fist that struck off the shackles of a decadent house.

At their making, the gearforged were thought to be a special cadre, a one-time creation never to be repeated, but this was not so. Within 20 years, others came forward to undergo the Ritual of Soulforging. Many of the living faithful of Rava came to see the transformation into a gearforged as a form of bodily pilgrimage, a way to grow closer to the Gear Goddess herself. Some individuals sought out soulforging as means to stave off death, and others did so for mysterious reasons all their own. The cost is high for all: gearforged love is purely a thing of the mind and their senses are much simplified, pure sight and sound shorn of all elements of taste, smell, or touch.

SOCIETY

While gearforged do not reproduce in any normal way, their numbers grow, and their longevity means that they have become, slowly, a larger proportion of the citizenry than anyone might have expected. The gearforged for many years argued over their status and their acknowledgment as citizens. The veterans of the Revolt were naturally acknowledged as citizens at once.

Gearforged in Midgard

Most visitors to the Free City of Zobeck are dazzled by the myriad mechanical miracles on display, foremost among them the gleaming clockwork men who walk alongside beings of flesh and blood on the city's streets. But woe to the traveler who addresses one of these wonders as a mindless automaton! Zobeck's gearforged are living constructs, mechanical forms housing mortal souls.

Originally created as powerful soldiers, gearforged must now find their own paths with which to navigate the second life they have been given. Many devote themselves to civil service, others to their gods. Some dedicate their extraordinarily long lives to the pursuit of knowledge. Others, naturally, seek out lives of adventure.

Some clockworkers have claimed that the gearforged are servants, more akin to familiars than people. The most strident claim that an animated body is always property and not a person at all. The topic is a delicate one among the gearforged, for their sense of ownership of their bodies is fraught with the difficulties of repair and the alien sense that what they are is neither flesh nor golem.

Gearforged gather among themselves frequently to discuss the old days (a fact that annoys the younger gearforged and pleases ancient loremasters). This is a practice they call "redundancy and distribution," meaning simply the sharing of knowledge, rather than opinions. Many such gatherings supplement these recitations of history with more contemporary knowledge acquired through three methods: *adventure, experiment*, and *study*. All three of these branches of knowledge are held to be noble endeavors by the gearforged. Gearforged also value discussion of martial prowess as all gearforged know at least a little of the fighting arts. Though they may be scholars or experimentalists among their own kind, they were first made for war, and combat is counted an honorable profession among the gearforged.

Gearforged Memory: Once human, now mechanical and undying, the gearforged tend to be radicals in their youth and more conservative with age: it takes a radical to shed his or her body for a mechanical one, and they grow reactionary and unable to adapt to a world shifting around them. Some priests believe that the inevitable death of their mortal friends and loved ones drives them into a certain stiff-necked conservatism. At the same time, the gearforged are keenly aware of history and its dangers. They guard against the creeping return of aristocracy and against the decay and corruption of diabolic cults. They remember how things were. And they do not forgive easily what they remember of the slaughter in the streets. A few more join the gearforged every year. Many are wealthy merchants at the end of life, others are soldiers seeking a new edge, and a few are criminals compelled to serve the city as the price of their crimes.

Religion

Nearly all gearforged worship Rava, the Gear Goddess. She is their creator: the goddess who gave the secret of soulforging to the crazed zealots of the Revolt. The praise of Rava and the faith of her gearforged have been unshakeable ever since. They are among the chief servants of the Clockwork Oracle, a magnificent contraption whose gears, wheels, and actuators form a face that is said to be inhabited by the goddess herself on high holy days (see *Zobeck Gazetteer*, page 17).

The Saints: The most fanatical of Rava's gearforged followers—and some are truly mad with devotion—are called the Gear Saints. They are generally implanted with a third hand and a third eye and are said to be Rava's Hands and Rava's Eyes in the world. Indeed, sometimes the goddess does seem to see through these eyes and react. In some sense, the Saints are her distant and distributed minds and hands.

The Machine Speech: Some gearforged speak a whistling, clicking language among themselves that is incomprehensible to non-gearforged and certainly unpronounceable even under the effect of *tongues* or similar magic. These speakers call this the Machine Speech and use it to exclude flesh-and-blood from their company. They claim that the Clockwork Oracle speaks in this form as well and that their speech is faster and purer than any language of mortal races.

The Cult of Zurvan: There are those that maintain that the worship of Rava has become too fixated on the novel charm of clockwork, neglecting the roles of law, fate, and destiny in the goddess's portfolio. Some have abandoned the faith entirely, directing their worship instead toward Zurvan the Iron Angel, First of the Inevitables. The cult of Zurvan quietly plots to overthrow the church of Rava and convert the Gear Goddess's worshippers to the cause of their true mechanical god of destiny. Zurvan's largely human worshippers view gearforged with awe and envy. While virtually all gearforged have far too much reverence for Rava to join such a cause, some cultists have used deceit and bribery to undergo the ritual of soulforging. There are rumors that the group has developed an alternate ritual

Rava (Ariadne)

The Gear Goddess, the Clockwork Oracle, Mother of Industry, Spinner of Fate, Merchant Goddess, Patron of the City of Zobeck, Patron of Weavers and the Gearforged.

Domains: Artifice, Clockwork, Knowledge, Luck, Travel

Subdomains: Construct, Exploration, Fate, Metal, Toil, Trade

Alignment: Lawful

Favored Weapon: Dagger, scimitar

Rava, the patron goddess of Zobeck, shines her blessings on the hard-working Zobeckers, giving them the gift of the clockwork knowledge fueling the Clockwork City's ticking heart and protecting them from a host of neighbors who seek to subjugate the city. Under Rava's aegis, Zobeck's population has burgeoned, and the city has blossomed into a thriving trade hub with land access along the Great Northern Road and the Great Southern Road and river traffic up the River Argent.

Silent Councils of the Old Masters

The gearforged also gather to share Machine Speech or memory gears from time to time, especially the eldest among them. These are the Council of the Anvil in Zobeck, the Secret Brotherhood in the Ironcrag Cantons, and similar councils in all other cities where the gearforged are numerous, such as the Free City of Melano, the island of Kyprion, and the sultanate's clockwork centers of Methony and Quresh.

(not requiring the complicity of a priestess of Rava) that will expel the soul from a gearforged body and allow a new occupant to take over the empty shell. This is rank blasphemy and an outrage to followers of Rava.

Other Gods: Rava is not the only goddess of the gearforged—far from it. Many of the dwarf gearforged also honor the gods of their former lives: Wotan the Rune- Giver and Volund the Smith. Many of the once-human gearforged are inclined toward Perun the Thunderer in his aspects of war and bravery, Anu-Akma in his guardian aspect, and Arachne and Techne, the southern goddesses of fate and smithwork who are sometimes said to be masks of Rava. Some human faiths do not look kindly on gearforged, and a few of the most life-affirming even consider soulforging to be an abomination similar to the creation of undead. The followers of gentle Lada, for instance, consider the creation of the gearforged a regrettable and grievous error. The rare gearforged that continue to adhere to these faiths live complicated existences indeed.

As the patron of Zobeck, Rava is a goddess whose beneficence has given the city autoscribes, clockwork scullions, the gearforged, and other inventions. Merchants believe she blesses their hard work, and her mark is on contracts and bills of lading as a surety of delivery or payment. She is also a sponsor of magic, knowledge, and industry.

Rava's physical form resembles a six-armed woman, and she is frequently shown weaving or spinning. She is shown as a maiden, as the mother of industry, and as a wise crone in different shrines and at different seasons.

WORSHIPERS

The industrious, the learned, and the gearforged are Rava's closest followers, and dwarves, humans, and kobolds all have shrines to her. Most of her followers are hard-working and willing to try new things. Novelty and invention are a part of her tradition as much as tradition and crafting. Alchemists, wizards, scribes, guild masters, weavers, and merchants all turn to Rava for wise counsel.

SYMBOLS AND BOOKS

Rava's priestesses have written dozens of volumes of prophecy at the Clockwork Oracle in Zobeck and have a dozen more of the sacred works of Ariadne on the southern islands. These books are kept closely guarded. Most of their predictions do come true in time. The priesthood sells this knowledge their wealthiest followers and gives it away to the most fervent and boldest followers, the paladins and inquisitors of the faith. These are most often gearforged heroes. Rava's symbols are the gear and the spider. Many of her priestesses carry a spindle for thread and spin as often as possible, the better to feed the looms of Rava's weaving spiders.

SHRINES AND PRIESTS

The current human high priestess of Rava is Lena Ravovik (LN female human cleric 9 [Rava]). Her surname is traditional one for priests and priestesses of Rava, who abandon their families and former lives when they enter the service of the goddess. The current dwarf high priest in Zobeck is Ondli Firedrake, and the high priestess on the island of Archae is Alkestis. The most famous of Rava priestesses are the goddess-forged. These powerful clerics have been blessed to become immortal, magical machines. Their bodies become completely covered in metal, and they gain the construct type and other abilities as a gearforged.

OTHER FAITHS

Rava is not fond of Bastet's sybaritic luxuries and even less fond of Addrikah, the derro mother of madness and chaos, whose works are abominations. Rava is considered cool or hostile to the followers of Yarila and Porevit, and she has a long-standing-but-genial feud with Volund over whose artifice and creation skills are greatest.

MASKS

Rava is called Ariadne in some southern realms, and she is a great patron of weavers, jewelers, and scribes. In the North, she is associated with the Norns. A few believe she is a female mask of Thoth-Hermes.

WHAT RAVA DEMANDS

Rava demands her followers be wise and hard-working. Learning and scholarship are prized among her followers as is the discovery and the making of new things. As a goddess of both novelty and fate, she demands her followers seek out new learning and steer the world's fate to peace and plenty. In Zobeck, Rava's followers must defend her patron city against any threat that the Clockwork Oracle identifies. Rava despises sloth and luxury.

Making a Gearforged

The most important moment for many gearforged is the moment of their remaking, when they leave their flesh body behind and enter their new clockwork body of brass and steel. One can spend a fortune on these new bodies or simply scrape together something that will work—though only barely—if the subject is aging or deathly ill. The details don't matter a great deal since the iron body can be rebuilt.

Without exception, the gearforged are shaped like humanoids, and the vast majority appears in one of two styles: roughly human-sized with articulated joints, hands, feet, and magical eyes; or a stouter version made by the dwarves. These dwarflike gearforged are more common in the cantons of the Ironcrags than in the Free City of Zobeck but are universally accepted as receptacles for dwarf souls. In the South, minotaur gearforged are rare but not entirely unknown. A few gearforged are built in even smaller sizes, intended for kobold souls, but these are subject to frequent failure and even the extinction of the souls they carry.

All gearforged were once other creatures, now inhabiting standardized bodies with cylinders, springs, and articulated joints of varying quality. Each is made of iron, brass, and steel and as distinctive in appearance as other people. The gearforged are thinking creatures and can serve as city watchmen and soldiers. Gearforged have free will, which separates them from other mechanical devices that are no more than simple servants responsive to orders and capable of little more than a limited amount of memorization.

Gearforged mechanisms are more than mechanical because all gearforged are machines with a soul. Their arms and legs depend on actuators powered by everwound springs. Their minds depend on memory gears, transverse cognition gearing, and the marvel of a soul gem connected directly to a maze of silver and mithral steam, spark, and magical conduits. These elements are all held in a shell of iron, brass, and steel, and the bulk of the things is remarkable. A large and heavily armored gearforged can weigh 400 lb. since its armor is built in.

GEARFORGED COMPONENTS

The range of gearforged anatomy in all its variants is remarkable, but all gearforged share some common parts.

Everwound Springs

These magical springs provide energy over long periods, effectively acting as the power sources for most of the gearforged's limbs and fingers. A broken everwound spring results in the loss of function in that digit or limb.

Soul Gems

The mind of a gearforged creature is as sharp as that of any flesh-and-blood soul, but it is more portable. The animating, vital principle of a gearforged—its will, its personality, and its mind—are retained in one or (for an extra 8,000 gp) two soul gems. These are the elements that retain an individual's spirit or soul, and their destruction means the death of that gearforged.

Memory Gears

These delicate constructions are scroll-like ribbons pierced with thousands of pin-sized holes, wound about with

Gearforged Height and Weight

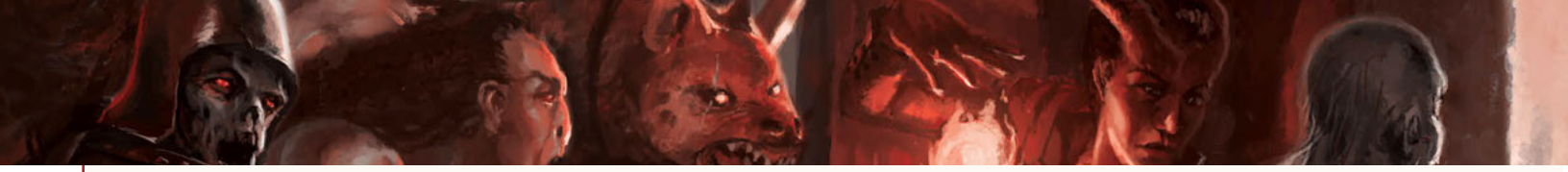
Gearforged require a certain size in which to fit in all those whirling gears and tapes used in their operation. Hence, all gearforged are at least medium size (until an enterprising clockworker manages to solve that problem, of course). Since the Ritual of Soulforging seems to work better when the new body is close in size to the original body, gearforged tend to have the same or similar heights as their parent race—fangforged are as tall as dragonkin, geardwarves as stocky as regular dwarves. However, small folk and those not content with their size have opted for the base height of humans as well, which oddly seems to impose next to no problems for kobolds, halflings, and similar small folk.

Gearforged Age

As partially artificial creatures, gearforged suffer none of the drawbacks and gain none of the benefits of aging. They never die of natural causes, and they are immune to any attacks or effects that age a character: The whirling gears and preservative fluids keep what little may remain of the meek flesh just as strong as the clockworks powering their bodies.

Random Height and Weight

Race	Base Height	Height Modifier	Base Weight Modifier	Weight Modifier
Gearforged	as parent race	as parent race	as parent race	+2d20 × 5 lb.



The Clanking Legion

The gearforged have a long history as soldiers and warriors: under the guidance of Ptah, the Nurian dwarves made them for that very purpose. Later, the rebels of the Free City of Zobeck used gearforged to defeat the aristocracy's heavy troops. In the forges of war, gearforged come heavily armored and ready to cleave their paths to glory. When it comes time to consider mercenary companies, the Clanking Legion stands at the front of the line.

Officers and Notable Figures

The Clanking Legion is a company of soldiers for hire with more than 250 members on its rolls. It's under the superior leadership of Sir Arlandros Brassheart (LN male gearforged battle scion [battleborn] 9), son of a long-dead noble house of Kitheros, a Marean island. Arlandros leads from the front lines, and his armored surface glitters with a thousand tiny dents, scratches, and repairs. His strategic instincts are uncanny. Even without magical aid, he often knows exactly how to structure an ambush, catch a foe unawares, and improvise even the most complex tactics. Under Arlandros, the clankers, as they call themselves, are anything but predictable.

The legion strikes harder and faster than most, and as infantry, they excel at forced marches, shock tactics, and displays of courage. They seem to thrive on the impossible, and their reputation continues to grow. Most recently, they stormed a tower mid-river in the Argental by creating an impromptu rope bridge from the nearest riverbank. How they achieved this magic exactly seems to be a secret, and the clankers aren't telling. A weaving spider or a ballista may have been involved.

The legion's quartermaster and provisioner is Reshazir Rubat Aswat (N male ravenfolk cleric of Thoth 8)—more commonly known as Feathers. As a powerful and learned priest of Thoth, Reshazir is the company's scribe and the scrounger who seems to always know where to find water, barley cakes, and rare metals, both to feed the bellies of its non-construct members and to maintain its gearforged members' bodies. In fact, despite its name, fully half of the Clanking Legion is human or dwarven rather than gearforged. The joke around the guard post is that it takes half the legion just to keep the other half running.

The legion's most famous sergeant is Wepwaset Sed (LG male dwarf theurge 12), an aging follower of Ptah as well as the legion's most powerful enchanter and armorsmith. Wepwaset is single-handedly responsible for performing, with Reshazir and the wizard Ulana Resdota, the Ritual of Soulforging. This ritual creates most of the legion's members—without him, more than half of its gearforged simply would not exist. While he refuses higher levels of command, Wepwaset retains a close watch over the constructs he has built, and he repairs, improves, and recovers the remains of those under his care. Wepwaset longs for the day he can leave the work of soulforging to another. One of his frequent complaints is that he could be home in Nuria making necklaces for Bastet's beautiful priestesses instead of marching through another forsaken marsh or mountain pass. His brothers-in-arms know that Wepwaset will never retire from the legion, though—he tried it once and lasted about a week before returning. Few dare tease him about this.

The legion's finest mage is Ulana Resdota (N female human wizard 7). For the most part, her role is to support, enchant, and provide invisibility. She is not a combat wizard and has no desire to be in the thick of the fray. Her magic does, however, make the rest of the legion much more dangerous and mobile. Camp stories say that she has an excellent command over ley lines and shadow roads and that she might have some personal connection to the Master of Demon Mountain.

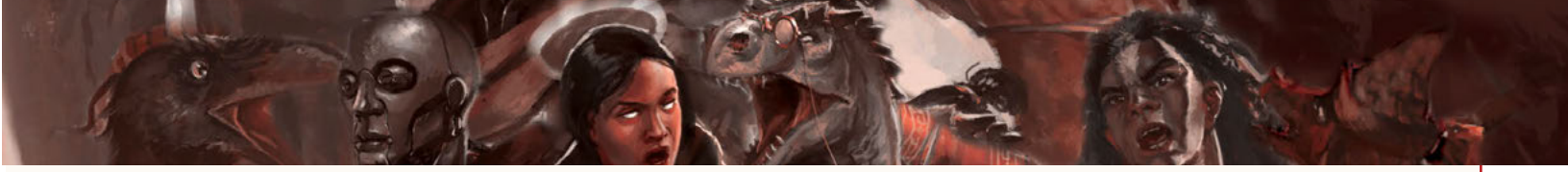
Finally, there is Master of Archers Darrenzo de Triolo (LE male gearforged fighter 9/cleric of Hecate 1), who is lethal with his longbow and the highest-ranked commander other than Arlandros. His black iron

From a Clanker's Journal

Rush forward in the vanguard, scale a ladder, and seize a high tower in a rush of steel and raw courage against overwhelming odds, and your paymaster just might keep you on for another season. Burn down just one library, though, and they never stop talking about it.

... To set the record straight, the wyverns and the slime-ridden death hag riders had already trashed the library. And sure, we tried a night assault because we thought it might work, and the scout in charge of the dark lantern stumbled into a scroll rack in an unfortunate way. The conflagration was immediate and total and covered our assault nicely.

I suppose the Clanking Legion really should give up on stealth. Regardless, hags died, wyverns died, and we got paid. The complaining started later, something about "priceless volumes" and "our philosophical inheritance." Bah. The legion inherited nothing but souls. We bought our arms and legs and weapons. Now we are machines, and we are also men.



carapace is marked with the holy symbols of Hecate, and his devotion to this goddess has led him to enter her priesthood. Some of his companions are leery of his new faith, as he seems a little too eager to sacrifice blood and torch hostile villages in the name of the goddess of magic. At the same time, his skill at ambushes and surprise attacks is part of what makes the legion successful. It's unlikely anyone can match his sense of how to lure, trick, and destroy enemy forces.

History and Pay

In terms of battles and victories, the Clanking Legion stands out. In terms of a successful enterprise over the long term, the record is mixed. The clankers are often a bit too trusting, and the patrons who hire them, especially in the Seven Cities, sometimes fail to pay them. In a few cases, this has led to them turning against their former masters and taking their pay in loot. In a few other cases, they simply marched to the opposing camp and made an offer. This tactic seems to appeal to their sense of fairness.

Worse than this, however, the Clanking Legion has several times been blackmailed or betrayed by patrons who seem to want to see the legion destroyed. A hidden enemy, whom the clankers refer to as the Dragon Spirit, may be setting them up as a sacrifice to Baal-Hotep or Mot, the patron god of necromancers. Several times, the legion has accepted commissions that are almost—but never quite—suicidal. Each time they have survived, but the legion's veterans are few and its traditions are thin, despite decades of honing and hundreds of marches.

Adventure Opportunities

The Clanking Legion often needs local guides, additional firepower, or scouts willing to provide information before they storm a castle. Some options for incorporating the clankers into your game include:

The legion requires a group of non-gearforged, civilian, and generally unlikely wastrels to infiltrate a bandit's keep and return with information about its defenses and defenders.

The legion's Wepwaset requires new gears of memory, new mithral powders, and other materials from the Ironcrag Cantons and from Zobeck—but the legion is marching elsewhere. Wepwaset requests that the party acquire the necessary parts and catch up along the war zones, where the legion is fighting the Dragon Empire.

Arlandros offers a gearforged PC a position as a trooper in the legion and a commission as an officer. Refusing it might lead to bad blood, but accepting means marching off with the legion to fight horrors in the Wasted West, defending Bourgund and Bemmea, and squaring off against other professional mercenaries in the Seven Cities.

The legion is looking for particularly smooth-tongued talkers or a group of hard-hitting bandits to help them recover pay from a delinquent account in the city of Capleon. The baron there must learn to honor his debts—but marching the whole legion down there is impossible right now as they have an urgent assignment elsewhere. Perhaps, Arlandros asks, the party would make a case to the baron in exchange for a cut of the proceeds?

A devil has cursed Darrenzo di Triolo with a geas that destroys his aim. It can only be lifted by a stranger, and perhaps the PCs might be able to help—or, they might be able to find someone who can.

The Free City of Zobeck

N Large city

Corruption +0, **Crime** +2, **Economy** +5, **Law** +0, **Lore** +3, **Society** +7

Qualities academic, holy site, prosperous, strategic location, tourist attraction

Danger +10

Demographics:

Government Free City Council (led by a lord mayor)

Population 14,000 (11,040 humans; 420 dwarves; 2,200 kobolds; 200 gearforged; 140 other)

Notable NPCs:

Arcane Collegium Guildmaster Orlando (CN male human wizard 14/expert 2)

Field Marshall of the Free Army Sir Jorun Haclav (LN male human fighter 2/cleric 6 (Perun)/expert 2)

Lord Commander of the Free Army of Zobeck Lady Fenyll Marack (LE female human rogue 6/assassin 6)

Lord Mayor Karillian Gluck (LN male human aristocrat 5/expert 4)

Marketplace

Base Value 12,800 gp; **Purchase Limit** 75,000 gp; Spellcasting 9th +1

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 2d4

tiny enchantments of great complexity. The memory of a gearforged for all the days after its creation lives in the memory gears. Older gearforged have many such gears, and the material component for the magic to create them requires one new gear/two levels attained or every 10 years of life. Installing one requires one day's work and 2,000 gp.

Memory gears can be taken from a dead gearforged and read by others. This is a lengthy process and viewed with some alarm by most gearforged, since it is peering into the most private details of a creature's life.

Installing an existing, used memory gear in a new gearforged requires a new Ritual of Soulforging and at least one week for the recipient to remember and understand the process. The process is dangerous, requiring a Fortitude save (DC 10 + one-half level of dead gearforged + Cha modifier of dead gearforged) to succeed. If the Fortitude save fails, the gearforged is ill for two weeks as it resorts its own memories, and the found memory gear is rendered useless.

Gearforged Characters

All gearforged have the following racial traits.

+2 to One Ability Score: Gearforged come in many variants. Their makers pride themselves on fitting the body to the needs of the soul.

Gearforged: Gearforged are humanoids with the gearforged subtype.

Medium: Gearforged are medium creatures and have no special bonuses or penalties due to their size.

Normal Speed: Gearforged have a base speed of 30 ft. Their speed is not modified by wearing medium armor.

Darkvision: Gearforged can see in the dark up to 60 ft.

Low-light Vision: Gearforged can see twice as far as humans in conditions of dim light.

Armor: Gearforged gain a +1 natural armor bonus.

Skills: Gearforged have lost a part of their humanity to cold, precise, clicking steel. This change also affects their minds and makes them more detached and sometimes awkward in social situations. They take a –2 penalty on all Bluff, Diplomacy, and Sense Motive checks. However, their new state makes them frightening to some and grants precise insight into clockworks. Gearforged gain a +2 racial bonus on Craft (clockwork) and Intimidate checks.

Immortal: As partially artificial creatures, gearforged suffer none of the drawbacks and gain none of the benefits of aging. They never die of natural causes, and they are immune to any attacks or effects that age a character: The whirling gears and preservative fluids keep what little may remain of the meek flesh just as strong as the clockworks powering their bodies.

Rust Vulnerability: A gearforged suffers damage from a rusting attack since it corrodes the gearforged body. Use the damage value given for the spell or effect if one is provided. If no damage value is given, the gearforged makes a Fortitude save using the DC and save type indicated for the effect, if any. If no save is allowed or if the save fails, the gearforged takes 1d6 points of damage for each of its Hit Dice with half damage on a successful save.

Languages: Gearforged begin play speaking the Trade Tongue (common). Gearforged with high Intelligence score can choose Giant, Gnome, Draconic, Dwarven, and The Machine Speech as bonus languages.

Scaling the Race and the Gearforged Subtype

Scaling the gearforged turned out to be a rather tricky business due to their significant array of immunities and drawbacks. As presented above, the gearforged already are on par with the stronger of the core-races without any need for further modification. If you wish to have an easy, simple take on gearforged, just treat the gearforged subtype as a regular humanoid with all options for healing and susceptibilities—the soul inhabiting the body, bellows and filters as lungs, and such duplicate the functions of flesh. However, this means that, while the race looks like a construct, it doesn't necessarily play like one.

If you elect for a slightly more construct-like take on the race approximately on par with the planar races, you may use the gearborn racial traits below as something granted by the gearforged subtype. For ease of reference, unless otherwise noted, the term "gearforged" refers to any humanoid with the gearforged subtype.

Gearborn and the Gearforged Subtype

One recently created gearforged, once known as the brilliant, kind merchant Heet Nul, has perfected a process that leaves some organic elements of the original creature intact. These beings are called gearborn in honor of their rebirth, their second chance. The innovations of Nul have made a gradual transformation possible.

Gearborn receive the following racial traits through their gearforged subtype.

Clockwork-Powered Mind and Body: Gearborn gain a +2 racial bonus on saving throws against disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue.

Gearborn Immunities: Gearborn do not breathe, eat, or sleep unless they want to gain some beneficial effect from one of these activities. This means that a gearborn can drink potions to benefit from their effects and can sleep in order to regain spells, but neither of these

activities are required for the gearborn to survive or stay in good health. Gearborn are immune to magic sleep spells and effects.

Racial Heritage: Unlike full gearforged, gearborn still have some components of their original bodies. They count as both the race they belonged to prior to their transformation and as gearforged for purposes of any effect related to race.

Second Chance: Gearborn cannot be *raised* or *resurrected*, though a *wish* or *miracle* can restore them fully.

Stable: Gearborn are not at risk of death from massive damage, and they automatically stabilize when reduced below 0 hp.

"Classic" Gearforged and the Gearforged Subtype

The astute reader will note that the gearborn are less mechanical, less alien than the default "classic" gearforged. If you prefer to play a character that receives more construct immunities but also pays a steep price for them, you might wish to select the following ability suite.

Gearforged receive the following racial traits through their gearforged subtype:

Clockwork-Powered Mind and Body: Gearforged gain a +2 racial bonus on saving throws against mind-affecting effects and effects that cause either exhaustion or fatigue.

Gearforged Immunities: Gearforged are immune to disease, death effects, nonlethal damage, and poison.

Gearforged take no penalty from energy draining effects, though they still can be killed if they accrue more negative levels than they have Hit Dice. After 24 hours, any negative levels they've gained are removed without any additional saving throws.

Gearforged are also immune to necromancy effects that rely on transference or modification of life force (such as the *vampiric touch* or *ghoul touch* spells), subject to GM approval.

Gearforged do not breathe, eat, or sleep, unless they want to gain some beneficial effect from one of these activities. This means that a gearforged can drink potions to benefit from their effects and can sleep in order to regain spells, but neither of these activities are required for the gearforged to survive or stay in good health.

Gearforged Drawbacks:

Gearforged have a number of drawbacks.

Water Susceptibility: A gearforged drenched in water can continue to function normally for a number of hours equal to their Strength score. After spending that much time while soaking wet or in the water, the gearforged will grind to a halt and require a 4-hour repair period. Heavy cloaks and similar clothes can be used to prevent becoming drenched by rain, subject to GM approval. Gearforged suffer a –2 penalty to Swim checks.

Repairs Required: Gearforged cannot heal damage on their own and the application of the Heal skill has no effect on them. *Cure* spells, wands, and potions heal gearforged for the minimum amount per charge or dose, and the psionic repair damage power works normally. The *mending* spell heals a gearforged for 1 point of damage while *make whole* heals 2d8 points of damage +1 per caster level (maximum +10). Gearforged may be repaired using Craft (clockwork) or by another gearforged possessing the Self-Mechanic feat.

Rewind the Gears: Rather than sleep, gearforged must rewind their springs, repair gears, and oil and clean their parts each day for a 4-hour period to ensure normal functioning. They are fully aware during this period, but any interruption in their routine during these 4 hours requires them to start again from the beginning. Gearforged can function a number of days equal to their character level without performing this maintenance, but each day without such a repair period applies a cumulative –2 penalty on all attack and damage rolls, saving throws, and skill checks. If a gearforged neglects his maintenance period a number of days equal to his character level, he becomes immobile and helpless until maintained by another gearforged or an individual with the Craft (clockwork) or Knowledge (engineering) skill. One 4-hour maintenance period eliminates all accumulated penalties.

Stable: Gearforged are not at risk of death from massive damage, and they automatically stabilize when taken below 0 hp.

Destruction Is Not The End: A gearforged body is destroyed at their negative Con score, though they can have their soul gem and memory tapes implanted in a newly-constructed body as long as they are intact. They cannot be *raised* or *resurrected* through normal magical means, though a *wish* or *miracle* can restore them as usual.

MORE AND VARIABLE POWER

A relatively easy way to further increase the power of the gearforged for truly high-powered campaigns would be to simply take the drawbacks of the race away. The race receives a significant increase in power in the average group once it can be healed by positive energy, like everyone else. Additionally, you may want to start as a gearborn and slowly turn more and more into a gearforged. Hence, as an alternative means of increasing power for gearborn, you could provide a number of gear points and have the player choose free alternate racial traits and racial feats up to the target value. Gear points are an abstract way to judge how much of a character has been transformed into a gearforged.

Racial Variants

Though the minority of gearforged that do not conform to a human base standard are a diverse lot, clockwork engineers have cataloged a number of subtypes.

Fangforged: Gearforged in the mold of Midgard's upstart dragonkin are exceedingly rare but not unheard of. That the sultans of the draconic Mharoti Empire are committed to tradition is not to say that they lack foresight. Having lured a number of talented Zobeck clockworkers to their lands, the sultans have immortalized some of their greatest warriors, placing gleaming and fearsome fangforged at the command of several units of the edjet warrior caste. Fangforged usually have the adamant and discharge racial traits.

Gear Hacks: Not all gearforged walking the streets are the product of top-tier clockwork magic. Some underwent the ritual of soulforging at the hands of less-than-expert spellcasters. Others are living in ill-advised experimental bodies. While the gearforged underclass known as gear hacks are typically regarded somewhat pitifully, the messy circumstances of their creation occasionally give them an edge over their more robust brethren. No two gear hacks are the same, but a typical specimen might have the phantom limb and split personality racial traits.

Geardwarves: While it was Rava that passed down the secret of soulforging to the people of Zobeck, the first gearforged in the Crossroads were created in Templeforge by the dwarfs in the Ironcrags. While dwarven soulforging seems archaic and inscrutable to many Zobeck clockworkers, the dwarves maintain theirs is soulforging as it was originally passed down by the god Volund. Geardwarves are thundering, steam-belching spartans, spearheading the most dangerous tasks in the deep dwarven mines. Geardwarves typically have the cannonball and rock crusher racial traits.

Infernal Machines: Whether by accident or by design, some soulforgings are not magically sterile processes. On rare occasions, something diabolical rises from the lower planes to insinuate itself into a new living construct. Some tainted gearforged struggle mightily with their darker natures whereas others become sinister mechanical versions of their former mortal selves. While not exclusively evil, infernal machines are a uniformly troubled lot and often get along far better with tieflings than their fellow gearforged. Infernal Machines tend to have the mind breaker and either deception or split personality racial traits.

Tauric Engines: Rumors of a ferocious gearforged minotaur dominating the Barsella gladiatorial arena were long dismissed in Zobeck as exotic nonsense until curiosity got the better of a small group of clockworkers, and they traveled across the Wastes to see this wonder for themselves. Though not fully accepted by their flesh and blood brethren, many tauric engines have found great success as gladiators and mercenaries. Tauric engines often have the oriented and unnatural attack racial traits.

Alternate Racial Traits

Gearforged come in many shapes and sizes and are customized for a variety of tasks. Players may choose from the following list of traits when selecting traits for their gearforged characters. While these traits are intended for gearforged, other races may take them, subject to GM approval. Creatures without the gearforged subtype receive 1 gear point per trait taken.

Adamant (Combat): Your crafters made your body more resilient than normal. You receive a +1 trait bonus to natural armor. If you did not have a natural armor bonus before, you instead receive a +1 natural armor bonus.

Cannonball (Combat): You excel at using your heavy metal body as a formidable battering ram. You gain a +2 trait bonus to CMB when attempting to bull rush an opponent and an additional +1 trait bonus to attack rolls made while charging.

Deception (Social): Your earnest, mechanical manner puts those around you at ease regarding the guileless sincerity of your intentions. You no longer take a –2 penalty to Bluff and Diplomacy checks. You gain a +2 trait bonus to Bluff checks.

Discharge (Magic): Your body was designed to generate slightly more energy than your regular operations require. Choose one damage type from the following upon taking this trait: electricity, fire, or sonic. You may release this energy once per day in the manner of the *burning hands* spell for 1d4 points of the chosen energy type. If you have chosen to deal sonic damage, you instead deal 1d3 points of damage. This is a spell-like ability with a caster level equal to 1/2 your character level (minimum 1). You may unleash this energy once per day and an additional time for every 5 character levels.

Emergency Surge (Combat): Mechanisms hidden deep within your structure kick into action at critical moments to provide you a final burst of activity. You may make a single standard action the round after being reduced to fewer than 0 hp. This does not allow you to act if you have died due to the attack.

Hidden Compartment (Equipment): Your body has a secret compartment and you can discretely access it. You can hide an object no bigger than a dagger or wand and gain a +4 circumstance bonus on your Sleight of Hand checks when you draw it from the compartment.

Mind Breaker (Magic): Once per day, as a touch attack, you may mentally commune with a living creature, opening your mind up to them. Unfortunately for your target, most organic beings are ill-prepared to grapple with the mechanical mind of a gearforged. The subject of your touch is affected by the *confusion* spell with a caster level equal to 1/2 your character level (minimum 1). This is a spell-like ability.

Oriented (Race): Your elegant mechanical mind was optimized for mapping physical spaces, effortlessly compiling information from the environment around you into a cohesive, navigable picture. You gain a +2 trait bonus on Survival checks.

Phantom Limb (Equipment): While clockworkers and engineers have long dreamt of many-limbed gearforged, few have made any substantive headway. Your creation was an experiment of questionable success. Twice per day, you may perform an extra item manipulation action without provoking an attack of opportunity. You may activate your third arm an additional time per day at 5th level and every 5 levels thereafter. The rest of the time your third arm lies inert and you take a –2 penalty to Charisma-based skill checks unless it is concealed.

Rock Crusher (Equipment): Your mechanical digits were designed for the harshest tasks. When attempting to smash an object outside of combat, you may activate your hydraulic vise by concentrating on powering it up for 1 minute. If you move or engage in any other activity during this period, the charge is lost, rendering it impossible to use this trait in combat. After this duration has elapsed, you may execute a single sunder attack against an object with a +2 trait bonus. This attack has a base damage of 2d8.

Split Personality (Social): Your living soul was not perfectly integrated with your new mechanical form. As a result, your personality occasionally drifts to places ranging from the coldly mechanical to the borders of madness. You gain a +2 trait bonus to Will saves but also increase the penalty to Bluff, Diplomacy, and Sense Motive by a further +2. If you also have the deception trait, you only take the increased penalty to Sense Motive.

Unnatural Attack (Race): Some schools of thought find the practice of designing martial weapons into gearforged forms to be distasteful. This does not prevent them from providing gearforged with more integrated and subtle forms of defense. You possess a horn, retractable barb, or similar secondary natural attack dealing 1d4 points of either piercing or slashing damage. Once chosen, this damage-type cannot be changed.

Favored Class Options

Alchemist (Tinker Alchemist): Add +1 ft. to the range of your breath weapon granted by the internal furnace ability. This has no effect unless taken 5 times, at which point it increases the range by +5 ft.

Barbarian (Quiet Explorer): Add +1/5 round to your daily assortment of gearforged rage.

Bard: Add +1/2 to any clockwork-related skill check.

Battle Scion[NPC]: Add +1/2 to the damage dealt by the battle scion's force blast ability.

Cavalier: Add +1/2 natural armor bonus to the mount granted by the cavalier's class ability.

Druid: Add +1/2 natural armor bonus to the animal companion granted by the druid's class ability.

Fighter (Clockwork Fighter): Add +1/3 damage to melee attacks with the forgeclaws class ability.

Inquisitor (Lawmaster): Add +1 to the bonuses granted by the assessment class ability.

Magus: Add +1/4 to the magus's arcane pool.

Monk: Add +1/4 natural armor bonus.

Oracle (Clockwork mystery): Select one spell with the word "cure" or "inflict" in the title. This spell also affects regular creatures, not just constructs.

Paladin (Faithforged): Add +2 hp to the faithforged's lay on hands ability when healing creatures of the gearforged subtype or of the construct type.

Optional Rule: Gear Points

Gear points are an easy way to depict the gradual progression of a gearborn toward becoming a full-blown gearforged or simply for a regular character taking gearforged traits or feats. Gearborn begin play with 5 gear points granted by their race. Subject to the GM's approval, non-gearforged races may ignore the gearforged racial prerequisite by gaining the noted amount of gear points.

Unless otherwise noted, each gearforged trait taken increases the gear points of a character by +1.

Gearforged feats taken by gearborn or non-gearforged characters increase the gear point total as well. If a feat can be taken multiple times, the gear points incurred are cumulative. The following table lists all gear points incurred by taking feats:

Feat	Points
Armor Upgrade	+2
Aquatic Explorer	+1
Autonomous Appendage	+2
Construct's Bane	+1
Echoes of Former Flesh	−1
Echoes of Lives Past	−1
From the Crucible	+2
Gearforged Utility	+1
Gorgeous Gearforged	+1
Jury-Rigged	+0
Limb Lock	+1
Magnet Snatch	+3
Rust-Proof Armor	+1
Scrap Heap	+1
Self-Mechanic	+0

Point Total	Modifications
1 point	The character takes a –2 penalty on all Bluff, Diplomacy, and Sense Motive checks.
2–4 points	The character gains the Rust Vulnerability racial trait.
5–6 points	The character receives the immortal racial trait but can no longer be raised or resurrected.
7–8 points	The character no longer needs to eat or sleep but loses his old racial type. He is now treated as a humanoid with the gearforged subtype for the purpose of all effects.
9–10 points	The character loses all his old racial traits and receives the traits of a gearborn.
11–13 points	The character receives the water susceptibility drawback.
14 points	The character can choose any two of the following immunities: disease, death effects, nonlethal damage, poison. However, the character also receives the repairs required drawback.
15 points	The character can choose any one of the following immunities not chosen before: disease, death effects, nonlethal damage, poison. However, the character also receives the rewind the gears drawback.
16+ points	The character replaces all gearborn racial traits with the gearforged racial traits

Ranger: Add +1/2 natural armor bonus to the animal companion granted by the ranger's class ability.

Rogue: Add +1/2 to any clockwork-related skill check.

Sorcerer (Mechanical Bloodline): Add +1/2 daily use of the *launch gears* spell-like ability.

Summoner (Salvager): Add +1 ft. to the movement rate of your eidolon granted by the sphere class ability. This has no effect unless taken 5 times, at which point it increases movement rate by +5 ft.

Witch: Add +1 natural armor bonus to the AC of the witch's familiar.

Wizard: Add +1 bonus to concentration checks made due to taking damage while casting spells defensively.

Clockwork Traits

While the following traits are specific to the Midgard city of Zobeck, GMs and players are encouraged to adapt them to their own campaign world as appropriate. While retaining the general topic of clockworking, none of these traits grant gear points.

Clockworker Apprentice (Regional: Zobeck) You tried life as an apprentice in the Clockworker's Guild. While the guild didn't suit you, you learned the craft. You gain a +1 trait bonus to Disable Device checks involving clockwork and to Craft (clockwork) checks. Disable Device and Craft (clockwork) are always class skills for you. This bonus stacks with Clockwork Scholar.

Clockwork Scholar (Religion: Rava) You are a hard-working follower of the Gear Goddess. You gain a +2 trait bonus to Diplomacy checks with gearforged and constructs. You gain a +1 trait bonus to Profession (scribe) and to any one Craft skill (chosen when the trait is taken).

Mark of Rava (Religion: Rava) You can feel the warp and weft of the world's fabric and understand both its mundane and magical workings. You gain a +1 trait bonus to Knowledge (engineering) and Knowledge (arcana) checks, and one of these skills (your choice) is a class skill for you.

Gearforged Class Options

The following archetypes, oracle mysteries, and sorcerer bloodline are available to gearforged. Spells marked with the DM superscript can be found in *Deep Magic*.

Battleborn (Battle Scion)

Battleborn are determined, elite, highly trained war machines armed with martial and arcane abilities that allow them to shape and control the battlefield. Battleborn are typically found at a battle's vanguard, issuing tactical commands, unleashing spells, rallying the troops, and laying enemies low.

Battleborn are single-minded in their quest for arcane knowledge that might further enhance their battle prowess. They are particularly fond of combat divination spells (for more information, see Southlands).

Race: Gearforged.

Force Bolt (Sp): The battleborn can unleash a single blast of arcane force targeting a foe within 60 ft. as a ranged touch attack. The force bolt deals 2d4 points of damage at 1st level plus an additional 1d4 points of damage for every three battleborn levels beyond 1st (3d4 at 4th, 4d4 at 7th, 5d4 at 10th, and so on). This is a force effect. A battleborn can use this ability a number of times per day equal to 3 + his Intelligence modifier.

Using a force bolt is a standard action. For purposes of spell-like force bolt effects (see below), concentration checks, and overcoming spell resistance, the battleborn's caster level is equal to his full battleborn level.

Three times per day, as an immediate action before unleashing a force bolt, a battleborn may choose to apply any one of the following force bolt effects to a force bolt. If a force bolt effect duplicates a spell and the bolt hits the target, the target receives any saving throws listed in the spell. If the duplicated spell does not normally allow a saving throw, the target receives a Fortitude save to avoid this effect (DC equal to 10 + 1/2 the battleborn's level + the battleborn's Intelligence modifier). If the save is successful, the target does not suffer the force bolt effect but still receives the force bolt's normal damage. This ability replaces force blast.

Force Bolt Effects

The following force bolt effects are available to the battleborn:

Charged Force Bolt (Su): A battleborn can expend an unused spell slot to charge his force bolt with additional raw magical energy. He may add +1d6 damage to the force bolt per level of the spell slot expended (+1d6 for a 1st-level spell, +2d6 for a 2nd-level spell, and so on). The battleborn must be at least 4th level to select this effect.

Dampening Force Bolt (Sp): Target is encased in an antimagic field for 1 round per 5 battleborn levels. The antimagic field affects only the creature hit by the force bolt and moves with the creature. Each round on its turn, the affected creature may attempt a new Fortitude save to end the antimagic field

effect. The battleborn must be at least 15th level to select this effect.

Dispelling Force Bolt (Sp): Target is subject to a targeted *dispel magic* spell. This cannot be used to target a specific spell effect. The battleborn may add his Intelligence modifier to the dispel check (1d20 + battleborn's caster level+ battleborn's Intelligence modifier). A battleborn must be at least 6th level before selecting this effect.

Penetrating Force Bolt (Sp): The battleborn may add a bonus equal to his Intelligence modifier to the caster level check to overcome a creature's spell resistance.

Repelling Force Bolt (Su): The force blast has the potential to push the target backward and knock him prone in addition to dealing normal damage. If the target fails its Fortitude save, it is pushed backward in a straight line up to 5 ft. per 5 battleborn levels and knocked prone. For every size category of the target above Medium, reduce the distance pushed by 5 ft. (–5 ft. for Large, –10 ft. for Huge, –15 for Gargantuan, and –20 ft. for Colossal) to a minimum of 0 ft. Additionally, this ability cannot knock Gargantuan or Colossal creatures prone. If the target succeeds on its Fortitude save, it still takes the force blast damage but is not knocked backward or prone. The battleborn must be at least 5th level to select this effect.

Stunning Force Bolt (Su): The target is stunned for 1 round per 4 battleborn levels. The battleborn must be at least 12th level to select this effect. Each round on its turn, the target receives a new Fortitude save to no longer be stunned.

Arcane Aura (Su): Beginning at 2nd level, a battleborn gains a +1 deflection bonus to his AC. This bonus increases by +1 for every 4 battleborn levels beyond 2nd. In addition, the battleborn gains spell resistance equal to 6 plus his battleborn level. This ability modifies arcane aura.

Dweomer Armor (Su): Starting at 5th level, the battleborn may focus the innate arcane power of his soul gem into enhancing his armor. Glowing arcane runes and symbols appear across the surface of dweomered armor, causing it to shed light as a torch. These enhancements last for 1 minute per battleborn level. The battleborn can add any one of the following weapon properties to his armor beginning at the listed level. The details of these properties can be found in *Pathfinder Roleplaying Game: Ultimate Equipment.*

5th level: balanced, benevolent, bolstering, brawling, deathless, defiant, fortification (light), grinding, impervious, mirrored, spell storing

8th level: glamered, jousting, shadow, slick, rallying, spell resistance (13)

11th level: delving, energy resistance, fortification (moderate), ghost touch, invulnerability, spell resistance (15)

14th level: energy resistance (improved), martyring, shadow (improved), slick (improved), spell resistance (17)

17th level: energy resistance (greater), fortification (heavy), shadow (greater), slick (greater), spell resistance (19)

The properties granted are determined each time the armor is dweomered and cannot be changed until dweomered again. The dweomer imparts no magical properties if the armor is worn by anyone other than the battleborn but, if returned to the battleborn while still dweomered, resumes having the properties.

A battleborn can use this ability once per day at 5th level and one additional time per day for every 4 levels beyond 5th to a total of four times per day at 17th level.

Beginning at 10th level, a battleborn can add any two armor properties of the appropriate level to his armor. He can also now dweomer his armor as a move action instead of a standard action.

At 15th level, a battleborn can add any three armor properties of the appropriate level. He can also now dweomer his armor as a swift action. This ability replaces dweomer weapon.

Battle Tactician (Su): Beginning at 7th level, a battleborn can amplify his voice to rally his companions and issue crucial tactical commands on the battlefield, granting all allies within 30 ft. a +2 morale bonus to attack rolls, critical hit confirmation rolls, combat maneuver checks, and initiative checks for a number of rounds per day equal to his battleborn level. These rounds do not need to be used consecutively. The allies must be able to see or hear the battleborn and must remain within 30 ft. of him to receive these bonuses. Issuing battlefield commands is a move action that does not provoke attacks of opportunity. The battleborn can end this effect as an immediate action.

Beginning at 9th level, a battleborn can perform a spellcharge, meaning he can cast a spell instead of a performing a melee attack as part of a charge. This must be an evocation spell with a casting time of 1 standard action or less. The battleborn gains a +2 bonus to the concentration check to cast this spell defensively (if necessary) and treats his caster level as if it were 2 higher when determining the spell's effects.

At 11th level, allies benefiting from the battleborn's tactical commands may also add the battleborn's Charisma bonus to their concentration checks,

Fortitude saving throws, and Will saving throws for the commands' duration. They are also immune to the shaken and frightened conditions for the duration.

At 13th level, when using spellcharge, any target affected by the spell cast as part of the charge is blasted backward in a straight line up to 5 ft. per 5 battleborn levels and knocked prone. For every size category of the target above Medium, reduce the distance pushed by 5 ft. (–5 ft. for Large, –10 ft. for Huge, –15 ft. for Gargantuan, and –20 ft. for Colossal) to a minimum of 0 ft. Additionally, this ability cannot knock Gargantuan or Colossal creatures prone. This ability replaces spell tactician.

Battle Master (Su): Beginning at 20th level, the battleborn's caster level and effective fighter level becomes equal to his full battleborn level instead of his battleborn level –3. In addition, the battleborn may choose to apply a force bolt effect to his force bolts as often as he wishes.

CLOCKWORK (ORACLE MYSTERY)

As clockwork creatures and devices enter the world, the gods who oversee invention and artifice grow in power. An oracle with the clockwork mystery can alter the workings of machines and construct items out of thin air.

Class Skills: An oracle with the clockwork mystery adds Craft, Disable Device, Knowledge (arcana), and Knowledge (engineering) to her list of class skills.

Bonus Spells: *crafter's fortune*[APG] (2nd), *clockwork timer*[DM] (4th), *enter image*[APG] (6th), *malfunction*[UM] (8th), *fabricate* (10th), *wall of iron* (12th), *control construct*[UM] (14th), *iron body* (16th), *time stop* (18th).

Special: At 1st level, an oracle with the clockwork mystery gains access to spells with the word "cure" or "inflict" in their title as usual. However, these spells heal or harm only constructs.

Revelations: An oracle with the clockwork mystery can choose from any of the following revelations.

Automatic Control (Sp): At 1st level, you gain a +4 insight bonus to Diplomacy and Intimidate checks made against intelligent constructs. Enchantment and mind-affecting spells you cast also affect constructs.

At 7th level, you can cast dominate monster on a construct once per day. This effect lasts 1 round per oracle level. You can use this twice per day at 13th level and three times per day at 17th level.

Binding Chains (Sp): As a standard action, you can cause a 20-ft. radius of iron chains to burst from the floor and wrap around any creature in the area. This acts as black tentacles, except the chains are made of iron and have hardness 10, 10 hp, and a break DC equal to 10 + the chain's CMB. You can use this ability once per day at 7th level and an additional time per day for every 4 levels thereafter. You must be at least 7th level to select this revelation.

Clockwork Engine (Su): Once per day at 11th level, you can imbue inanimate objects with life as animate objects for a number of rounds equal to your oracle level. These animated objects gain 1 additional CP. You can do this twice per day at 15th level. At 15th level, these animated objects gain 2 additional CPs. You must be 11th level to select this revelation.

Clockwork Incorporation (Ex): Your knowledge of steam and brass allows you to replace body parts with mechanical devices. Choose one of the following options whenever you can select a new revelation. You can select each option only once, but you can select a different option each time you are able to choose a new revelation.

- *Mechanical Legs*: You increase your base speed by 10 ft., and you are always considered to have had a running start when making jump checks. At 11th level, your speed is never reduced by armor. Oracles with the lame curse cannot select this revelation.
- *Mechanical Arms*: You gain a +2 inherent bonus to Strength and a +4 racial bonus to all skills and checks based on Strength as well as your CMB. At 11th level, your inherent bonus to Strength increases to +4.
- *Steel Skin*: You gain a +2 natural armor bonus as well as fire and cold resistance 5. This increases to a +4 natural armor bonus as well as fire and cold resistance 10 at 11th level.
- *Mechanical Eyes*: You gain a +4 bonus to Perception checks and darkvision 60 ft. If you already have darkvision, the range increases by 30 ft. At 11th level, you gain a +2 bonus to saving throws against blindness. Oracles with the clouded vision curse cannot select this revelation.

Clockwork Messenger (Su): You gain a clockwork familiar as per the wizard's arcane bond class ability. For this familiar's purposes only, your effective wizard level is equal to your oracle level. The familiar gains all the abilities of the animal it mimics, but it is a construct instead of an animal. Your oracle levels stack with any wizard levels you possess when determining the powers of your familiar. This ability does not allow you to have two familiars at one time.

Construct Expert (Ex): You gain a +4 insight bonus to knowledge checks regarding constructs. You require only half the time to craft a construct.

Instant Fortress (Sp): You can conjure a structure of iron and steel as a full-round action for a number of hours per day equal to one-half your oracle level. This ability otherwise acts as an *instant fortress*. You must be at least 13th level to choose this revelation.

Soul of the Machine (Sp): Once per day at 11th level, you may move your soul from your body into a construct or mechanical object as the spell *magic jar*. Intelligent constructs receive a Will saving throw to resist this effect. Since constructs and machines have no soul to replace, you do not need a receptacle to house the displaced soul. Once in the machine, you may control it as if it were your own body. You may use any special, supernatural, or spell-like ability the machine or construct possesses. You must be at least 11th level to select this revelation.

Steam Jet (Su): As a standard action, you can breathe a 15-ft. cone of steam. This cone deals 1d4 points of fire damage per oracle level. A Reflex save halves this damage. You can use this ability once per day plus one additional time per day at 5th level and every 5 levels thereafter.

Final Revelation: Upon reaching 20th level, you become a clockwork creature. You gain immunity to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning. You are also immune to fatigue, exhaustion, and nonlethal damage. If you are a gearforged, you instead receive a +4 inherent bonus total to your attributes, which you may freely distribute among your ability scores. Once per day, you can cast resurrection but only to return a construct to life.

CLOCKWORK WARRIOR (FIGHTER)

Some gearforged retain their bloody ways and skills from their former life. Some become dedicated to a battle or cause that makes them take up arms and take advantage of their new metallic form.

Forgeclaws (Ex): At 2nd level, the clockwork warrior receives two primary natural claw attacks. The clockwork warrior is treated as if he were one size larger than he is for purposes of determining the base damage of the claws. The claws thus deal 1d6 bludgeoning and slashing damage. Unlike most attacks executed with claws, a clockwork warrior may choose to inflict

nonlethal damage without incurring a penalty to attack. This replaces bravery.

Clockwork Resilience (Ex): At 3rd level, the clockwork warrior gains a +1 circumstance bonus to all saving throws. This bonus increases by 1 for every four levels beyond 3rd. This replaces armor training.

Grinding Gears (Ex): At 5th level, the clockwork warrior gains a +1 circumstance bonus to all natural weapon attack rolls, damage rolls, and to CMD when attempting to grapple a target. This bonus increases by 1 for every four levels beyond 5th. This replaces weapon training 1.

Pneumatic Extensions (Ex): At 9th level, the clockwork warrior increases the reach of his natural attacks by 5 ft. This ability replaces weapon training 2.

Forged in Fire (Su): Starting at 13th level, the clockwork warrior acquires fire and cold resistance 5. This resistance increases to 10 at 18th level. This ability replaces weapon training 3.

Shattering Blow (Su): At 17th level, the clockwork warrior gains a +4 circumstance bonus to sunder and disarm attempts with his natural weapons. This replaces weapon training 4.

Steel Step, Steely Eye (Ex): Starting at 19th level, the clockwork warrior ignores both difficult terrain and concealment. This ability replaces armor mastery.

Metal Mastery (Ex): At 20th level, the clockwork warrior must choose his natural weapons for his weapon mastery ability. His critical threat range with his natural weapon increases by one in addition to the benefits of weapon mastery.

FAITHFORGED (PALADIN)

Faithforged do not choose their calling as holy warriors. Rather, the Ritual of Soulforging serves as dramatic consecration, a commitment of their new life to serving their deity's causes. With potent holy symbols and reservoirs of positive energy forged directly into their forms and without the foibles of mind and body that most paladins work long and hard to cast off, the faithforged are physically and spiritually engineered powerhouses of good.

Spells: In lieu of daily spells, faithforged receive extra uses of their lay on hands ability. They receive extra uses equal to their cumulative available spell levels for the day. For instance, a 14th-level paladin can cast 3 1st level spells, 2 2nd-level spells, 1 3rd-level spell, and 1 4th-level spell, so a faithforged would receive 14 (1st × 3 + 2nd × 2 + 3rd × 1 + 4th × 1) extra uses. This ability replaces the spells per day ability.

Lay on Hands (Su): This functions as the paladin ability, though faithforged may also heal their fellow gearforged and even herself, which makes them quite sought after.

Holy Vessel (Ex): At 3rd and 8th levels, the faithforged's body becomes a more perfect expression of her holy might. At each of these two levels, the paladin gains a +1 inherent bonus to Strength and Dexterity and a +1 enhancement bonus to natural armor. This ability replaces divine health and aura of resolve.

Holy Furnace (Su): At 3rd level and every three levels thereafter, as a swift action, a faithforged may use the positive energy burning within to enhance its martial ability by granting magical properties to any weapon or unarmed attack that she makes for 1 round. Each of the following costs one use of lay on hands. The faithforged deals +1d6 additional points of the damage type chosen per 3 class levels. Only one such bonus damage may be applied at a given time.

At 3rd level, the faithforged may add fire damage. At 6th level, the faithforged may add electricity damage. At 9th level, the faithforged may add sonic damage. At 12th level, the faithforged adds the axiomatic special weapon ability to her weapons whenever she uses this ability. At 15th level, the faithforged adds the holy special weapon ability to her weapons whenever she uses this ability. At 18th level, the faithforged adds the disruption special weapon ability to her weapons whenever she uses this ability. This replaces mercy and divine grace.

Channel Positive Energy (Su): This functions as the paladin ability, though it may also be used to heal gearforged but not the faithforged herself. Furthermore, the faithforged's holy symbol is his or her own physical form, so the paladin may channel positive energy while bound. When a faithforged's hp reach her negative Con score and her physical form is destroyed, the positive energy flowing within her is released in a final use of this ability. In that particular case, the amount of damage dealt or healed (player's choice) is equal to 1d6 per 2 uses of lay on hands remaining.

Divine Bond (Sp): This functions similarly to the weapon form of the paladin ability but with a focus on the faithforged's own mechanical form. When a faithforged calls upon her divine bond ability, she glows like a torch. This ability modifies divine bond.

Unstoppable (Su): At 17th level, the faithforged may harness the positive energy flowing within her to stave off incapacitation. Upon reduction to zero or fewer hp (but greater than her negative Constitution score), a faithforged may, as an immediate action, spend three uses of her lay on hands ability to remain fully operational for 1 round. This ability replaces aura of righteousness.

HEAVY GAUNTLET WITCH (WITCH)

The heavy gauntlet witch is a racial variation on the gauntlet witch archetype. Full details on the gauntlet witch and other variants can be found in *Kobold Quarterly #23*.

Though admittedly extremely rare, heavy gauntlet witches are formidable beings. Combining the bulk and power of their gearforged frame with the eldritch might of battle-witchcraft, heavy gauntlet witches prove their mettle in the chaos of war or as dedicated bodyguards to those that can afford their services. A few are wanderers, finding solace in the lure of adventure and the discovery of new experiences and knowledge, feeling assured that the power of their adamantine gauntlet will sustain them.

A heavy gauntlet witch's adamantine gauntlet has the following modifications. The witch's gauntlet is a permanent adamantine modification to the gearforged's structure and cannot be removed. The witch cannot benefit from the toughness ability nor take the alertness, lore, legend lore, teleport gauntlet, or drain husk powers. The adamantine gauntlet receives all bonuses associated with adamantine items.

At 1st level, the adamantine gauntlet grants the gearforged a +1 inherent bonus to Strength. This improves by +1 for every five class levels the gearforged possesses.

At 3rd level, adamantine gauntlet confers the light fortification armor special ability. This improves to moderate fortification at 8th level and heavy fortification at 14th. At 18th level, the witch becomes immune to critical hits and sneak attacks. If the witch chooses to replace hexes with armor training, its adamantine DR increases by 1 point with each option (that is, DR 2/– with medium armor, DR 3/– with heavy armor).

Forged Pain Clasp (Sp): The witch's pain clasp ability overrides a construct's immunity to paralysis. This modifies pain clasp and improved pain clasp.

Telescopic Strike (Ex): At 10th level, the adamantine gauntlet has improved to enable the witch to make telescoping strikes. The witch gains reach 10 ft. when attacking with the gauntlet or when using the pain clasp ability.

INDUSTRY (ORACLE MYSTERY)

Oracles of the industry mystery find their divine magic in automation, toil, pollution, and noise. Some may attain positions of prestige as techno-chaplains of great forges and mills. Others flourish in the criminal underground as saboteurs, leaders of cult-like street gangs, and relentless assassins. Many evil oracles develop a taste for swift and ruthless violence, their passion for amoral industrial efficiency seemingly knowing no bounds.

Skills: As an oracle with the industry mystery, add Appraise, Disable Device, Intimidate, and Stealth to your list of class skills.

Bonus Spells: *grease* (2nd), *magic siege engine* (4th), *heatstroke* (6th), *steam blast*[DM] (8th), *winding key*[DM] (10th), *animate objects* (12th), *timeless engine*[DM] (14th), *maze* (16th), *implosion* (18th).

Revelations: An oracle with the industry mystery can choose from any of the following revelations.

Confusion (Sp): You may cast *confusion* once per day. You gain an additional use at 5th level and every 5 levels thereafter.

Dirty (Ex): You receive your selection of either Catch Off-Guard, Combat Expertise, or Improved Dirty Trick as bonus feats. You do not have to meet the prerequisites for these feats.

Factory Tours (Sp): As a standard action, you can create an effect that replicates the *stinking cloud* and *distracting cacophony* spells. You can use the effect for a number of rounds equal to your oracle level per day. The rounds need not be consecutive. You must be at least 11th level to select this revelation.

Haywire (Sp): You can animate clockwork or other machinery, albeit with control limited to not injuring yourself. As a standard action, you may cause (Large or smaller) machinery within 20 ft. of you to violently activate and shake uncontrollably, moving away from you at slow speed. For machinery that is secured, use the "DCs to Break or Burst Items" table against your oracle level. The GM should make an attack roll against anyone within 5 ft. of an agitated machine (base attack bonus +0). Damage is dealt depending on the size of the machine (small—d4, medium—d6, large—d8). Constructs can resist this ability with a successful Will save. You can use the effect for a number of rounds equal to your oracle level per day. The rounds need not be consecutive. You must be at least 7th level to select this revelation.

Morlock (Su): When entering or leaving a sewer, you can do so through passages two sizes classes smaller than yourself. In a sewer, you can use darkvision and spider *climb* at will.

Ragman (Su): You can conjure surprisingly durable armor of little more than dirty rags and cloth around yourself. You gain a +4 armor bonus, which increases by +2 at 7th level and every four levels thereafter. You can use this armor for 1 hour per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-hour increments.

Sweatshop (Su): You may summon a crew (five per oracle level) of miniature workers to do your bidding. The diminutive humanoids are not suitable for strength tasks and disappear when attacked in any way. Between them, the group may work on any Craft skill project as if they were you with your oracle level in Craft skill ranks. The workers appear equipped with appropriate tools but do require raw materials. They will work unattended for up to 1 week straight and any work period must be followed by an equal amount of time off. They are uncommunicative aside from accepting your instructions and can follow only one set of crafting instructions at a time.

Clockwork Incorporation and Gear Points

When playing with gear points, each time a clockwork oracle takes the clockwork incorporation revelation, increase your gear points by +2. Sorcerers with the mechanical bloodline increase their gear points by +5 when receiving the benefits of the rebuild for the first time.

Urban Interrogation (Sp): In a sufficiently urban environment, as determined by the GM, you may commune with buildings as in the *stone tell* spell. You can use this ability for 1 minute per oracle level. This duration does not need to be consecutive, but it must be used in 1-minute increments. You must be at least 5th level to select this revelation.

Vigilante (Ex): Embracing messy modernity, you receive Exotic Weapon Proficiency (firearms) and Amateur Gunslinger as bonus feats. You do not have to meet the prerequisites of these feats.

Final Revelation: Upon reaching 20th level, you become the master of the mechanical infrastructure around you. You may use winding key at will with no duration limit as long as you are in the presence of the affected constructs. You may affect up to 3 + Charisma modifier constructs at once. Conversely, you may also cause one machine within line of sight to simply fall completely to pieces as a standard action. Constructs take 15d6 points of damage (5d6 with a successful Will save).

LAWMASTER (INQUISITOR)

While lawmasters are typically associated with the Cult of Zurvan, these single-minded gearforged may follow any god strongly associated with the rule of law. Whatever the case, lawmasters are united by their admiration for the inevitables, relentless outsiders devoted to law. For some lawmasters, this is merely an unusually strong reverence, but for many, it is an aspiration. The most fanatical interpret their existence as gearforged as one phase in a transition to a powerful new form, a final reward always seemingly dangling just out of reach. Most lawmasters have the justice, order, or truth inquisition, and choose a focus identical to a particular caste of inevitable, frequently pursuing those who cheat death or evade justice.

Spells: Lawmasters cannot cast spells with the [chaotic] descriptor.

Assessment (Ex): At 1st level, a lawmaster gains a +2 circumstance bonus to Perception and Sense Motive checks. This replaces monster lore.

Righteous Order (Ex): At 3rd level, a lawmaster gains a +2 circumstance bonus to Intimidate checks. Attitudes influenced by intimidate last twice as long as normal. This replaces solo tactics.

Piercing Sight (Ex): At 3rd, 6th, and 9th levels, a lawmaster gains new lenses of truth with which to observe the world. As a free action, lawmaster observing his surroundings may attempt to focus his gaze on a target. If he succeeds at a caster level check against 10 + the target creature's Hit Dice, he may see through incremental means of magical deceptions. He receives his Wisdom modifier as a circumstance bonus to this check. At 3rd level, a lawmaster can see invisible and ethereal creatures or objects. At 6th level, a lawmaster can see through illusions. At 9th level, a lawmaster can see the true form of polymorphed creatures or objects. This replaces the 3rd, 6th, and 9th level bonus teamwork feats.

Mark of Law (Sp): At 12th level, once per day, a lawmaster may mark a target with a mark of justice. This ability works identically to the spell with two exceptions: casting time is 1 minute and the offending action must be some violation of law. This replaces the 12th level bonus teamwork feat.

Integrity of Self (Ex): At 15th level, a lawmaster gains regeneration 5 (acid). This replaces the 15th level bonus teamwork feat.

Ethereal Prison (Su): At 18th level, a lawmaster scoring a critical hit may imprison a target in a featureless cell on the ethereal plane. The imprisoned target does not need to eat and does not age but is otherwise conscious. Once per hour, the target may attempt to free him or herself (rematerializing within 30 ft. of the lawmaster) with a successful Will save (DC equal to 10 + 1/2 the lawmaster's class level + the lawmaster's Wisdom modifier). The lawmaster may retrieve the target at will and may only keep one ethereal prisoner at a time. This replaces the 18th level bonus teamwork feat.

MECHANICAL (SORCERER BLOODLINE)

You have deep empathy with the mechanical devices around you, and your physical form changes dramatically over time until you are a magnificent fusion of flesh, metal, and magic.

Class Skills: Add Knowledge (architecture and engineering) and Disable Device to your list of class skills.

Bonus Spells: *analyze device* (1st), *shocking grasp* (3rd), *bullet shield* (5th), *arcane sight* (7th), *detonate* (9th), *rapid repair* (11th), *repulsion* (13th), *control construct* (15th), *iron body* (17th), *dominate clockwork*[DM] (19th).

Bonus Feats: Diehard, Endurance, Improved Unarmed Strike, Ironguts[APG], Nimble Moves, Power Attack, Skill Focus (Craft), Skill Focus (Knowledge [architecture and engineering]), Toughness.

Bloodline Arcana: You gain a +3 bonus to Will saves against spells in the charm and compulsion subschools.

Bloodline Powers: Your bizarre abilities come from the various—and usually quite powerful—clockwork devices around you. At the pinnacle of your power, you become one with the very machinery you revere so deeply.

Launch Gears (Sp): At 1st level, you can replicate the *gear barrage*[DM] spell. You can use this ability a number of times per day equal to 2 + your Charisma modifier.

Mechanical Empathy (Sp): At 3rd level, you can speak with clockwork and other machines as per the *stone tell* spell. You may use this ability for 1 minute per sorcerer level each day. Most machines will be limited to providing information relating to their purpose and users. At 9th level, your mechanical bond allows you to affect clockwork constructs once per day as per the *mass charm monster* spell. Duration of the charm is 1 hour/level.

The Rebuild (Ex): At 9th level, your increasingly mechanical form's rather superior physical capabilities reveal themselves. Your base speed increases by +20 ft. and you receive a +2 inherent bonus to Strength. You also receive a +10 competence bonus to Acrobatics checks for long or high jumps. These bonuses increase (+10 ft. base speed, +1 Strength, and +10 Acrobatics check bonus) at 13th and 17th levels.

War Machine (Su): At 15th level, as a move action, you can assume the form of a clockwork giant. You gain construct immunities to mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning. Your fists become primary natural slam weapons equivalent to great clubs (2d8 hp base damage), and your adaptable limbs increase your melee touch attack range by 15 ft. without increasing your threatened area. You may use this ability once per day for a number of rounds equal to your sorcerer level.

Clockwork Masterpiece (Su): At 20th level, the mechanical, magical, and biological form you can access at 15th level becomes permanent. You gain a +2 natural armor bonus and the temporary construct immunities ability at will.

QUIET EXPLORER (BARBARIAN)

Given their reverence for martial prowess, it is no surprise that many gearforged choose to explore the path of the barbarian. Although a living soul exists within each gearforged, that is not where the quiet explorer turns in harnessing her amazing rage powers. Rather, she digs down into her methodical, mechanical mind and deploys battlefield ferocity with the coolness of a monk.

Gearforged Rage (Ex): This functions as the barbarian ability with several exceptions. A quiet explorer can rage for five rounds per day plus two additional rounds each level after first. While in rage, the quiet explorer gains a +4 morale bonus to her Strength and a –1 penalty to her AC. They have no restrictions on skill checks during a rage and do not become fatigued by raging. This ability modifies rage.

Retaliation (Ex): At 14th level, a quiet explorer is prepared to deftly respond with an attack under virtually any circumstance. If an opponent misses a melee attack roll against a raging quiet explorer by more than 5, the quiet explorer may expend an immediate action to make an attack of opportunity against them.

Magic Denial (Su): At 17th level, the quiet explorer's resolve is so strong that she may shrug off magical effects through force of will. She gains spell resistance equal to 5 + 1/2 her class level + her Constitution modifier. This ability replaces tireless rage.

SALVAGER (SUMMONER)

Any summoner can rightfully claim the companionship of an exotic planar entity, but the salvager's eidolon is something stranger still. It is raw material from the plane of Rusty Gears given form and alien intelligence—young eidolons begin their existences as ominous floating spheres of metal scrap but quickly transition to their more mature form, a swirling, grinding cloud of cogs, wire, and spring.

Class Skills: The salvager replaces Handle Animal on his list of class skills with Disable Device.

The Sphere: In its base form, the salvager's eidolon is a medium sphere of tightly packed fine and diminutive mechanical refuse from Rusty Gears. This form counts as a 2-point evolution. It begins with the following starting statistics:

Size Medium; **Speed** fly 20 ft.; **AC** +2 natural armor; **Saves Fort** (good), **Ref** (bad), **Will** (bad); **Attack** bite (1d6); **Ability Scores Str** 12, **Dex** 16, **Con** -, **Int** 7, **Wis** 10, **Cha** 11; **Free Evolutions** bite, flight.

The eidolon's type changes to construct. Do not recalculate Hit Dice, Base Attack Bonus, hp, skills, or saves. The eidolon may be healed in the same manner as a gearforged. The eidolon takes 150% damage from electricity and may not choose the resistance or immunity (electricity) evolutions. It may be banished like an outsider. This modifies the summoner's eidolon ability.

Construct Summons (Sp): A salvager using summon monster typically summons ragged clockwork creatures from Rusty Gears. The scrap beast template (see sidebar) should be applied to creatures that would typically take the celestial or fiendish template. The salvager's summon monster list is modified as follows:

Summon Monster I: A salvager can also summon clockwork spies (*Pathfinder Roleplaying Game: Bestiary 3*).

Summon Monster II: A salvager cannot summon small elementals or lemures.

Summon Monster III: A salvager cannot summon dretches or lantern archons but can summon clockwork beetles (*Midgard Bestiary*, page 24), clockwork servants (*Pathfinder Roleplaying Game*: Bestiary 3), and arbiter inevitables (*Pathfinder Roleplaying Game*: *Bestiary 2*).

Summon Monster IV: A salvager cannot summon medium elementals, hell hounds, hound archons, or mephits but can summon clockwork beetle swarms (*Midgard Bestiary*, page 24), clockwork hounds (*Midgard Bestiary*, page 25), clockwork huntsmen (*Midgard Bestiary* 26), junkyard clockwork dogs (*Dark Roads and Golden Hells*, page 106), and weaving spiders (*Midgard Bestiary*, page 96).

Summon Monster V: A salvager cannot summon babau, bearded devils, bralani azatas, large elementals, salamanders, or xills but can summon clockwork myrmidons (*Midgard Bestiary*, page 27) and clockwork soldiers (*Pathfinder Roleplaying Game*: *Bestiary 3*).

Summon Monster VI: A salvager cannot summon huge elementals, erinyes, lillend azatas, or succubi, but can summon clockwork stalkers (*Kobold Quarterly* 23, page 57).

Summon Monster VII: A salvager cannot summon bebiliths, bone devils, greater elementals, or vrocks but can summon alchemical golems (*Pathfinder Roleplaying Game*: *Bestiary 2*) and zelekhut inevitables (*Pathfinder Roleplaying Game: Bestiary 2*).

Summon Monster VIII: A salvager can only summon clockwork golems (*Pathfinder Roleplaying Game*: Bestiary 2), clockwork leviathans (*Pathfinder Roleplaying Game*: *Bestiary 3*), and kolyarut inevitables (*Pathfinder Roleplaying Game*: *Bestiary 2*).

Summon Monster IX: A salvager can only summon brass golems (*Pathfinder Roleplaying Game*: Bestiary 3) and steam golems (*Midgard Bestiary*).

Salvage Cloud (Su): At 2nd level, the salvager can select salvage cloud as a 2-point evolution. As a full-round action, the eidolon may expand its mass into a cloud of refuse one size larger than its sphere form. As a cloud, the eidolon behaves similarly but not identically to the swarm subtype. The cloud's starting form is a square, though it may rearrange itself as a move action so long as no dimension is more than 50% larger than the original square. It may move through squares occupied by other characters freely, though it provokes an attack of opportunity in doing so. The cloud's only attack is a swarm attack executed following a move ending in another creature's square. Once in the square, its attack is automatically successful. This attack deals 1d6 points of slashing damage at 2nd level plus an additional 1d6 every three summoner levels thereafter. The swarm cannot be grappled, tripped, or bull rushed and is immune to weapon damage, flanking, critical hits, and spells that target a specific number of creatures. The swarm takes 150% damage from area-of-effect spells and is susceptible to wind effects as a diminutive creature. Reduction to fewer than 0 hp disperses and kills the eidolon. In cloud form, the eidolon is mute and may not use skills, feats, or other evolutions.

Mitosis (Su): At 10th level, the salvager may select mitosis as a 3-point evolution. While in cloud form, the eidolon may divide into a pair of clouds one size smaller as a move action. Each new cloud retains the original's base stats with hp divided between them. Damage from the swarm attack is 1d6 lower than that of an undivided salvage cloud. If the summoner has taken the large evolution by 18th level, he may choose mitosis a second time, allowing each of the smaller clouds to divide once again. While swarms may move through each other freely, they may not occupy the same square at the end of a move action. Clouds adjacent to one another may rejoin together as a move action. The eidolon may only return to its sphere form when all surviving clouds are intact. If one or more clouds have been destroyed when the eidolon reforms, its maximum hp are proportionally decreased. This ability replaces aspect and greater aspect.

Ejector (Ex): At 16th level, the salvager may purchase ejector as a 3-point evolution. While in cloud form, the eidolon may hurl an opponent across the battlefield at the end of its swarm attack. The eidolon must be as large or larger than the opponent and fully occupy all of the opponent's squares to attempt this. This effect works identically to a single round of enemy hammer. It may be used a number of times per day per two summoner levels. This ability replaces merge forms.

Devour (Su): At 20th level, the salvager may purchase devour as a 3-point evolution. In conjunction with a swarm attack, the eidolon may attempt to absorb a weapon, piece of armor, or other metal item into itself, using these to heal damage to itself or the summoner. While making a swarm attack, the eidolon makes a disarm check against the target, using the summoner's CMB. The item removed by a successful check will be the most accessible, at the GM's discretion. This item is effectively destroyed to heal 4 hp of the eidolon or 2 hp of the summoner. Outside of combat, the eidolon may absorb available metallic material at a rate of 1 piece per round. This ability replaces twin eidolon.

Scrap Beasts

Scrap beasts are the roving wild creatures of the plane of Rusty Gears. While they are technically constructs, they are not created creatures. Rather, they are born from accumulated mechanical refuse as a part of the plane's unique and curious ecology.

CR: Same as the base creature.

Type: Creature type changes to construct. Do not recalculate Hit Dice, Base Attack Bonus, hp, skills, or saves.

Armor Class: A scrap beast's natural armor bonus increases by +2.

Vulnerable to Electricity: A scrap beast takes 150% damage from electrical attacks.

Tinker Alchemist (Alchemist)

It should come as no surprise that many gearforged excel in the field of clockwork, making great names for themselves as the creators of fantastic inventions. Tinker alchemists turn their relentless tinkering inwards, combining mechanical and alchemical aptitude to explore and expand the possibilities of their physical forms.

Mutagen (Su): This functions as the alchemist ability, though tinker alchemists do not acquire a natural armor bonus or undergo any bestial physical changes. Non-gearforged who consume a tinker alchemist mutagen must make a Fort save (DC 10 + alchemist level + alchemist intelligence modifier) or be nauseated for 6 hours. Tinker alchemist mutagens are inert for other gearforged until the tinker alchemist reaches 6th level.

Tune-Up (Ex): At 1st level, a tinker alchemist is able to perform 4 hours of gearforged maintenance (on himself or an incapacitated gearforged) in 2 hours. This ability replaces throw anything.

Internal Furnace (Su): Rather than throwing bombs, tinker alchemists consume mixtures of reactive

chemicals and violently expel them. All tinker alchemist bombs should be treated as utilizing the breath weapon bomb discovery. This ability modifies bomb and replaces poison use.

Alternative Energy (Su): At 2nd, 5th, and 8th levels, tinker alchemists are able to re-engineer systems in their bodies to resist and eventually take advantage of a particular kind of energy (sonic, fire, or electricity-the type of energy must be chosen at 2nd level). At 2nd level, a tinker alchemist gains resistance 10 against this energy type. At 5th level, a tinker alchemist is immune to this energy type. At 8th level, a tinker alchemist gains temporary hp equal to half the damage dealt by an attack of this energy type. This ability replaces poison resistance.

Pharmacy (Su): Beginning at 6th level, a tinker alchemist may share his mutagens with other gearforged. Shared mutagens have a duration of 5 minutes per alchemist level. This ability replaces swift poisoning (and modifies mutagen).

Well-Oiled Machine (Ex): At 10th level, a tinker alchemist can create an admixture that, consumed daily, allows him to forego maintenance entirely. This ability replaces poison immunity.

Discoveries: The following discoveries complement the tinker alchemist archetype: acid bomb, cognatogen, concussive bomb, grand mutagen, greater mutagen, infuse mutagen, infusion.

Clockwork Skills

In societies rich with mechanical devices and automatons, many citizens may do nothing but wind keys, feed boilers, and repair gears all day long. While most NPCs may know a thing or two about the technology that surrounds them, real skill is required to make a lasting repair beyond the simple restoration of fuel or resetting of a valve.

Craft (Clockwork)

This skill operates just like any other Craft skill, but because of the complexity of clockwork devices, the DCs start at 10 for the most basic items and skyrocket to 40 or higher to create a gearforged. A clockworker can attempt to create a clockwork item in half the normal amount of time by adding +5 to the DC of the desired item. This skill may be used to repair clockworks in the following ways.

Quick Fix: You may use a full round action to remove the broken condition from a clockwork item for a short time. Make a Craft (clockwork) check (DC 10 + hp damage to be repaired). Success means you may use that item normally for a number of rounds equal to your ranks in Craft (clockwork).

Repair Construct: Repair a construct or sentient clockwork. Repairing a construct takes 4 hours. Make a Craft (clockwork) skill check (DC 15 + construct's Hit Dice). If successful, restore 1d4 hp to the construct. If you exceed the DC by 5 or more, add your Intelligence modifier (if positive) to this amount.

Treat Critical Damage: To treat critical damage, make a Craft (clockwork) skill check (DC 20) as a full round action. Success restores 2 hp per level or Hit Dice of the creature. Success of 5 or more over the DC adds your Intelligence modifier (if positive) to this amount. A creature can only benefit from this ability once every 24 hours.

Disable Device

This skill allows a character to turn off a clockwork device if he knows the method of its construction and has the proper clockworking tools. For a typical household device, this requires a DC 10 check while larger and more elaborate devices can have DCs of 30 or higher. Each device is made differently and requires a different check. Even those that are superficially similar or made by the same clockworker can be very different on the inside, so a check is needed even in these situations. Using Disable Device in this way requires 1 minute.

Clockworks meant to fight, stand sentry, or otherwise thwart rogues and rascals are very difficult to turn off. For a hardened device meant to evade this sort of tampering, the DC is 20 + target construct's CR and the check can only be attempted while the construct is unaware of its attacker. Attempting such a check provokes attacks of opportunity and requires the disabling character to succeed on a melee attack. No retry is possible once a construct is aware of such an attempt. Using Disable Device to deactivate a clockwork device requires a full-round action.

Knowledge (Architecture and Engineering Expanded)

This skill gains new uses in a city where gearforged and other clockwork devices are common as shown on the following table.

DC	Task
10	Determine mode of power for a clockwork device
15	Restore power from springs or boilers to an immobile clockwork device or shut it down
20	Safely shut down a dangerous clockwork device
25	Determine the maker or workshop that built a clockwork
varies	Disable a clockwork device, such as a steam gate, lift, or bridge

Use Magic Device Expanded Skill

This skill can be helpful in activating an inactive clockwork device, finding its mode of arcane power (if it has one), and determining how much energy remains in its alchemical or arcane weaponry. It is also the skill used when attempting to trigger the power of a disassembled device.

DC	Task
20	Activate clockwork
25	Analyze clockwork power source
30	Trigger disabled device

Gearforged Equipment

Gearforged have access to the following equipment.

Claw Whip

This fearsome exotic weapon resembles a metal version of the scorpion whip with far larger fangs crowning its tip. The grasping fangs are activated by a spring mechanism running the length of the whip. In addition to disarm, reach, and trip, a user with the Whip Mastery feat may also drag, reposition, or steal from an opponent. For a dragged or repositioned opponent, also make an attack roll against their flat-footed AC to do 1d4 points of slashing damage. Standard damage from a claw whip is 1d4 (S) or 1d6 (M).

Gear Buggy

Large land vehicle

Squares 2 (5 ft. by 10 ft.; 3 ft. high); **Cost** 2,500 gp

DEFENSE

AC 9; **Hardness** 10 hp 40 **Base Save** +1

OFFENSE

Maximum Speed 10 ft. + 5 ft. per operator's Strength bonus; **Acceleration** 10 ft.

CMB +1; **CMD** 11

Ramming Damage 1d8

DESCRIPTION

This heavy, four-wheeled clockwork contraption was originally designed as a utility vehicle for gearforged whose heavy frames easily overwhelm many modes of transport. **Gear** buggies are powered by extremely strenuous pedaling on behalf of the driver; they require a minimum Strength of 14 and can be used for a number of hours equal to the driver's Constitution score before the driver becomes fatigued. The vehicle statistics here presume a load of 500 lb. (one medium gearforged and approximately 100 lb. of cargo), though the sturdy buggies may carry up to 1,000 lb. and tow as much weight as the driver can manage. Reduce the driver's effective Strength by 1 for each 250 lb. above 500.

Propulsion muscle (pushed; operator)

Driving Check Profession (driver)

Forward Facing vehicle's forward

Driving Device wheel

Driving Space forward square of the buggy

Decks 1

Triumph Polish

This polish is typically applied by gearforged paladins and cavaliers before charging into open-air battles. In full daylight, opponents of a wearer of triumph polish are treated as dazzled. The polish can be applied to a gearforged chest plate as a full-round action. A single application lasts 1 hour.

Gearforged Racial Items

Item	Cost	Weight
Claw Whip	40 gp	5 lb.
Gear Buggy	2,500 gp	800 lb.
Triumph Polish	200 gp	1 lb.

Gearforged Magic Items

Gearforged have access to the following magic items.

Clockwork Thrasher

Aura moderate transmutation; **CL** 16th

Slot neck; **Price** 30,000 gp; **Weight** 10 lb.

When not in use, this strange item is a delicate clockwork spider that can be worn around the neck on a chain. When activated by a gearforged, the legs come alive, most interfacing with the user's body while two grow thicker and as long as 10 ft., undulating in the surrounding area. With the legs, the user may make two secondary natural bludgeoning attacks per round for 1d6 points of damage. They may alternatively be used to supplement combat maneuvers, granting a +5 bonus to the user's CMB. The thrasher may be used once per day for up to 2 minutes. Each leg has hardness 10 and 20 hp. The legs heal damage between uses, but if a leg is destroyed, it is destroyed permanently. A thrasher with one working leg allows a single bludgeoning attack and a +2 bonus to CMB.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate objects*; **Cost** 15,000 gp

Construct Disruptor Bomb

Aura strong transmutation; **CL** 13th
Slot none; **Price** 2,000 gp; **Weight** 1 lb.

These small iron spheres are the bane of artificial beings. They are thrown like alchemist bombs, using the Thrown Splash Weapon special attack. Any constructs caught in the blast find their abilities impaired for 1d4 rounds. Constructs with an Intelligence score are effectively sickened, taking a –2 penalty on attack rolls, damage rolls, saving throws, skill checks, and ability checks.

For mindless constructs, the GM should roll a d20 to determine the bomb's effect.

D20	Result
1–6	Construct stops what it is doing and stands still where it is. It will respond to attacks in kind.
7–8	Construct stops what it is doing and stands still where it is, not even responding if attacked. It is flat-footed.
9–14	Construct attacks the nearest being to it.
15–18	Construct attacks its master (or nearest being if master is not present).
19–20	Construct moves at maximum speed in a random direction, attempting to move through anything in its path. Colliding with a solid object inflicts 1d6 bludgeoning damage on the construct.

CONSTRUCTION

Requirements Craft Wondrous Item, *control construct*; **Cost** 1,000 gp

Gearforged Rejuvenator

Aura moderate transmutation; **CL** 3rd
Slot none; **Price** 5,000 gp; **Weight** 10 lb.

This metal plate is decorated with arcane runes and clockwork schematics. When placed against a gearforged's chest plate, it attaches itself as if magnetic. Activating the item wracks the gearforged with a surge of energy, immediately eliminating any penalties accrued from lack of maintenance. This uses a single charge. Up to four additional charges may be used to heal 1d6 points of damage per charge. A *rejuvenator* may only used once per day. Most come equipped with 50 charges.

CONSTRUCTION

Requirements Craft Wondrous Item, make whole; **Cost** 2,500 gp

Memory Bell

Aura moderate divination; **CL** 10th
Slot none; **Price** 27,000 gp; **Weight** 50 lb.

DESCRIPTION

Memory bells are valuable magical tools for interacting with gearforged that have been destroyed and exist only as memory gears. When available, their use is far less costly than soulforging memory gears into a new body and far less an intrusive violation than inspecting memory gears directly.

Most memory bells consist of a double-sized clockwork skull inside a large bell jar. Surrounding the skull on its circular base are a variety of delicate clockwork mechanisms, including a dock where memory gears are mounted.

When a memory gear is inserted and the device is activated, the skull whirls to life and magical flames lick the inside of the bell jar. The skull is capable of sight and speech and now houses the gearforged whose memory gears are installed. Memory bells vary greatly in quality, but for most, the GM should roll a d20 to determine the nature of the interaction.

D20	Result
1–15	Gearforged is fully cognizant and will remember the *memory bell* experience in the future.
16–17	Gearforged subject recognizes former enemies or comrades and behaves appropriately, but its memory is not fully intact.
18	Gearforged subject's memory is intact, but its attitude is unfriendly or hostile.
19	Gearforged attacks its master (or nearest being if master is not present).
20	Roll again. If 16-20, that glitch is permanently written to the gearforged's memory gears.

Gearforged Feats

Gearforged have access to the following feats.

Aquatic Explorer (Racial)

Design and training have made you far more effective in water than your gearforged fellows. Your lower body acts as a powerful and graceful propulsion system and your functioning is not impaired by long periods of submersion.

Prerequisite: Water susceptibility racial trait.

Benefit: You may operate underwater for as long as you like (though maintenance cannot be performed underwater and penalties from foregoing maintenance still apply). You gain a +2 bonus to Swim checks and you are no longer fazed by rain or being drenched.

Why Go For Gradual Gearforging?

So why use the whole gear point mechanic? Why allow regular characters to take gearforged feats or traits? Perhaps a beloved character is simply becoming too old. Perhaps one of the PCs has succumbed to a dread magical and inevitably fatal disease. Perhaps a PC is striving for immortality. In these cases, the massive costs of the Ritual of Soulforging might prevent low-level characters from saving the character. Or perhaps the player doesn't want to impose the gp-tax on the party's coffers or the GM has imposed a restriction on being raised from the dead. Perhaps it's all part of the character's story-arc. In any case, while the way over feats and traits is slower and requires significant investment of character resources, it can also be incredibly rewarding from a narrative perspective. Additionally, from a balance perspective, even low-power games can utilize the more powerful gearborn and gearforged ability suites without unhinging the game. As soon as the character can go through the apotheosis, his PC brothers and sisters will have received an array of items and tricks of their trades that rival the significant benefits of the gearforged immunities.

Normal: Water susceptible gearforged may spend a number of hours underwater or drenched in water equal to their Strength score before grinding to a halt, and they take a –2 penalty to Swim checks.

Armor Upgrade (Combat, Racial)

With a bit of time and expense, you are able to upgrade your mechanical form's natural armor.

Prerequisite: Gearforged, 1st character level.

Benefit: You upgrade your natural armor bonus by +2. This is an involved procedure costing 1,000 gp and taking 1 week with at least a 3rd level expert armorer. You may not take this feat at a level at which you receive a natural armor bonus from a class feature. You may take this feat up to 4 times, each time the minimum character level required increases by +2. The feat costs an additional 3,000 gp each time you take it after the first.

Autonomous Appendage (Racial)

You are able to harmlessly detach one of your arms and maintain control over it for several minutes at a time.

Prerequisite: Gearforged, Self-Repair.

Benefit: Once per day, for up to 10 minutes, one of your arms may act independently of your body. It moves and climbs at half the speed you would (though it gains a +2 circumstance bonus to climb checks, being relatively strong for its size) and may perform basic item manipulation actions. Releasing and reattaching your arm are both standard actions. Reattachment requires the use of your other arm or assistance from another individual. The limb takes with it one-eighth of your total hp and has your touch AC. Reduction to fewer

than half of its initial hp renders it inoperable until reattached. At 0 or fewer hp, it is destroyed and must be entirely replaced at a cost equal to 1/8 × your character level × 1,000 gp (minimum 100 gp.)

Construct's Bane (Combat, Racial)

To know your own structure is to know that of the enemy—or at least that of some of them. You have had some clockwork-mechanisms implanted into your skull.

Prerequisite: Gearforged.

Benefit: You gain a +2 circumstance bonus on your Knowledge (arcana) checks related to constructs and humanoids with the gearforged subtype, and Knowledge (arcana) is always a class skill for you. You also gain a +1 circumstance bonus on your melee and ranged attacks made against constructs and humanoids with the gearforged subtype.

Special: These bonuses stack with the Favored Enemy class feature of the ranger and similar abilities.

Echoes of Former Flesh (Racial)

Your soul-link to your gearforged chassis is strong, recalling the essential nature of your past life.

Prerequisite: Gearforged.

Benefit: You gain the racial heritage racial trait and do not lose it if your gear points increase.

Special: If you also have the Echoes of Lives Past feat, you may choose favored class options of your original race. You may choose which of the favored class options you take every level.

Echoes of Lives Past (Racial)

Your memory gears can draw on distant memories of a flesh-and-blood life long past.

Prerequisite: Gearforged.

Benefit: You gain a +1 competence bonus on four Intelligence based skills, and the selected skills become class skills for you.

Special: If you also have the Echoes of Former Flesh feat, you may choose favored class options of your original race. You may choose which of the favored class options you take every level.

From the Crucible (Racial)

You are highly resistant to heat and fire thanks to the alloys that comprise most of your body.

Prerequisites: Gearforged.

Benefit: You gain fire resistance 2 and a +2 racial bonus on all saves made against fire-based spells and effects

Gearforged Utility (Combat, Racial)

A tool of your trade was reborn with you.

Prerequisites: Gearforged.

Benefit: Choose one piece of your equipment: a single weapon, your armor, or a shield. This item is of masterwork quality and was forged as part of your body. As such, its weight does not count against your encumbrance and resting in the armor does not potentially cause fatigue. Since the item is grafted to your body, it may not be subject to disarm attempts or taken away. If it is successfully sundered, it may still be taken away. Because it was designed to fit only you, it performs as if broken when used by any other creature, even if it was repaired after being sundered.

Note: Because this feat allows a character to start with a masterwork item, the GM's permission is needed before selecting Gearforged Utility at 1st level.

Gorgeous Gearforged (Racial)

Your entire body is a unique objet d'art thanks to welding techniques, acid etchings, gilding patterns, or other features.

Prerequisite: Gearforged.

Benefit: You increase the starting attitude of all intelligent, non-hostile creatures you encounter by one step.

Special: You must invest at least 2,500 gp to enhance your whole appearance upon taking this feat.

Jury-Rigged (Racial)

Thanks to your repertoire of quick fixes and stopgaps, you can operate longer and more efficiently than most without performing your daily 4-hour maintenance.

Prerequisite: Rewind the gears racial trait.

Benefit: You only take a –1 cumulative penalty on attack and damage rolls, saving throws, and skill checks for each day without a 4-hour maintenance period.

Normal: Gearforged with the rewind the gears racial trait take a –2 cumulative penalty.

Limb Lock (Combat, Racial)

The ability to lock your mechanical limbs and joints into place makes you a formidable grappler.

Prerequisite: Gearforged.

Benefit: You gain a +4 racial bonus to your CMB to maintain a grapple or pin.

Magnet Snatch (Racial)

You've learned to manipulate your own magnetic field for short periods of time, such that you sometimes are able to claim metallic weapons from attackers.

Prerequisite: Gearforged.

Benefit: A number of times per day equal to 3 or your Constitution modifier, whichever is higher, you may make a disarm check as an immediate action after a successful attack by an opponent using a

metallic weapon. This does not provoke an attack of opportunity. If you succeed, the weapon is briefly magnetized to your body. The weapon drops to the ground at the beginning of your next turn unless you have a free hand and use a free action to grasp and then wield it.

Mechanical Universe (Racial)

You see all the gears and mechanisms of the world as so many challenges, all linked and entwined.

Prerequisite: Gearforged.

Benefit: You gain a +2 insight bonus on checks involving a single Intelligence, Wisdom, or Charisma-based class skill of your choice. Once per day, you can select a different Intelligence, Wisdom, or Charisma-based skill to gain this feat's benefit.

Rust-Proof Armor (Racial)

Your body constantly exudes an alchemical oil that prevents most corrosion.

Prerequisites: Rust vulnerability racial trait.

Benefit: If you are targeted by a rust monster's antennae, a *rusting grasp* spell, or any similar rust-inducing spell or effect, the base damage of the attack is reduced by 1d6 hp.

Special: Creatures tracking you by scent receive a +2 circumstance bonus on their Survival checks to find you.

Scrap Heap (Racial)

You have great freedom of movement in your mechanical joints and have happily abandoned traditional notions of bodily flexibility acquired in your former life.

Prerequisite: Gearforged.

Benefit: You gain a +2 racial bonus to Escape Artist or grapple checks made to escape a grapple or to escape from bonds. You also blend in with mechanical scrap relatively easily, gaining a +2 bonus to Stealth checks to hide around mechanical refuse. Additionally, you take no penalty to attack rolls and AC while squeezing through narrow spaces.

Normal: You receive a −4 penalty to attack rolls and AC when squeezing through a narrow space.

Self-Mechanic (Racial)

Your diligence to daily maintenance pays off.

Prerequisite: Gearforged, Knowledge (engineering) 3 ranks.

Benefit: You gain a number of temporary hp equal to your level after an uninterrupted daily maintenance period. You can also use a Knowledge (engineering) check in place of a Heal check when you try to repair yourself or another gearforged, even if they can't usually by healed.

Gearforged Spells

Gearforged have access to the following spells.

AXIOM BURST

School clockwork [mind-affecting]; **Level** alchemist 4, inquisitor 4, sorcerer/wizard 4
Casting Time 1 round
Components V, S
Range 15 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw Reflex negates, Will negates; see text; **Spell Resistance** Yes

You create a cone of shimmering mathematical symbols that swarm an area, aggressively asserting themselves into targets' minds. Targets in the area of effect failing a Reflex save are caught in the cloud and are dazzled for 1 round. Targets that fail their Reflex save have to immediately make a Will save. If they fail, they cannot resist giving their attention to the flood of arcane mathematics and immediately take 1 point of Intelligence damage per 2 caster levels.

INEVITABLE'S RAMPAGE

School transmutation; **Level** inquisitor 4
Casting Time 1 round
Components V, S
Range personal
Target you
Duration 1 min./level

This spell dramatically amplifies your battle prowess. While the spell is in effect, you gain DR 10/chaotic and all of your weapon attacks gain the axiomatic or wounding weapon special ability (ability must be chosen at the time of casting).

Gearforged Spells

The following spells from *Deep Magic* are common among Gearforged. Other races may also make use of them with GM approval.

Asaraf's Carapace

Bone Machine

Sparkfist

9

GNOLL

ALWAYS THE LAST LAUGH

Savage and hulking yet craven and lazy, gnolls are a great contradiction. Gnolls respect only strength and believe that work should be done by the weak. This results in a society based on violent competition. The strongest and fiercest command while the others obey with their tails between their legs, always looking for a way to improve their own station and, in turn, vent their frustration on those weaker still. At their core, most gnolls are bullies, brave only when they have the advantage and hardworking only when there is no one else to force to do the work.

PHYSICAL DESCRIPTION

Gnolls resemble large, powerfully built hyena-headed humanoids. On average, they stand between seven and eight feet tall, though their hunched and skull-forward posture makes them appear slightly shorter. Most of a gnoll's body is covered by short, coarse fur that tends toward beige and black (although other colors are possible, including white, grey, and dark browns). Gnolls have small claws and a short snout filled with dangerous-looking yellow teeth, but they rarely use them in combat, preferring manufactured weapons.

Society

Gnoll society varies greatly based on location. "Civilized" gnolls tend to follow local military structures. They can be found acting as disposable shock troops and playing the role of lowly sycophants in the Mharoti Empire and Khandiria. Savage gnolls can be found throughout the sands of the Southlands and as far north and east as the Rothenian Plain where they are often aligned with the Rubyashi slavers. These gnolls adhere to a clannish tribal structure dominated by alpha females.

Although some gnolls are expert trackers and hunters, gnoll tribes are, by preference, slaving societies with most labor being performed by the captured slaves of other races. When slaves are not available, gnolls scavenge and steal whatever they can, especially targeting the weak or easily intimidated.

As a last resort, not because they dislike killing so much as they avoid hard work, gnolls turn to raiding. Whispers among the southern tribes also tell of a great gnoll kingdom far to the south ruled over by a powerful gnoll queen. If these rumors are to be believed, gnolls live in relaxed splendor there, tended by the many slaves captured by their powerful queen and her 100-strong elite male personal guard and harem.

RELATIONS

Gnoll society is mostly unfriendly toward outsiders. In the eyes of gnolls, outsiders fall into three categories: food, slaves, or dangerous foes to be avoided or placated.

Gnolls respect physically powerful races, such as minotaur and dragonkin. Before the destruction of the minotaur kingdom of Roshgazi, savage gnolls competed with the more civilized minotaurs across the Southlands. These conflicts were long and brutal, and to this day, gnolls feel a deep loathing for minotaurs that they struggle to keep in check, only because they realize the minotaurs' great power.

Gnolls respect dragonkin for their innate strength and acknowledge their role as the emissaries of dragons, whom they fear greatly. Gnolls serving in the armies of the Dragon Empire know their place in that society and the consequences of acting out of line.

Gnolls of the Rothenian Plain compete with the large centaur tribes for food and hunting territory. However, the superior numbers and mobility of the centaurs have taught gnolls to tread carefully near centaur hunting grounds. Gnolls on the Rothenian Plains are mostly content to slink around the periphery of centaur societies, living on the scraps and preying on the weak when the opportunity arises.

Gnolls do not often come into contact with elves, dwarves, or gnomes. Their natural mistrust of arcane magic makes them likely to avoid the fey, including the Windrunner elves of the Rothenian Plain. Dwarves' strength and natural toughness makes them more trouble than they are worth in the eyes of gnolls. Likewise, the inherent nastiness of gnomes makes them unappealing as slaves. Nonetheless, a persistent rumor among savage gnolls insists that gnomes are the tastiest of all humanoids and gnolls will go to quite a bit of trouble to add them to their menu.

Goblins are considered good slaves but not good eating. Gnolls will only resort to eating their goblin slaves if absolutely no other food source is available. Ironically, this has led goblins to believe that they are favored by gnolls, and they go out of their way to attempt to lord it over fellow slaves because of this supposed favor.

Gnolls primarily prey on humans, and indeed, they show active disdain for humans, whom they view as small and weak. They attempt to enslave or eat humans as the situation dictates. Gnolls are aware, however, that humans must be treated carefully as some are much more powerful than others—human wizards and oracles are especially feared.

Alignment and Religion

Most gnolls worship Bastet, their great matriarch. She is a chaotic goddess of wild passions and animalistic ferocity that appeals to the gnolls' vision of themselves as powerful hunters. She also suits them as a matriarchal society—to the gnolls, it is simply obvious that the greatest of gods are female.

Some gnolls, especially in the River Kingdom of Nuria Natal, also worship jackal-headed Anu-Akma, the god of the underworld and the husband of Bastet. Under the guidance of his clergy, gnolls hold a special place in society as mortuary guards and guides. They guard massive ossuaries and burial complexes for the glory of Anu-Akma, and in return, they expect favored treatment in the afterlife.

Gnolls outside of the Southlands sometimes worship the wind god Azuran of the Dragon Empire or the dark Hunter, both of whom they claim are Bastet in different guises. Worship of the Hunter is especially prevalent among the gnolls of the Rothenian Plains as these clans relish the hunt almost as much as they relish the kill.

Gnoll Adventurers

The average gnoll views the virtues of work and self-sufficiency with distaste. Gnolls with leadership skills or who tire of sharing the fruits of their labors frequently break off from the pack alone or in small groups to fend for themselves. Sometimes a male gnoll foolishly announces that he believes males are more fit to lead and necessarily sets out on his own until he can find a new pack or the controversy is forgotten.

Gnolls who possess the will to face danger make excellent adventurers. Trained in the use of their own double mace as well as all bows, a gnoll with even minimal courage is a threat to everyone he or she encounters—much more so when a small pack travels together with a common purpose.

GNOLL RACIAL TRAITS

Most gnolls have the following racial traits.

+4 Str, +2 Con, -2 Int, +2 Wis, –2 Cha: Gnolls are strong and hardy but dim witted and weak willed.

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

Gnoll: Gnolls are humanoids with the gnoll subtype.

Normal Speed: Gnolls have a base speed of 30 ft.

Darkvision: Gnolls have darkvision 60 ft.

Scent: All gnolls have the scent ability.

Weapon Familiarity: Gnolls are always proficient with bows, including crossbows. Gnolls treat any weapon with the word "gnoll" in its name as a martial weapon.

Craven: Gnolls are inherently cowardly and suffer a –2 racial penalty vs. fear affects.

Hunter/Gatherer: Gnolls gain Survival as a class skill and a +1 bonus on Survival checks made to gather food or locate water.

Languages: Gnolls begin play speaking Gnoll. Gnolls with high Intelligence scores can choose additional languages from the following: Common, Draconic, Giant, Goblin.

VARIANT GNOLLS

Albino: These gnolls have lighter coats and most commonly inhabit barren deserts and dying plains. Albinos possess a strong connection to the sands and winds of their bleak surroundings. Their toughened biology and thin hides afford them the plagueborn and desert runner traits. These traits replace natural armor.

Blind: Gnolls struggle with visual acuity later in life and easily lose their sight to disease. A blind gnoll has the blind condition but gains the Blindfight feat and scent (as the universal monster rule).

Hermit: Like hyenas, some gnolls range on their own, joining packs or larger tribes only briefly before going out on their own for months or years. Such gnolls have darkvision to a range of 120 ft. and the camouflage racial trait. These traits modify the gnoll's darkvision, reduce its natural armor bonus to +1, and replace weapon familiarity.

Hulking Brute: Large and simple, hulking brutes have the weakness and advanced Strength qualities (+4 Strength, –2 Dex, –2 Int) and slow speed traits in place of the flexible ability score quality. Hulking brutes also have a bite attack but lose weapon familiarity.

Slave-Catcher: Gnoll society is based on enslaving weaker creatures to do the work that gnolls would rather not do. As a result, some gnolls gain weapon familiarity with mancatcher, whips, and nets. This replaces the gnoll's weapon familiarity with spears, bows, and crossbows.

Sycophant: Every pack of gnolls has at least one sniveling member who secures his social standing by appeasing more powerful gnolls and undermining rivals. Some view them as cowards, but they can be deadly when seriously threatened. Sycophants have the beguiling liar and cornered fury traits instead of natural armor and weapon familiarity.

GNOLL MAYELE

Perhaps one in 100 gnolls is born mayele, the gnoll term for a larger and cleverer specimen than others. Tradition has conditioned most gnolls to fear and honor their larger and smarter cousins. Though individual gnolls may chafe under their leadership, few engage in direct confrontation. Many believe them to be creatures of destiny, a belief that is universal among the mayele themselves.

Mayele are more powerful than gnolls in almost every way but don't enjoy enough additional abilities to warrant an adjustment in character level.

Mayele Characters

+2 Str, +4 Con: Mayele are stronger and tougher than their inferior cousins.

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

Random Starting Ages

Race	Adulthood	Intuitive[1]	Self-Taught[2]	Trained[3]
Gnoll	12 years	+1d4 years	+1d6 years	+2d6 years

1 This category includes barbarians, bloodragers, oracles, rogues, sorcerers, and swashbucklers.

2 This category includes bards, battle scions, brawlers, cavaliers, fighters, gunslingers, hunters, paladins, rangers, shamans, skalds, slayers, shadowsworn, spell-less rangers, summoners, and witches.

3 This category includes alchemists, arcanists, clerics, druids, inquisitors, investigators, magi, monks, theurges, warpriests, white necromancers, and wizards.

Aging Effects

Race	Middle Age[1]	Old[2]	Venerable[3]	Maximum Age
Gnoll	25 years	40 years	50 years	50+3d10 years

1 At middle age, –1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

2 At old age, –2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

3 At venerable age, –3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

Random Height and Weight

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Gnoll, female	6 ft. 0 in.	2d8	190 lb.	2d6 ×3 lb.
Gnoll, male	5 ft. 10 in.	2d6	180 lb.	2d4 ×3 lb.

Gnoll: Mayele are humanoids with the gnoll subtype.

Normal Speed: Mayele have a base speed of 30 ft.

Darkvision: Mayele have darkvision 60 ft.

Scent: All mayele have the scent ability.

Natural Armor: Gnoll mayele have a +2 natural armor bonus to AC.

Skilled: Mayele have a +2 racial bonus on Perception and Sense Motive checks.

Weapon Familiarity: Mayele are always proficient with bows, including crossbows. Mayele treat any weapon with the word "gnoll" in its name as a martial weapon.

Languages: Mayele begin play speaking Common and Gnoll. Mayele with high Intelligence scores can choose additional languages from the following: Aklo, Draconic, Giant, Goblin, Orc, and Undercommon.

Favored Class Options

The following options are available to gnolls who have the listed favored class. Unless otherwise stated, the bonus applies each time you select the favored class reward.

Antipaladin: Add +1/4 to the save DC of the antipaladin's cruelties.

Barbarian: Add +1/3 to the barbarian's beast totem, energy absorption, or witch hunter rage powers. Each level, the barbarian chooses which of these to enhance.

Cleric: Add +1/4 dice to the cleric's ability to channel negative energy.

Druid: Add +1 to the druid's wild empathy bonus when attempted on hyenas.

Ranger, Spell-less Ranger[NPC]: Gain +1/4 favored enemy bonus against humanoids and monstrous humanoids. This stacks with the ranger's normal favored enemy bonus if the gnoll selects monstrous humanoids or any humanoid subtype as his favored enemy.

Rogue: Add +1/2 bonus to Acrobatics, Climb, Stealth, and Survival checks made in sandy or rocky terrain.

Shaman[NPC]: Add +1/4 to the shaman's daily uses of the blood divination ability.

Witch: Add +1 hp to the witch's familiar. If the witch acquires a new familiar, these bonus hp are added automatically.

Gnoll Archetypes

The following archetypes are available to gnolls, though scattered Southlands tribes of other races sometimes adopt similar traditions.

Dauntless (Ranger)

Whether mayele or a typical tribal defender, the dauntless attacks the largest threats to his people first.

Dauntless Challenge (Ex): The dauntless ranger excels when facing larger or more powerful foes. Beginning at 1st level, the dauntless can issue a challenge (a free action) to a single opponent of equal or higher CR or of larger size. When fighting this target without assistance, the dauntless gains a +1 bonus on weapon attack and damage rolls as well as Knowledge, Perception, Sense Motive, and Survival checks related to fighting and hunting the more powerful creature. The challenge bonuses end if another creature specifically attacks the object of the challenge or if the dauntless engages in flanking tactics or uses teamwork feats against it. An active challenge lasts until the creature is destroyed or another challenge replaces it. A dauntless can only have one active challenge at a time.

At 5th level, and every 5 levels thereafter (10th, 15th, and 20th level), the dauntless can issue an additional challenge without replacing an existing one. The bonus for each challenge also increases by +1 at each of these intervals. This replaces favored enemy.

Undaunted (Ex): A dauntless adds half his level (minimum 1) to the DC of Intimidate checks used to influence or demoralize him. He adds 1/4th his level (minimum 1) to Will saves against fear effects. This ability replaces track.

Hunter's Bond (Ex): A dauntless must choose an animal companion for his hunter's bond ability at 4th level. The dauntless counts his ranger levels as his effective druid level for this companion. Attacks or the use of teamwork feats by the dauntless's animal companion do not end an existing dauntless challenge.

Speed of Danger (Ex): At 7th level, the dauntless's primary land speed increases by 10 ft. At 8th level, he gains Run as a bonus feat. This ability replaces woodland stride and swift tracker.

MOWA (WITCH)

A servant of ancestral spirits and protector of the land, the mowa hunt the plains with hyenas and curse the enemies of gnoll-kind.

Skills: Add Handle Animal and Survival to the mowa's list of class skills. Remove Knowledge (history) and Knowledge (planes).

Hyena Familiar (Ex): The mowa forms a close bond with a hyena pup. Her bond with the hyena and the land she protects are the source of her power. The hyena begins as a Small creature, gains the normal size increase at 4th level, and otherwise conforms to the rules for a druid's animal companion. Use the mowa's level as her effective druid level.

The hyena familiar bears distinctive physical features, such a peculiar pattern of spots or unusual colors in its pelage. A mowa discerns magical secrets from these markings, which become the source of her spells. A mowa can learn additional spells through special ritual, which changes the markings to include the new spells. A mowa gains a +3 bonus to Intimidate checks so long as her hyena is within 30 ft. This ability replaces the witch's familiar.

Packmate (Su): As a swift action, the mowa gains a primary bite attack for 1 round. These attacks deal appropriate damage for the mowa's size, plus 1-1/2 times the mowa's Strength bonus. If the mowa successfully hits with this bite attack, she can make an immediate trip attempt as if she had the trip universal monster rule. The mowa can use this ability a total number of rounds per day equal to 3 + her Intelligence modifier. These rounds do not need to be consecutive. This ability replaces the witch's hex normally gained at 2nd level.

Spoiled Journey (Su): As a standard action, the mowa can name a terrain type and curse an individual, causing it to be rejected by the very land it travels on. The subject takes a –4 penalty on Acrobatics, Climb, Handle Animal, Ride, Survival, and Swim checks as long as it remains inside the same terrain type but does not resume if the subject leaves that terrain and then returns. Flora and fauna from that terrain provide no sustenance to the subject, and natural sources of water turn brackish or contaminated in the subject's mouth. Creatures affected by this ability can only avoid starvation and thirst via carried supplies or magical means. A Will save negates the effect. This ability replaces the witch hex normally gained at 10th level.

Witch Hexes: The following hexes compliment the mowa archetype: beast of ill-omen[UM], cackle, coven, feral speech[UM], unnerve beasts[UM].

Major Hexes: The following major hexes compliment the mowa archetype: beast eye[UM], retribution.

Grand Hexes: The following grand hexes compliment the mowa archetype: death curse.

NOMAD (BARBARIAN)

Some of the most brutal gnoll warriors are satisfied to fend for themselves against any number of enemies.

Skills: Add Stealth to the nomad's list of class skills.

Outnumbered Frenzy (Ex): A nomad can call upon inner reserves of strength and ferocity when she is outnumbered. She instantly enters a desperate frenzy once a sufficient number of opponents outnumber her or her allies. This is identical to the barbarian's rage ability except as follows: the nomad gains a +2 morale bonus to Strength and Constitution when she and her allies are outnumbered but takes no penalty to AC. These bonuses last until the nomad and her allies are no longer outnumbered, and the nomad is not fatigued after the frenzy subsides. There is no maximum number of rounds per day the nomad spends in this frenzied state. This ability modifies the barbarian's normal rage feature.

Rage Powers (Ex): The nomad gains access to and uses rage powers exactly as the barbarian. Where applicable, any reference to rage in a rage power's description changes to frenzy and refers to the nomad's outnumbered frenzy ability.

Greater Frenzy (Ex): At 11th level, when a nomad enters her outnumbered frenzy, the morale bonus to her Strength and Constitution increases to +4, and she gains a +1 dodge bonus to her AC. This ability replaces greater rage.

Reverse Flank (Ex): Beginning at 14th level, when the nomad has enemies in position to flank her, she gains a +2 bonus on attack rolls against those enemies. This bonus applies whether or not those enemies gain a flanking bonus against her. This ability replaces indomitable will.

Mighty Frenzy (Ex): At 20th level, when a nomad enters her outnumbered frenzy, the morale bonus to her Strength and Constitution scores increases to +6, and her dodge bonus to AC improves to +2. This replaces mighty rage.

SLAVEDRIVER (ROGUE)

The cruelest gnolls practice the most barbaric enterprise—trafficking expendable humanoids for labor and entertainment.

Skills: Survival is a class skill for slavedrivers. Remove Disable Device from the list of rogue class skills.

Weapon Proficiencies: Slavedrivers are proficient with the mancatcher[UE] and whip in addition to the normal weapon proficiencies for rogues.

Subdue Attack (Ex): If a rogue can catch an opponent when he is unable to defend himself effectively from the attack, she can strike a vital spot for extra damage. This ability functions like a rogue's sneak attack ability, except that, at 1st level, all of the damage from an attack that includes subdual attack damage is nonlethal. At 3rd level and every odd level after, the slavedriver's subdual attack can deal the same number of dice of extra damage as a rogue of her level if the attack is nonlethal or 1 less die of damage if all the damage is lethal. This ability modified the normal rules for a rogue's sneak attack.

Track (Ex): A slavedriver adds half her level (minimum 1) to Survival skill checks made to follow or identify tracks. This ability replaces trapfinding.

Pacification (Ex): Beginning at 3rd level, a slavedriver can make an Intimidate check to demoralize a creature as a move action instead of a standard action. In addition, she gains a +1 bonus on Intimidate checks made to demoralize multiple subjects. This bonus increases by +1 each at 6th, 9th, 12th, and so on, to a maximum bonus of +6 at 18th level. This ability replaces trap sense.

Rogue Talents: The following rogue talents complement the slavedriver archetype: bleeding attack, fast stealth, slow reactions, slowing strike[ACG].

Advanced Rogue Talents: The following advanced rogue talents complement the slavedriver archetype: crippling strike, deadly sneak[APG], knock-out blow[APG].

SYCOPHANT (BARD)

Skilled with politics instead of strength, sycophants prefer serving as viziers or ruling from behind the throne.

Hit Dice: The sycophant's Hit Die is reduced to a d6 instead of the normal d8 for bards.

Base Attack Bonus: The sycophant's base attack bonus is 1/2 his class level. This modifies the bard's normal base attack bonus.

Sneak Attack (Ex): If a sycophant can catch an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage. This ability is the same as the rogue's sneak attack feature. At 1st level, the sycophant's sneak attack causes an additional 1d6 damage. At every odd level after 1st, this damage increases by +1d6, to a maximum of +10d6 at 19th level.

Sycophancy (Ex): Beginning at 1st level, a sycophant learns to earn trust with his advice and flattery. Whenever any subject benefits from the sycophant's bardic performance ability, that subject gains a +1 bonus on Will saves against mind-affecting effects from any source that he doesn't initiate. This bonus increases by +1 at 5th, 11th, and 17th level. This ability replaces countersong.

Instant Lie (Ex): Beginning at 5th level, the sycophant can make an exaggerated statement or connect two unrelated pieces of information in order to change the attitude of a single creature within 30 ft. The sycophant makes a Bluff or Diplomacy check as a standard action, adding half his level as a bonus. If this opposed check succeeds, he can influence the target's attitude toward himself or against another by one category for every 5 points the check succeeds by. At 5th level, the sycophant can use this ability once per day. He gains another daily use of this ability at 11th and 17th level. This ability replaces loremaster.

False Ferocity (Ex): Beginning at 2nd level, a sycophant becomes skilled at feigning weakness before lashing out with a lethal strike. He gains a +1 bonus on Bluff checks and CMB when he feints in combat or performs a dirty trick combat maneuver. Additionally, he gains this bonus on attack rolls when making attacks of opportunity. At 6th level and every 4th level after 6th, this bonus increases by +1 (to a maximum bonus of +5 at 18th level). This ability replaces versatile performance.

Gnoll Equipment

Durable metals don't exist in abundant supply in the deserts and wasted plains gnolls inhabit. The resourceful scavengers make use of whatever natural materials they can, resulting in the following special equipment.

Beetle Carapace Armor

Using secret methods, alchemical mixtures, and resins distilled from desert plants, gnolls create armor without the fragility of items normally made out of bone and exoskeletons. Gnoll armor created in this fashion is masterwork armor, has a hardness of 5, and the armor/shield bonus is reduced by 1. The armor does not have the fragile quality. Druids prize beetle carapace armor as it provides better protection than the hides they normally wear. Items made from beetle carapace are priced as masterwork items of the same type.

Mayele Mbutu

Usually a thick short staff with a weighted metal ball on each end, the mbutu, or double mace, is the ancient weapon of gnoll tribal leaders. The weapon requires metal-working to forge and considerable strength to wield, so it is most often associated with the mayele. The weighted tips of the staff give the weapon deceptive speed and momentum. A wielder proficient with the mbutu gains a +2 bonus on dirty trick combat maneuvers attempted against an enemy. Gnolls treat the mbutu as a martial weapon.

Mbutu: Cost: 30 gp; **Weight**: 8 lb.; **Dmg (L)**: 2d4/2d4; **Dmg (M)**: 1d6/1d6; **Dmg (S)**: 1d4/1d4; **Proficiency**: Exotic; **Special**: dirty trick, double; **Type**: B; **Weapon Class**: Two-Handed Melee Weapons

Mewling Horn

Usually carved from humanoid bones, a mewling horn is a long, flute-like instrument whose mouthpiece is ideally shaped for a creature with a canine muzzle. Because of this mouthpiece, it is quite difficult for humanoids who lack such a muzzle to use (+5 to Perform [wind instrument] DCs). When played properly, a mewling horn produces a sound like a distant, crying baby. This is used by gnolls lying in ambush for the purpose of taking slaves when the curious or concerned come looking.

Mewling Horn: Cost 40 gp; Craft DC 24

Musk Bomb

These specially weakened gourds are filled with a putrid combination of scorpion ichor, vulture dung, and gnoll dander. The combination expels gas, which slowly builds internal pressure. Gnolls treat these gourds as simple weapons that can be thrown with a range increment of 10 ft. When thrown, these gourds explode on contact, filling the air in a 5-ft. radius with a noxious cloud of clingy hair particles. Creatures in the area of the cloud must make a DC 13 Fortitude save or become nauseated for 1d6 rounds or until they leave the cloud and spend 1 round brushing off the clinging concoction.

Musk Bomb: Cost 30 gp; **Weight** 1 lb.; **Craft DC** 22

Sand Fan

The gnoll sand fan is a large collapsible wicker or wood framework covered by tightly stretched skins. Working together for one full minute, four gnolls can use the sand fan to create a large (30-ft. radius) cloud of dust easily visible from a distance. Gnolls often use this dust cloud to distract prey while other hunters sneak in from a different direction. Alternatively, the cloud of dust can be used as cover. Within the dust cloud, creatures more than 5 ft. away have concealment and creatures more than 10 ft. away have total concealment.

Sand Fan: Cost 20 gp; **Weight** 30 lb.; **Craft DC** 15

Gnoll Magic Items

Gnoll magic items demonstrate the cruelty and barbarism of their disorganized race.

Beetle Antenna Fetish

Aura faint enchantment; **CL** 5th
Slot neck; **Price** 7,700 gp; **Weight** —

This fetish flashes dazzlingly in the light, just like the jeweled carapace of the giant beetle it was taken from. The wearer of this fetish has luck on his side and gains a +1 luck bonus on all saving throws.

CONSTRUCTION REQUIREMENTS

Requirements Craft Wondrous Item, *prayer*; **Cost** 3,850 gp

Bulette Scale Fetish

Aura faint transmutation; **CL** 5th
Slot neck; **Price** 16,100 gp; **Weight** 1 lb.

This polished ebon scale is a wonderfully carved and preserved piece of bulette carapace. Etched into the surface of the scale is a depiction of a gnoll stabbing a bulette with his spear. The skin of a gnoll that wears this fetish thickens and toughens granting him a +2 enhancement bonus to his natural armor. In addition, once per day upon command, the wearer of the fetish gains a burrow speed of 15 ft. for 5 minutes and can even burrow through stone at a rate of 5 ft. per round.

CONSTRUCTION REQUIREMENTS

Requirements Craft Wondrous Item, *barkskin, move earth*; **Cost** 8,050 gp

Cheetah Paw Fetish

Aura faint transmutation; **CL** 3rd
Slot neck; **Price** 1,000 gp; **Weight** 1 lb.

Four preserved cheetah paws indicate that this gnoll warrior can defeat even the speediest of creatures. As a swift action, the wearer of this fetish gains an enhancement bonus to base speed of 20 ft. for up to 3 rounds per day. The rounds do not need to be consecutive.

CONSTRUCTION REQUIREMENTS

Requirements Craft Wondrous Item, *expeditious retreat*; **Cost** 500 gp

Cowing Mbutu

Aura moderate abjuration; **CL** 5th
Slot none; **Price** 28,330 gp; **Weight** 8 lb.

This *+1 human bane/+1 gnoll bane mbutu* frightens opponents and slaves into submission. As a swift action, the wielder can hold the weapon aloft after striking an opponent with it. If she does so, any humans or gnolls within 30 ft. of the weapon must succeed on a DC 16 Will save or become shaken for 1 minute. If the wielder waits until the end of a full attack to use this ability, the save DC for the effect increases by the number of attacks that hit after the first.

CONSTRUCTION REQUIREMENTS

Requirements Craft Magic Arms and Armor, *fear*; **Cost** 14,330 gp

Desert Bolas

Aura moderate abjuration; **CL** 5th
Slot none; **Price** 12,310 gp; **Weight** 1 lb.

This supple braid of black leather has the stinger and poison gland of a giant scorpion sewn onto each end. Unlike most bolas, the desert bolas deals lethal damage. Whenever the wielder of this +1 bolas succeeds in a ranged attack or trip attempt, the scorpion stingers dig into the subject and inject a single dose of venom (or two doses on a critical hit, increasing the save DC by +2).

Giant scorpion venom: *Type*: poison, injury; *Save*: Fortitude DC 17; *Frequency*: 1/round for 6 rounds; *Effect*: 1d2 Strength damage; *Cure*: 1 save

CONSTRUCTION REQUIREMENTS

Requirements Craft Magic Arms and Armor, *animate objects, poison*; **Cost** 6,310 gp

Eagle Feathers Fetish

Aura faint transmutation; **CL** 1st
Slot head; **Price** 7,050 gp; **Weight** —

This headdress of majestic eagle feathers protects the wearer from falling. The wearer can activate the fetish as an immediate action to enjoy the benefits of feather fall for 1 minute. As a standard action once per day, the wearer of the fetish can speak a command word to gain fly 60 ft. for 1 minute.

CONSTRUCTION REQUIREMENTS

Requirements Craft Wondrous Item, *feather fall, fly*; **Cost** 3,525 gp

Elf Ear's Fetish

Aura faint divination; **CL** 3rd
Slot neck; **Price** 14,000 gp; **Weight** 1 lb.

This necklace of elf ears on a leather thong proclaims its wearer to be a cunning and sharp-eyed warrior able to surprise even the skilled and stealthy elves. The wearer of this fetish gains a +2 competence bonus on Perception checks. In addition, when the wearer of the fetish casts a spell with the fear descriptor against a creature with the elf subtype, the caster level and DC to resist the spell increase by 1.

CONSTRUCTION REQUIREMENTS

Requirements Craft Wondrous Item, *clairaudience*; **Cost** 7,000 gp

Lion's Heart Fetish

Aura faint abjuration; **CL** 1st
Slot neck; **Price** 9,500 gp; **Weight** 1 lb.

This desiccated lump of muscle is frequently awarded to those who demonstrate leadership in battle. The wearer of the lion's heart gains a +4 morale bonus on Will saves vs. fear effects. Once per day, the wearer can roar as if he had the Fearsome Howl feat. If he already has that feat, he gains a +2 bonus to the Intimidate check when using it.

CONSTRUCTION REQUIREMENTS

Requirements Craft Wondrous Item, *remove fear*; **Cost** 4,750 gp

Owl Feather Fetish

Aura faint transmutation; **CL** 5th
Slot neck; **Price** 7,000 gp; **Weight** —

This fetish made from the feathers of a giant owl proclaims its wearer to be a master of dawn and dusk, prime hunting time on the plains and savannah grasslands.. The wearer of this fetish gains low-light vision. In addition, the wearer can communicate with owls and other night birds as per speak with animals.

CONSTRUCTION REQUIREMENTS

Requirements Craft Wondrous Item, *beast shape I, speak with animals*; **Cost** 3,500 gp

Snake Fangs Fetish

Aura moderate abjuration; **CL** 5th
Slot neck; **Price** 2,000 gp; **Weight** 1 lb.

This string of poisonous viper fangs shows that the wearer has defeated even the most venomous of creatures. Once per day, when the wearer of this fetish fails a saving throw against any poison, he can immediately attempt to make the save again with a +2 bonus. The wearer must accept the result of the second roll, even if it's worse than the first roll.

CONSTRUCTION REQUIREMENTS

Requirements Craft Wondrous Item, *delay poison*; **Cost** 1,000 gp

SPINNING MBUTU

Aura moderate transmutation; **CL** 10th
Slot none; **Price** 36,330 gp; **Weight** 6 lb.

This iron-shod wooden bar has a heavy bronze globe affixed at either end. Each end has a +2 enhancement bonus. It can be used as a double weapon like any mbutu, but each time the wielder of a spinning mbutu confirms a critical hit, he gains an additional attack at the same bonus as the critical attack. The spinning mbutu makes an additional attack for each critical hit, but otherwise does not benefit from spells or abilities that grant additional attacks, such as *haste*.

CONSTRUCTION REQUIREMENTS

Requirements Craft Magic Arms and Armor, *haste*; **Cost** 18,330 gp

TWO-FACED CLOAK

Aura faint illusion; **CL** 5th
Slot shoulders; **Price** 2,000 gp; **Weight** 1 lb.

This ragged leather cloak has the skin of a human face stitched onto the back of its hood. On command, once per day, the wearer's appearance changes to that of an attractive male or female human, chosen by the wearer. The change lasts up to 1 hour, though intelligent creatures that interact with the wearer can see through the effect with a DC 13 Will save. The wearer can also change the sound of his voice, allowing him to speak or sing in a voice matching his illusory form. The two-faced cloak does not allow the wearer to impersonate a specific creature.

CONSTRUCTION REQUIREMENTS

Requirements Craft Wondrous Item, *minor image*; **Cost** 1,000 gp

Gnoll Feats

Gnolls have secret techniques related to the harsh climates they inhabit and their particular howls and cackles.

BADLANDS WARRIOR

Your extensive experience in the desert environments allows you to ignore movement penalties in sandy and broken terrain.

Prerequisites: Gnoll, Dexterity 15+.

Benefit: You can ignore the effects of difficult terrain in sandy and rocky environments, including taking 5-ft. steps and charge attacks.

Normal: Sandy and rocky environments count as difficult terrain and reduce movement by half or more depending on circumstances.

FEARSOME HOWL

You intimidate your enemies with a bloodcurdling howl.

Prerequisites: Gnoll

Benefit: As a full round action, you make a fearsome snarling display ending in a loud bloodcurdling howl. Make an Intimidate check to demoralize all foes within 30 ft. that can hear your howling.

Special: For every additional gnoll participating in the fearsome howl, add 20 ft. to the area affected to a maximum of 300 ft. The Intimidate check is made by the gnoll with the highest Intimidate bonus among participants.

SAND STAGGER

You have learned to move in such a way that you are not noticed by the burrowing predators of the desert.

Prerequisites: Badlands Warrior, Dodge.

Benefit: Your staggering, uneven movement mimics the natural vibrations of the ground. You have concealment from creatures with tremorsense and blindsense if they have no other way to pinpoint your location.

SAVAGE BITE

Your jaws are powerfully developed and your teeth are longer and sharper than normal due to constant filing and sharpening.

Prerequisites: Gnoll.

Benefit: You gain a bite attack. This is a primary natural attack that deals 1d6 points of damage.

SHADOW OF THE DESERT

You combine your spotted coat with extensive experience in desert or plains environments to make yourself harder to detect.

Prerequisite: Gnoll, Stealth 5 ranks.

Benefit: While in desert or plains environments, you gain a +5 circumstance bonus to Stealth checks and may utilize Stealth even in areas without cover or concealment.

Normal: You cannot use stealth in areas lacking cover or concealment.

Gnoll Spells

Gnolls are not known for their remarkable skill with magic, but they do have spells of their own. Much of it is predatory or helpful to slavers, but some of their secrets are more broadly useful to survival in harsh regions.

BLOOD TRACK

School divination; **Level** bard 1, cleric 2, oracle 2, druid 2, oracle 2, ranger 1, shaman 2, witch 1
Casting Time 1 swift action
Components V, S
Range touch
Target one living creature
Duration 24 hours
Saving Throw none; **Spell Resistance** yes

You cast this spell as part of a bite or other melee attack, tasting or sniffing a creature's blood if you deal any damage. For the next 24 hours, you gain a +20 bonus on Survival checks made to track the target whose blood you've tasted. The spell ends if the subject immerses itself in water or travels to a different plane.

BURNING WIND

School evocation; **Level** druid 4, shaman 4, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M/DF (pinch of natural sand cast into the air)
Range medium (100 ft. + 10 ft./per level)
Area cylinder (20-ft. radius, 20 ft. high)
Duration 1 round/level (D)
Saving Throw Fortitude partial (see text); **Spell Resistance** yes

You summon a howling wind, driving the burning sands of the desert into the faces of your enemies. Each creature in the affected area takes 2d6 points of fire damage +1 point per caster level. The sand whips into the eyes of everyone in the spell's area, forcing each affected creature to take a –2 penalty to attack rolls and Perception checks until they leave the spell's area. A successful Fortitude save halves the damage and negates both penalties.

Creatures with the water subtype take a –4 penalty on all saving throws against this spell.

GREEDY JAWS

School transmutation (polymorph); **Level** cleric 2, druid 2, oracle 2, ranger 1, shaman 2
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 round/level
Saving Throw none (harmless); **Spell Resistance** no

This spell lengthens and sharpens your teeth and greatly extends your jaw with a loud series of sickening cracks and pops. You gain a primary bite attack with a +2 enhancement bonus on attack and damage rolls but find speech difficult, suffering a 50% chance of failing to cast any spell with verbal components. The bite attack deals 1d8 points of damage +1-1/2 times your Strength bonus if you are Medium-sized or more damage if you are Large or larger.

HYDRATE

School conjuration (creation); **Level** druid 2, ranger 2, shaman 2
Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration 24 hours
Saving Throw Fortitude negates (harmless); **Spell Resistance** no

A creature affected by *hydrate* has no need for water and cannot suffer from natural dehydration or magical effects that cause damage from dehydration.

HYDRATE, COMMUNAL

Level druid 3, ranger 3, shaman 3
Target one creature per 2 levels, no two of which can be more than 30 ft. apart

This spell functions like *hydrate*, except that it affects multiple creatures. The duration of the spell is divided evenly among the recipients of the spell.

SAND TRAP

School transmutation; **Level** druid/shaman 1, ranger 1
Casting Time 1 standard action
Components V, S, DF
Range medium (100 ft. + 10 ft./per level)
Effect 30-ft. radius of sandy ground
Duration 1 min./level
Saving Throw Reflex partial; see text; **Spell Resistance** no

This spell causes the consistency of sand in a 30-ft. radius to change into quicksand[CRB]. Creatures caught in the area of effect must attempt a save when the spell is cast. Those that fail their saving throw sink quickly up to their waist in the sucking sand. Creatures that move near the quicksand can spot the hazard normally unless charging or running. Any creature that fails a Swim check against this spell sinks below the surface and begins to drown.

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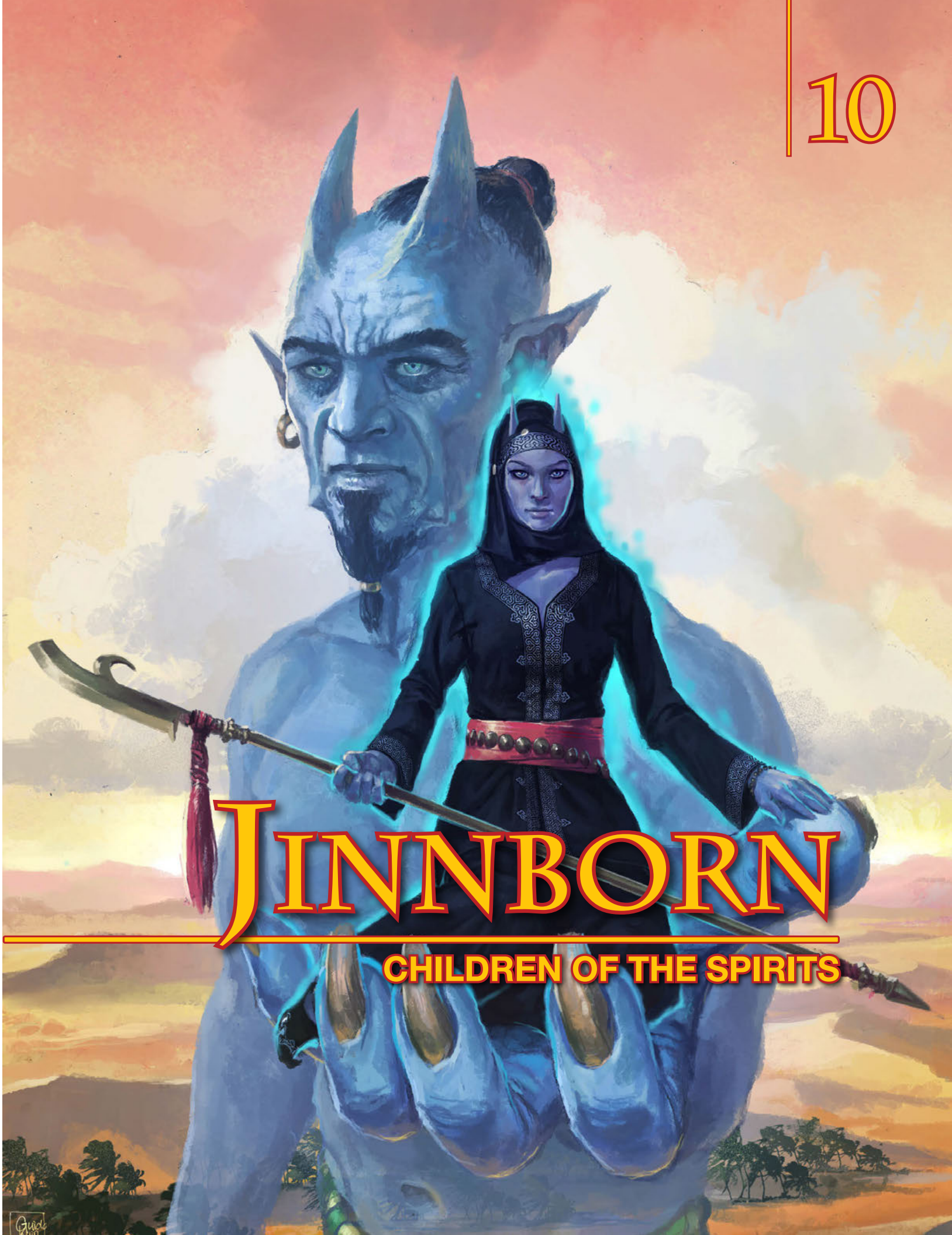


JINNBORN

CHILDREN OF THE SPIRITS

The jinnborn say that they were the first people of the world. They say that, once, the entire world was an enormous desert under a fiery sky. In those times, the jinnborn wandered where they liked and were masters of all they saw. They say their influence waned only when masses of lesser mortals inundated the mortal world and planted trees and when the gods saw fit to drench entire swaths of the world in rain. Sages and historians scoff at these claims, but such soft yapping holds no weight among the jinnborn. To the jinnborn, these stories are older than any tome, and they speak the real and only truth.

Paths—values and philosophies that govern and guide one's life—are important to the jinnborn, and most believe they are following a mystical path called a *siraati*. The jinnborn call each other the *sab siraat*, a term that roughly translates to "people of the path." As such, their word, their customs, and their connection to and faith in their patron jinni is unwavering.

In general, jinnborn love money when they have it, relish revenge when necessary, and acutely feel the love and the pain of kinship. Cosmopolitan dwellers see them as capricious, often savage: an ultimately backward race that's untrainable and unreasonable. These detractors assert that jinnborn cannot be trusted, but such prejudices are unfair. Among their own, a jinnborn's word is their greatest bond, but when dealing with outsiders, they consider words and meaning more flexible. Many jinnborn make it a point not to lie, but they regularly use ambiguous speech that they can twist for their own purpose later.

The tribes of the *sab siraat* wander on the periphery of civilization, primarily in the Dominion of the Wind Lords and the Crescent Desert. Some tribes herd, others traverse caravan routes in search of trade, and many serve as mercenaries, supplying sword and spell to the highest bidder. Most tribes only enter cities and settlements to trade. A rare few congregate in small, cramped corners and back alleys of crowded trade settlements. Those who dwell too long in cities take on unusual mannerisms, minor phobias, and nervous tics. For most jinnborn, it is important to be among the breezes and deserts of their home.

From the Beginning to the End

To understand the jinnborn, one must understand the importance of the ideas of the *siraati* path in everyday life. In accordance with the path, most tribes wander along seasonal trade routes where dangerous mirages and predators lurk at every fringe. Jinnborn who adhere strictly to the path follow their elders and their route, and they stay mindful of custom and tribal law.

The jinnborn believe the *siraati* is a spiritual guide as well as a cultural one. Intrinsic in being *sab siraat* is the belief that the jinni who created the tribes each put them on a path that would ultimately lead to the hidden world, a place beyond the toil of normal existence. It is a land of riches, plenty, and desire, unlimited by the harshness of the desert or spoiled by the greed of the pathless.

And so, in an effort to reach the hidden world, jinnborn tribes keep records, either oral or written, detailing the teachings of their patron jinn. These records are ever expanding as patron jinn sometimes visit the tribes in times of need or help them follow the *siraati* in troubled times. When they can't show up in person, the jinn send guidance in the form of a wazir, someone who speaks on a jinni's behalf.

While every jinnborn tribe holds these beliefs to be true, it would seem that few, if any, are on the same path. The teachings for each tribe are often radically different, though the chief differences are often due to the personality and goals of the patron jinni.

For instance, tribes with an air-based *siraati* tend to hold paths that are serious and aloof. Tribes with a fire-based *siraati* tend to be vicious and draconian. Those with a water-based *siraati* tend to be carefree and mercurial. And those with an earth-based *siraati* are serious and driven. Even with these tendencies, there is great diversity in stories, law, custom, and ways of life.

For every *sab siraat*, following the path means entrance to the hidden world upon death—and sometimes even before death. It is this communion with the hidden world that gives the *sab siraat* purpose and meaning. Many sages have theorized that the jinnborn's hidden world is a mix of the ethereal and the elemental planes.

In jinnborn stories, the hidden world is a place of delights but also danger. Intrigue among the Jinn is constant, and some of the dead become corrupted into undead monstrosities, like the ghul and the cruel divs. It is not a tranquil afterlife, but it is rich with passion and plenty. Many tribes believe that one must endure sacrifice and want in this world to gain the delights of the hidden world, but a scattering of hedonistic tribes believe the opposite: people must celebrate wherever and whenever they can to ready themselves for the hidden world.

Tribes and Siraati

Jinnborn wander the world banded together in tribes both large and small. Tribes tend to be dominated by the original extended family of the patron jinni's first creations, and they tend to share the same elemental aspect of the *siraati*, which is shared by the patron jinni (with a tribe with a multi-elemental jinni, similar to a janni, as its patron being the most diverse since its members can choose any elemental focus). However,

as a tribe grows older, it diversifies. Intermarriage with other tribes, captives becoming family members, and the absorption of weaker tribes all bring in *sab siraat* with different bloodlines and other *siraati*.

Direct intervention from a patron jinni can change a jinnborn's *siraati*, and such occurrences signify true acceptance into the tribe, but other times, patron jinn are not as interested in such conversions. They are distant or uncaring, or they actively create hierarchies within the tribe, allowing those who with different elemental focuses to hold positions of prestige and power.

While the various rules presented here assume that a tribe is delineated by the physical manifestations of the *siraati*, each tribe has exceptions. The larger the tribe, the more exceptions exist.

While larger tribes feature a great deal of diversity in terms of elemental focus, the most important aspect of *siraati* to every tribe is the confluence of tribal lore, custom, and law. These define each tribe's true *siraati*. Like the elemental focus, this aspect of the *siraati* was handed down by the patron jinni upon the creation of the tribe, but more often than not, they have been embellished, interpreted, reinterpreted, and sometimes even distorted by tribal elders, leaders, and heroes.

This is especially true for a tribe whose patron jinni is distant, uncaring, angry, or dead (whether unbeknownst to the tribe or kept secret by tribal elders). Because of this, the particulars of a tribe's cultural *siraati* tend to adhere to the moral alignment of its patron jinni, but there are outliers. From that base, the laws and customs of a tribe can be loose or strict, but the tribes all tend to be xenophobic.

Common Customs

If there is one true similarity intrinsic to the *siraati* of all jinnborn tribes, it is that mutual cooperation ensures survival. Jinnborn as a whole tend to put a premium on the idea of hospitality. Few believe that everyone is worthy of hospitality, but once hospitality is given, it must be respected—as long as the guest is courteous in return. Anything from a quip to assault can result in expulsion from a jinnborn's tent. For guests who commit a crime, from burglary to murder, the penalty is death.

Most jinnborn praise their patron jinni twice per day: once when they wake and once when they sleep. Guests of the jinnborn are expected to do the same. After all, the jinnborn's hospitality is ultimately the patron jinni's hospitality, and thanks are warranted. The jinnborn are also fond of beseeching their patron in more colorful and often obscenity-laced mumbling as troubles pile up in the day.

Sab siraat do not worship gods. It's thought that once one does, they have lost their *siraati*. Some tribes kill those jinnborn who worship gods. A few tribes thirst to kill any creature who worships a god.

Over all, the *sab siraat* are interested in purity of body and spirit. They are meticulously clean and often fret over whether their next course of action is proper according to their *siraati*.

Physicality

As a rule, jinnborn are somewhat short compared to other races of their stocky build, rarely reaching taller than 6 ft. Their skin tone ranges from sky blue to light violet, from golden to brick red. Their bone structure is sharp. Their noses are long and slight, sometimes hawkish, and their eyes are almond-shaped and often deeply set. Their ears are often slightly pointed.

Some individuals display sharp canine teeth, nub-like horns, or some other trace of the elements flickering in their eyes, and all of these traits are seen as blessings. They carry themselves with pride and purpose—some say they're prone to swaggering—and they can seem insufferably arrogant one moment, only to become charming and insightful the next.

Jinnborn typically dress in long, loose-fitting garb to keep cool during the day and warm in the chill of night. Thawbs are common, and they range from plain and modest to elaborately embroidered and gilded with trinkets, chains, and tiny bells. Overall, though, dress tends to vary greatly between and even within tribes.

A hard life takes its toll on the jinnborn. The average jinnborn lives to 60 years old, though they can live as long as 200 years (maximum age 60 + 7d20 years).

One of the strangest aspects of jinnborn is that the longer they stay out of the deserts and badlands, the more it affects their mind and body. Strange phobias, twitches, and even bits of madness set in, and once there, not even magical healing can pry them out. For every year a jinnborn settles in a foreign land or a settlement, the player must roll a d6. On a 6, the jinnborn can pick which disorder he has from the following list, though once a disorder has been picked, it cannot be picked again. The exception is the unreasonable fear disorder, which can be taken up to three times.

Jinnborn Characters

Before creating a jinnborn character, determine the element or elements tied to the *siraati* of that jinnborn's tribe: *air, earth, fire,* or *water.* Most tribes have only one element tied to their *siraati*, but sometimes, if a tribe has more than one jinni patron (or the patron is multi-elemental), a tribe can have more than one elemental tie. A jinnborn can only manifest racial traits and feats of one of the elements tied to their tribe's *siraati*.

For example, if a tribe's *siraati* is only tied to fire, that jinnborn can only use the fire aspect of the elemental assault and defense surge racial traits or of the Mage of the Hidden World feat. If a tribe's *siraati* is tied to two elements, the jinnborn needs to choose which element of the *siraati* he or she manifests, and once the choice is made, it can only be altered by intercession from the tribe's patron jinni.

Jinnborn are defined by class levels—they do not possess racial Hit Dice. Jinnborn have the following racial traits.

Jinnborn PC Racial Traits

+2 Constitution or Strength, +2 Charisma, –2 Intelligence: Hard lives among the dunes, canyons, and steppes breed hardy folk. In such close-knit groups, social skills trump reason.

Negotiator: Jinnborn are keen negotiators and gain a +2 racial bonus on Diplomacy and Sense Motive checks.

Low-Light Vision: Jinnborn are creatures in tune with the natural world. They can see twice as far as humans in dim light.

Touch of the Jinn (Su): Jinnborn are a diverse race with incarnations as varied as the jinn that they revere. A jinnborn has one of the following supernatural abilities. Some of these supernatural abilities are tied to one of the four elements (air, earth, fire, water). When the jinnborn picks an ability, it must conform to the particulars of its tribe's siraati.

Elemental Assault (Su): As a swift action, a jinnborn with this ability can call on the elemental power coursing through its veins to empower attacks with elemental might. Unarmed strikes deal +1d6 damage of the energy type determined by the elemental focus of its siraati: electricity for air, acid for earth, fire for fire, and cold for water. If the jinnborn is using a manufactured weapon, he or she can use this ability to grant that weapon a +1d4 damage of the appropriate

Urban Jinnborn Disorders

Name	Effect
Fearful	You become more frightened than other creatures. When you are affected with a fear effect (including unreasonable fear), if you would be shaken, you are frightened instead. When you would be frightened, you are panicked, and when you would be panicked, you are cowering.
Mumbler	You mumble and talk to yourself. You take a –4 penalty to Charisma-based ability and skill checks.
Nervous Tic	A part of your body contorts for short bits of time without your control. It has no game effect, but it might have roleplaying implications.
Obsessive	You must double if not triple check everything that you do. When you are staggered, you can't even make move actions. You can never act in the surprise round.
Unreasonable Fear	Pick an animal or an object. You fear the animal or object you picked to such a degree that you become shaken when you see or interact with it. This is a fear effect.

energy type. This effect stacks with other abilities that grant extra energy damage with a successful attack. The jinnborn can use this ability a number of rounds per day equal to their character level, and the rounds need not be consecutive.

Elemental Bolt (Su): A number of times per day equal to his or her Charisma modifier (minimum 1), a jinnborn with this ability can make a ranged touch attack to hurl a bolt of an energy type corresponding to the energy type of its siraati's elemental focus. This energy bolt deals 1d6 damage of the appropriate type.

Defensive Surge (Su): A jinnborn with this ability chooses an energy type tied to its tribe's siraati. As a swift action, the jinnborn can increase its resistance in that type of energy by 5 for 1 minute per character level. If the jinnborn does not have resistance in that energy type, it gains resistance 5 in that energy type for the ability's duration. The jinnborn can dismiss this ability as a free action.

Favored (Su): Once per day, a jinnborn can call upon his or her patron jinni to intercede on their behalf. When the jinni does, the jinnborn can do one of the following. In all cases, the jinnborn must declare use of the ability before the roll that it affects is made:

- Grant a +4 bonus to a feint check.
- Grant a +2 bonus on a single saving throw the jinnborn makes.
- Grant a 20% miss chance on a single melee attack roll made against the jinnborn, or a 50% miss chance on a range attack roll made against the jinnborn.
- Use *prestidigitation* as a spell-like ability with a caster level equal to the jinnborn's character level.

Walker (Su): The jinnborn is affected with a constant *endure elements* effect, and the jinnborn gains a +2 racial bonus on Survival and Knowledge (geography) checks. Knowledge (geography) checks are always a class skill, and the jinnborn can always make checks as if they were trained.

Protection of the Jinn (Su): Jinnborn have resistance to one of the following: acid 5 (if the jinnborn's tribe has an earth siraati), cold 5 (if a water siraati), electricity 5 (if an air siraati), and fire 5 (if a fire siraati). This resistance increase by 5 when the jinnborn reaches 10th level.

Languages: Jinnborn begin play speaking Common and any one elemental language (Aquan, Auran, Ignan, or Terran). The choice must conform to their siraati. Jinnborn with high Intelligence scores can choose from among the following bonus languages: Aquan, Auran, Draconic, Gnoll, Ignan, and Terran.

Random Starting Ages

Race	Adulthood	Intuitive[1]	Self-Taught[2]	Trained[3]
Jinnborn	16 years	+1d4 years	+1d6 years	+2d6 years

1 This category includes barbarians, bloodragers, oracles, rogues, sorcerers, and swashbucklers.
2 This category includes bards, battle scions, brawlers, cavaliers, fighters, gunslingers, hunters, paladins, rangers, shamans, skalds, slayers, shadowsworn, spell-less rangers, summoners, and witches.
3 This category includes alchemists, arcanists, clerics, druids, inquisitors, investigators, magi, monks, theurges, warpriests, white necromancers, and wizards.

Aging Effects

Race	Middle Age[1]	Old[2]	Venerable[3]	Maximum Age
Gnoll	30 years	48 years	60 years	60+7d20 years

1 At middle age, –1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
2 At old age, –2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
3 At venerable age, –3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

Random Height and Weight

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Jinnborn, male	4 ft. 10 in.	2d8	120 lb.	×5 lb.
Jinnborn, female	4 ft. 5 in.	2d8	85 lb.	×5 lb.

Favored Class Options

Jinnborn may choose from the following alternate favored class options rather than taking an additional hp or skill rank.

Bard: Add +1 to the bard's Knowledge (arcana), Knowledge (planes), and Spellcraft checks.

Monk: Add +1/2 to the elemental damage dealt by the monk's elemental assault trait.

Oracle: Add +1/2 to the oracle's saving throws against spells and abilities that have the same elemental subtype as the jinnborn's siraati.

Skald: Add +1 round to the total number of rounds the skald can use raging song each day.

Sorcerer: Add +1/2 to the damage of any spell that deals hp damage that has the same energy descriptor as the jinnborn's siraati.

Wizard: Add +1/3 to the wizard's caster level checks to dispel divine spells and spell-like abilities.

Jinnborn Archetypes

The jinnborn favor classes that grant power over elemental magic or help them understand the world around them.

GODSLAYER (INQUISITOR)

Jinnborn reject the gods of other races in favor of their elemental patrons. Some go as far as to kill the worshipers of other faiths.

Weapon Focus: A godslayer serves no god but instead fights to remove their influence from the world. At 1st level, a godslayer gains the Weapon Focus feat for one weapon she is proficient with. This replaces the proficiency with a deity's favored weapon gained by the inquisitor.

Divine Mettle (Su): A godslayer gains a +2 bonus on saves against divine spells or spell-like abilities cast by a creature with the outsider type. This bonus increases by +1 at 6th level and again at 11th and 16th level. This replaces the 1st-level domain power from the inquisitor's domain ability.

Divine Scourge (Su): At 8th level, the godslayer can temporarily sever the divine connection between a divine caster and his god or patron. Whenever the godslayer uses her judgment ability in combat, any divine caster or creature with the outsider type she strikes with a melee or ranged weapon must succeed on a caster level check in order to cast a divine spell or use a spell-like ability. The DC of this check equals 10 + 1/2 the godslayer's class level + the godslayer's Charisma modifier. This ability persists until the end of combat or the godslayer otherwise ends her judgment. This replaces the 8th level domain power from the inquisitor's domain ability.

SENSATE (SKALD)

The nomadic sensate explores the world to fulfill his path, experiencing every bit of pain and pleasure life can offer and recording it for the benefit of his people.

Raging Song (Su): A sensate can use the following abilities with a raging song at the indicated levels.

Song of Senses (Su): At 3rd level, a sensate can use raging song to grant his senses to allies who can hear his song. Allies who accept these benefits gain any abilities related to senses that the sensate currently has. This includes darkvision, low-light vision, or even more unusual abilities like *see invisibility* or tremorsense. This replaces song of marching.

Song of Resistance (Su): At 6th level, the sensate can use his raging song to protect allies from energy damage and harmful environmental conditions. Any ally who accepts the song's benefits gains protection from extreme environments (as with the *endure elements* spell). In addition, the sensate chooses an energy type (acid, cold, electricity, or fire) when he begins this song. Allies who accept the song's effects ignore the first 5 points of damage from that energy type each time they take damage from that energy type. This resistance increases to 10 points at 9th level. This replaces song of strength.

Stalwart Song (Su): At 10th level, a sensate can use raging song to delay the onset of some harmful conditions, allowing allies to experience the sensation without succumbing to it. When the sensate begins a raging song, he chooses one of the following conditions: confused, dazed, dazzled, fascinated, fatigued, nauseated, shaken, sickened. The named condition is suppressed for any ally that accepts the effects of the sensate's raging song. If the ally later rejects the song, the condition returns immediately unless the original duration for the effect that caused the condition has expired. This replaces dirge of doom.

Rage Powers: The following rage powers compliment the sensate archetype: fearless rage, internal fortitude, low-light vision, night vision, scent.

UNIFIER (SORCERER)

A rare few jinnborn exhibit powers from multiple elemental patrons, chosen to bind their people together in times of need.

Bloodlines: A jinnborn unifier must be a sorcerer with the elemental bloodline. She does not choose an element to focus on.

Bonus Spells: Replace the following bonus spells at the indicated levels: *fire shield* (9th), *sirocco*[APG] (13th), *storm of vengeance* (19th).

Bonus Feats: Replace the elemental bloodline's list of bonus feats with the following list: Burning Spell[UM], Elemental Focus[APG], Empower Spell, Flaring Spell[UM], Greater Elemental Focus[APG], Greater Spell Focus, Spell Focus.

Bloodline Arcana: Whenever a creature with vulnerability to an energy type makes a saving throw against a spell you cast that has the same energy descriptor, that creature suffers a –2 penalty on the roll. This replaces the normal bloodline arcana for an elemental sorcerer.

Elemental Substitution (Sp): When you cast a spell that does acid, cold, electricity, or fire damage, you may change the damage dealt to one of the other four energy types. This changes the descriptor of the spell to match the new energy type. Any non-damaging effects remain unchanged unless the new energy type invalidates them: for example, an *ice storm* that deals fire damage might still provide a penalty on Perception checks due to smoke, but it would not create difficult terrain. Such effects are subject to GM discretion. You can use this ability a number of times per day equal to 3 + your Charisma modifier. This replaces elemental ray.

Resistance (Ex): The unifier gains resistance 5 to an energy type of her choice, chosen each day after sufficient rest to recover spells. This resistance can be changed each day, but once chosen for a given day, it cannot be changed. At 11th level, this resistance increases to 10. At 20th level, the resistance changes to immunity to the chosen energy type. This modifies elemental resistance.

Versatile Elementalist (Sp): At 9th level, the unifier can cast a spell from another spell list once per day. This spell must have the acid, cold, electricity, or fire descriptor and must be of a level the unifier can cast. The spell must have a casting time of 1 round or less, and it uses a spell slot equal to the highest level the spell occupies on any spell list, plus one. The unifier can use this ability twice per day at 17th level and three times per day at 20th level. This replaces elemental blast.

Elemental Authority (Su): At 15th level, whenever the unifier casts a spell that does energy damage to one or more subjects, affected creatures subtract half the unifier's class level from any energy resistance that matches the energy type of the spell. This replaces elemental movement.

JINNBORN ADVENTURERS

To a degree, all jinnborn consider themselves adventurers. The idea of the *siraati* means that all *sab siraat* see themselves as venturing along their own and their tribe's path to the promises of the hidden world. As a *sab siraat* become a better craftsperson, a better caravan master, a better warrior, or a better mage, they are seen as more worthy of the pleasures and perils of the hidden world.

Jinnborn Feats

The following feats increase the power and proficiency of various jinnborn racial traits, often with powers tied to the jinnborn's *siraati*. They also grant expanded jinn-like powers to a jinnborn.

Great Sultan

Elemental power comes to those who wish to serve it.

Prerequisites: Jinnborn, Warrior of the Hidden World (see below), elemental assault racial trait, Charisma 13, base attack bonus +12.

Benefit: You can use elemental assault at will. It is still a swift action to activate it and a free action to dismiss its energies. Furthermore, this feat allows you to take the benefits of the Leadership feat, except for the cohort. If you choose not to take this benefit, you can alternatively choose to take it the next time you reach a new character level (you always retain the at-will elemental assault ability). Once you do decide to take the benefit, you cannot choose to relinquish it. If you already have the Leadership feat, this feat grants a +4 racial bonus to your Leadership score instead of extra followers.

Hidden World Leaper

You can navigate the world using secret paths through the hidden world.

Prerequisites: Jinnborn, Walker of the Path or Mage of the Hidden World, walker racial trait.

Benefit: You can cast either *air leap* (if air siraati), *earth leap* (if earth siraati), *fire leap* (if fire siraati), or *water leap* (if water siraati) once per day as a spell-like ability.

Special: You can take this feat up to twice. When you take it a second time, you can cast the appropriate *leap* spell 3 times per day.

Improved Elemental Bolt

The elements are a part of you.

Prerequisites: Jinnborn, Mage of the Hidden World, elemental bolt racial trait, caster level 4th.

Benefit: You can use elemental bolt 3 more times per day. When you use elemental bolt, you deal extra damage equal to your Charisma score modifier (minimum 0).

Mage of the Hidden World

You open yourself to the world beyond, and destruction pulses from your fingertips.

Prerequisites: Jinnborn, elemental bolt racial trait, caster level 4th.

Benefit: Instead of Charisma, when you take this feat you can choose either Intelligence or Wisdom as the score that determines how many times per day you can use elemental bolt. The damage dealt by elemental bolt increases to 1d8 of the appropriate energy type. At caster level 8th, the damage increases to 2d8 of the appropriate

Tribal Patron Jinn

Jinn (singular jinni) share many similarities with genies—such as djinni, efreeti, janni, marid, and shaitan—but they are far more powerful. As immortal beings older than recorded history, most jinn greatly exceed CR 20. The patrons of the oldest jinnborn tribes have nearly reached demigod status. Yet, they are still corporeal creatures.

Jinn can be worshipped—and most are immensely pleased when this happens—although they still look down upon non-jinnborn worshippers. However, jinn cannot provide access to domains or grant divine spells, not even to jinnborn.

There are jinn tied to each of the four core elements: air, earth, fire, and water. These jinn are native to and spend most of their time on the corresponding plane of existence. Except to visit their patron tribes or duel on neutral territory, jinn eschew the material plane, believing that it has been corrupted beyond repair by non-jinnborn mortals.

The mindset of jinn is so ancient that most no longer use names for themselves or each other. Tribes typically refer to their progenitors in most settings as mawla, which simultaneously means patron and protector. However, jinn do have formal names, many of which are impossibly long and so archaic that they are nearly unpronounceable, even for some jinnborn.

Tribal members all know the formal name of their patron jinni, and most jinnborn know the formal names of the patrons of other large tribes. However, it is considered a grave insult for a jinnborn—or anyone else, for that matter—to ever utter the formal name of another tribe's patron jinni in public. In most tribes, doing so will result in the offender's swift and bloody death.

energy type, to 3d8 of that type at caster level 12th, and to 4d8 of the appropriate type at caster level 16th, at which point the bolt deals an additional 1d10 damage of the appropriate type upon a confirmed critical hit.

Truly Favored

Your patron jinni takes great interest in your exploits.

Prerequisites: Jinnborn, favored racial trait, character level 4th.

Benefit: You can use your favored ability as many times a day equal to your Intelligence, Wisdom, or Charisma modifier (your choice; minimum 2 times per day). Furthermore, you gain the following favored abilities: once per day, gain a +2 modifier to a single attack roll; once per day, when you score a critical hit, automatically confirm; once per day, increase a single spell DC by 2 (you must choose to use this ability when the spell is cast but before the effects are determined).

Vessel of the Hidden World (Combat)

Your connection to the hidden world bleeds through your skin and manifests its protection.

Prerequisites: Jinnborn, defensive surge racial trait, base attack bonus +4.

Benefit: You do not have to spend an action to gain the advantage of defensive surge, it is always active. You also gain damage reduction based on your *siraati*. If you are air *siraati*, you gain DR 5/bludgeoning. If you are earth *siraati*, you gain DR 5/piercing. If you are fire you gain DR 5/slashing. And if water, you gain DR 5/bludgeoning. At 8th level, it increases to DR 5/magic. At 12th level it increases to DR/10 magic.

Walker of the Path

You are a trailblazer and mystic of the badlands.

Prerequisites: Jinnborn, walker racial trait, 4 ranks in Knowledge (geography).

Benefit: You do not suffer the effects of difficult terrain when in the desert, the mountains, the plains, and any of the elemental planes. In those areas you also gain a climb speed equal to half your overland speed. This also grants the usual +8 racial bonus to Climb checks.

Warrior of the Hidden World (Combat)

By channeling inward, you can unleash the power of the hidden world.

Prerequisites: Jinnborn, elemental assault racial trait, base attack bonus +4.

Benefit: You can use your elemental assault ability a number of rounds equal to twice your character level. The extra damage of the elemental energy increases to +1d8 of the appropriate energy type, and the bonus damage when using manufactured weapons increases to +1d6. At base attack bonus +8, it increases to +1d10 and +1d8 respectively and gains the magic weapon special ability effects of either a *corrosive burst* (if earth siraati), *flaming burst* (if fire siraati), *icy burst* (if water siraati), or *shocking burst* (if air siraati). At base attack bonus +12, the extra damage increases to +2d6 and +1d10; at base attack bonus +16, it increases to +2d8 and +2d6; and at base attack bonus +20, it increases to +2d10 and +1d8.

Wizir

You are a great mystic of the tribe.

Prerequisites: Jinnborn; Mage of the Hidden World, Truly Favored, or Vessel of the Hidden World; character level 12th.

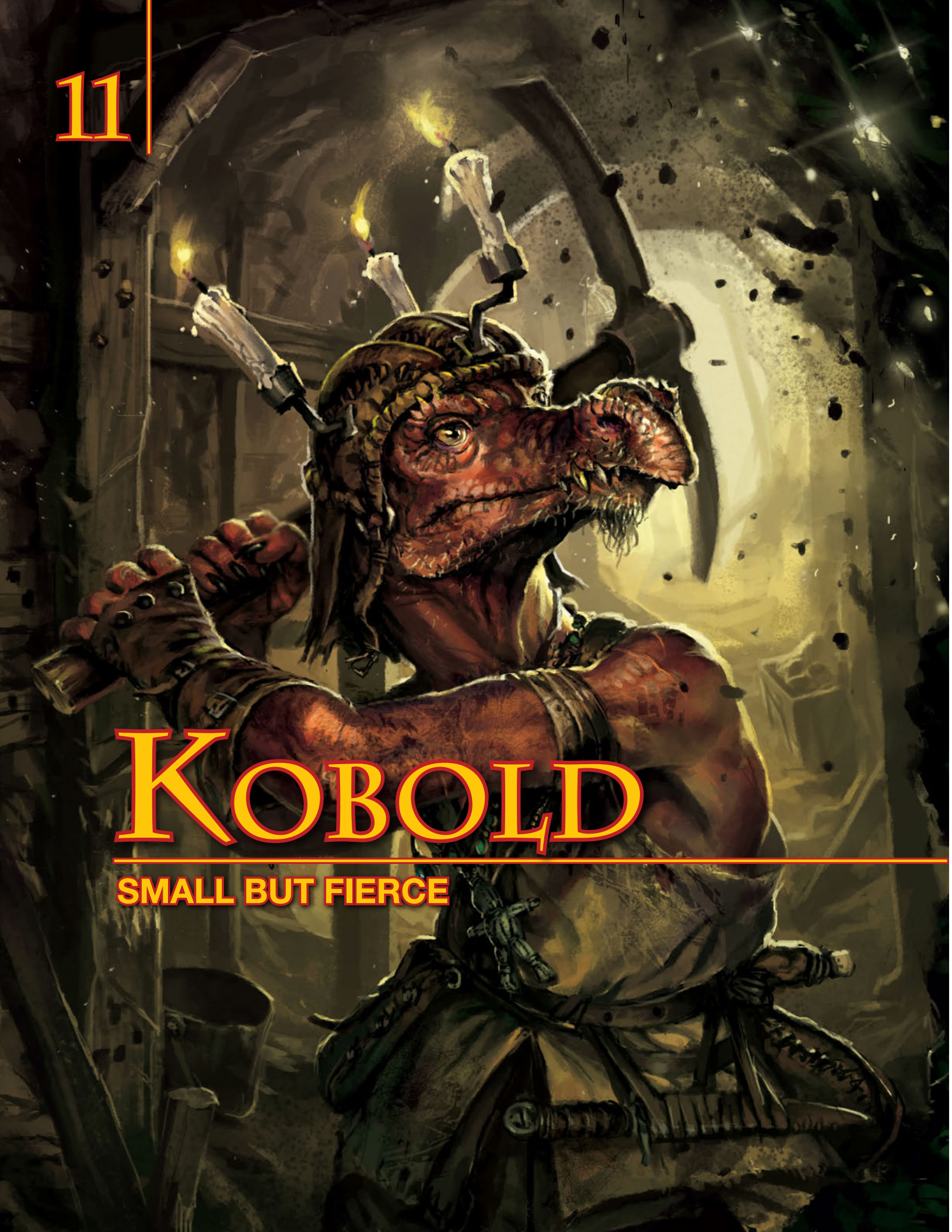
Benefits: You can cast *augury* as a spell-like ability a number of times per day equal to your Intelligence, Wisdom, or Charisma bonus (your choice). You can change this choice with each new character level. Also, once per day, when you make a Diplomacy check to influence a creature's attitude, you can attempt it as a full-round action. At character level 16th, you can cast *air walk*, *divination*, *imbue with spell-like ability*, and *tongues* once per day as spell-like abilities. If you are not a prepared spellcaster, you can imbue a creature with any one of the following spells: *burning hands* (if fire siraati), *enlarge person* (if earth siraati), *snowball* (if water siraati), *shocking grasp* (if air siraati).

Flowery Phrases of the Jinn

The following phrases are common sayings among the jinnborn and those with ties to them.

1. *Dawn is when we gather. For at dawn, the great flame warms air, earth, and water alike.*
2. *A lamp cannot burn good intentions. Without a coin for oil, darkness prevails.*
3. *Where there is smoke, there is fire. The real question is, what does the fire want?*
4. *Gilding his shackles does not dampen your slave's hate.*
5. *The only permanent cure for idiocy is death.*
6. *Sweet words most often conceal bitter intent.*
7. *The most dangerous hawk is always the one who hides his talons.*
8. *In the absence of light, every coin is gold.*
9. *The sharpest blade cuts nothing while still in its sheath.*
10. *A wise man rarely thinks of himself as such.*
11. *Spilt water will not return to the well.*
12. *You may spend a year crying or a year laughing. The year passes regardless.*

11



Kobold

SMALL BUT FIERCE

What follows is a rare glimpse into the heart, mind, and soul of a creature commonly misunderstood and just as commonly underestimated, often to the peril of their enemies.

For a kobold, nearly every foe is a giant to kill, and they have long practice at evening the odds. They are the ultimate underdog contenders, striving to survive and conquer in a hostile and brutal world. Like all true heroes, the odds are against them—and glory is waiting to be seized in their tiny, scaled claws!

DISASTER AND OPPORTUNITY: THE KOBOLD MIND

Berndt,

The following is a result of several years of research that I undertook as a visiting professor at the Arcane Collegium in the Free City of Zobeck. There, I had the unique opportunity to interview several kobolds on the nature and history of their lives. Unfortunately, the three individuals, a holy warrior known as Goldscale, one Blackeye, a driver of a hansom cab, and one Toe-belcher, a trapsmith, gave me widely varying accounts of kobold life. I have attempted to correlate their stories into a coherent narrative, which I offer below.

As always, your obt. servant, and so on, and so on,
Karolus Svabus

Any kobold that survives to adolescence has scraped past a bad death at least once. This also means that they have witnessed other kobolds meet brutal, bloody, and painful fates. Kobold lives are cheap, especially the young ones, and the kobold mind believes that everyone has an angle. Often that angle involves a dead kobold.

From a kobold's perspective, it's a dark and somewhat paranoid life. Kobolds very much see the world as "me against my egg-clutch, my egg-clutch and I against the other kobolds, and the other kobolds and I against outsiders." Most kobolds are loyal, but they fully expect to be betrayed, and they prepare for that inevitable betrayal. A combination of fierce loyalty against outside forces and constant maneuvering for power within their group epitomizes the kobold mindset. It sharpens their edges, as it were.

Kobolds say, "Only a fool doesn't look for an angle over their companions. Only a fool doesn't plan for trouble down the road."

Kobolds are taught from their day of hatching to grab the opportunities that come from destruction and mayhem. Seizing the right moment is the road to survival, wealth, and glory. This can make kobolds seem schizophrenic in their attitude, paranoid about future disaster, but constantly looking to gain the most from chaos and strife. Still, the fierce loyalty of the little creatures to their adopted clans and guilds is legendary.

The true friend among kobolds is the one who never turns on you.

Cradle to Grave

One can no more speak of kobold society than one can try to compare the ruling families of Nuria Natal to the ice barbarians of the Bleak Expanse and find something called "human society." Kobold society varies from the civilized and wealthy kobaldi of the Dragon Empire, who lord it over their human slaves, to feral tribes of kobolds who barely work metal and dwell in caves and forest hovels. However, given even this great divide, some traits of kobold biology and culture tend to hold true across the world.

Kobolds are a reptilian, egg-laying species with a distinct but superficial canine aspect. They are humanoid bipeds, standing around 3 ft. tall (females are slightly taller) with tails. Kobolds tend toward leanness and quickness, seemingly always in rapid movement or preternaturally still. Females lack breasts, but they can be distinguished by their wider hips, useful for passing the relatively large kobold egg.

EGGS AND HATCHING

Female kobolds are little different from males for the majority of their lives. If they eat well, they can clutch every other year. However, certain herbal preparations can delay this clutching indefinitely. As this process begins, certain subtle color and scent changes draw males to them, for the females choose their husbands anew with

But that's not how Kobolds should be!

One concern with writing background material for the society and life cycle of kobolds is that different people have quite different ideas of how kobolds should be. Maybe the details of kobold biology are a "Thing That Should Not Be Known."

Kobolds have taken many forms since their tales first spread in German and Austrian mining communities. Take what works for you, and leave what does not. Many of these details may be hidden information for players of characters with other races, and rumors and speculation are rife about what really happens in any particular warren. Just like humans, kobold society comes in many styles and variations.

each clutch. Many kobold females clutch with the same husband year after year and form semi-stable families, but marriage for life is not a tradition among the race. As the female becomes heavy with eggs, she and the husband mate (the mysteries of which are best passed over quickly), and the female begins to clutch.

A clutching female withdraws from society for a period of about 3 months, building a lair protected by traps, vicious monsters (often vermin swarms or giant weasels), and secret doors and mazes, if possible. The clutching female makes huge demands on the food-gathering ability of her husband, and she can be quite dangerous if hungry. Kobold lore is filled with humorous and horrifying stories of unlucky husbands killed and eaten by their ravenous mates! These are likely exaggerations.

Egg laying is an important ritual in many kobold societies, and elderly females past reproductive age known as egg-witches work as midwives and diviners. During egg laying, the egg-witch notes the color and patterns of mucus on the eggs and makes pronouncements. After laying, the female guards and warms the 2–8 eggs for 2 months. The young hatch without any help from the parents and are able to walk and speak short phrases within hours of hatching.

THE CLUTCH

Oddly enough, females and males lose much of their interest in their children once hatching has occurred. With an average of five active 6-inch-tall hatchlings running about, the lair becomes crowded indeed, and the indifferent parents shoo the children out when they are not sleeping. Most kobold parents provide one meal a day to their hatchlings and fully expect at least half of the children to not survive their first 2 years on their own.

Groups of kobold siblings of a similar age and strength band together on the streets in groups often called either egg clutches or litters. They fight off rats, giant insects, and older hatchlings though not without loss. Some who are regularly harassed by hatchling bands leave out poisoned foodstuffs or set traps to rid themselves of the young. Most adults consider hatchlings a verminous burden that other kobolds must bear. Kobolds consider this apathy an important virtue, since it prevents overpopulation and culls out the weak and inept. Generally, kobolds believe that if they had to survive as a hatchling, the next generation should as well. In a very real way, every young kobold is an orphan.

APPRENTICESHIP AND ADULTHOOD

After 3–4 years as a hatchling, a young kobold has done most of her growing, though they will not be sexually mature for another 5 or so years. At the age of 4, the incredibly strong bonds of loyalty to their hatchling pack often start to fray, and the kobold seeks to join adult society. Sometimes, the survivors build a relationship with one or another of their birth parents and learn from them. Others aggressively pursue apprenticeships to elder kobolds, fighting and assassinating other adolescents to assure their place.

During this time, adult and adolescent kobolds can forge tight bonds, often referring to each other as parent and child whether this is biologically true or not. Kobold kings and nobles often recruit adolescents directly into their armies or work-gangs at this time, and the young become fiercely loyal to their organization.

Kobolds are nocturnal creatures, feeling woozy and half-blind in the light of the sun, which puts them in

a mood for sleep. Depending on its situation, an adult kobold lives its nights as a hard worker or desperate scavenger. A kobold who survives to adulthood can look forward to 4–5 more decades of vitality before age slows them down. Kobolds of the lower classes, miners and warriors, are often rowdy and pushy, addicted to alcohol and gambling on rat-fights or cards. Where they exist, more educated kobolds often seek to emulate the wealthier races they live among and cultivate a distinctly middle-class air.

OLD AGE AND DEATH

Few kobolds reach elderly years as the rigors of a life spent at such an intense pace bring ill health and injury, and the years are not kind to the elders. Those who do survive into their fifth or even sixth decades are looked upon as sources of wisdom, and they often command dark powers of witchcraft or sorcery—or at the very least, claim such powers. Among the most revered of the race are the egg-seers, elderly kobold women who oversee the laying of eggs and who read fortunes from their shells.

Still, for those kobolds who lack wealth or magical knowledge, old age is often a time of poverty and want, and many poor old beggars wander the kobold ghetto or sit huddled at the gates to the mines, begging for alms. Winter is a bad time for these wretched folk, and they often are found dead after the coldest nights. Kobolds whose close relations can afford burial or cremation often do so, though the race's funeral arrangements vary widely. Others end up in mass graves or have darker fates.

Kobolds and Religion

As hatchlings, kobolds try anything and everything to give themselves an edge as they roam in search of food and safety. Many a kobold, facing down a hungry junkyard dog or staring longingly at an unreachable delicacy, has offered their allegiance to Mammon. Perhaps they cried out to Veles for succor. Unfortunately for kobolds, this means that the arch-devils Mammon and Titivillus have gorged themselves on the thin meat of kobold souls, and they are not terribly interested in more. Ensnaring the desperate is easy work.

The legions of tempters and pact-making devils and demons largely ignore the powerless scaly folk, knowing that kobolds corrupt themselves for free. Some kobolds become desperate and serve dark masters with mad bravado, trying to earn their notice. Others become very irreligious, putting little stock in the gods who have no time for them. Still other kobolds worship regularly, just in case, while fully expecting the uncaring brutality of the gods. It is only the wealthy and heroic among the kobolds who are pursued by devils and demons.

Kobolds have a legion of least devils and demons that they worship, beings so petty that the other races barely notice them. These petty creatures include such minor horrors as Luviglab, Demon of Rusty Nails, and Mailiasgha, Maiden of Foul Odors. Hundreds of other representations of the common ills that plague kobold existence also gather at least a few followers, and some have what might be called a place in the kobold mind: Demarrus, patron devil of failed traps (deeply feared), or Red-Clawed Koledra, demon queen of foiled ambushes.

Whether these creatures even exist is a matter of debate among scholars, but kobolds propitiate these minor demons at tiny shrines within their communities. To them, it's obvious that these are spheres of great import. Other races simply overlook these rites and powers as they overlook so much else.

SCALED MASKS OF THE GREAT GODS

Kobolds are nothing if not flexible, and they happily take up the worship of the local mask of a god when living among other races. This means that a kobold in the Dragon Empire will worship Veles while his distant cousin in the north happily worships Jörmungandr, the World Serpent of the End Times. It's simply the polite thing to do.

Being pragmatic, kobolds see through the masks of the gods better than most. Power is power. Still, some archetypical kobold gods exist among the scaled folk, especially those whose domains involve the private spheres of reproduction and family. These masks may seem strange to those who know them by other names.

CLUTCHMAW AND DEFTSNARE

Mated siblings and gods of passion, reproduction, hunting, farming, and lair defense: patron of trapsmiths and food-gatherers, and patroness of clutching females.

CLUTCHMAW

Domains: Community, Charm, Earth, Protection, Strength

Subdomains: Family, Home, Defense, Love, Caves, Ferocity

Alignment: Evil

Favored Weapon: dagger

Clutchmaw is the hungry mother, the defender of the clutch, matron of egg-witches. She is violent, unreasonable, brutal, and fierce, all in protection of her clutch of eggs. Clutchmaw creates an unimaginably intricate web of defenses around her lair on the plane of rust, using traps, deadly vermin, and powerful magic to seal herself and her great clutches of eggs away.

It is only her long suffering brother-husband, Deftsnare, who dares approach her. Deftsnare labors long

and hard across the plains to bring her the exotic and rare foodstuffs and materials she demands. He knows that, should he fall short, Clutchmaw will happily devour him in place of what he fails to bring.

DEFTSNARE

Domains: Artifice, Community, Nobility, Travel, Trickery

Subdomains: Ambush, Family, Martyr, Thievery, Toil, Trap

Alignment: Neutral

Favored Weapon: Shortsword

Deftsnare is the great provider who scours the spirit world to bring his wife the delicacies she demands. He is a master scavenger and a master hunter, a thief, trapsmith, and trickster. Deftsnare does what he has to do to provide for his eggs and hatchlings. He is terrorized by his demonic wife but loyally continues to provide for his family.

Many claim that Clutchmaw and Deftsnare are merely masks of Yarila and Porevit, twisted to the strange needs of the kobolds. Others say that Clutchmaw's demoniac hunger makes her a mask of Mordiggian, the ghoul goddess, somehow fused with aspects of Freyja.

Worshipers: Nearly all kobolds revere these gods of birth and parenthood. Hatchlings call to them for sustenance and protection while kobold parents worship them in hopes of a successful clutch. Their priesthood consists of kobold midwives, often elderly females, who often double as witches and clerics. Rogue-clerics of Deftsnare and barbarian-clerics of Clutchmaw are common as well, serving their gods by helping clutching kobolds survive and thrive. A few male clerics provide a counterpoint as tricksters and wandering mendicants of the faith.

Holy Books: These gods have no holy text, only oral traditions passed down from among egg-witches and midwives.. Recently, printed manuals on preparing clutching lairs have appeared and are the closest thing to a holy book of the pair.

What Deftsnare and Clutchmaw Demand: Make sacrifices of food, trap materials, and giant vermin to ensure a successful clutching. Ensure that clutches are well defended and blessed by their priesthood. Always bring an egg-witch for the egg laying to read signs.

OTHER GODS OF THE KOBOLDS

Kobolds worship Veles the World Serpent in a hundred different masks. The revered ancestors of many kobolds are Veles in one form or another, for he is the great ancestor of all the scaled kind. Many kobold cults combine the worship of the World Serpent with the worship of mythical ancestors.

Another god commonly venerated is Skutzel, or Lipstitch, widely considered to be a mask of Loki. In

Lords of the Ghetto

The Kobold Ghetto, a warren of streets no more than 6 ft. wide (at best), lies between the Argent and Derry Rivers. Throughout most of its streets, roofs meet overhead to keep out the worst of the sun for those nocturnal inhabitants who must venture out during daylight. The ghetto has only two entrances, the Ghetto Gate and the Water Gate, each carefully watched from both sides. A set of kobold "kings" or tribal chieftains rule the district, each of which has power so long as he keeps his relatives and minions in line.

One king, the King of Kings, holds the others in check until their united strength undercuts him; King Kuromak recently ousted Brandorek, the twelfth of that name, to claim the leading position. Few kings last more than a decade. Some barely last a year.

More than 80 years ago, the kobolds were slaves to House Stross, and the Ghetto was their pen. They were chattel used by the thousands to do the dirtiest and most dangerous jobs so that humans and dwarves could work at fine crafts and live comfortably. Kobold slaves mined silver, built clever clockworks, and worked deadly steam boilers for the constructs and automatons that fueled Zobeck's industry.

History largely ignored them, but some believe the kobolds helped invent the everwound spring, the aeolipile generator (a steam engine used in places where water or muscle power won't suit), and the reciprocating balance wheel. These inventions laid the foundations for Zobeck's fame, and these centuries of enslavement form an indelible part of the kobold's culture. Despite their (relatively) short lives, no kobold in Zobeck has ever forgotten.

Now, the ghetto is a place of free kobolds, the legal equal of any man or woman of the Clockwork City. They remain a people apart, however, physically, culturally, and habitually. The single biggest obstacle is their nocturnal nature. Kobolds labor all night and return home before dawn to spend the day in sleep and rest before venturing back out shortly before sunset.

statues and songs, he is always shown as an attractive, fastidiously clean kobold in finely wrought blue scalemail that makes no sound. Skutzel's visage is only marred by the scars that remain from having his mouth sewn shut by Deftsnare after chiding him over Clutchmaw's temper.

Skutzel is portrayed as the patron of the young and desperate, the particularly clever, the mad, and those who seek victory against long odds. He sometimes whispers to the souls of those who narrowly avoid death, inspiring the acts of mad bravery—and moments of inexplicable cowardice—that they sometimes display thereafter. Kobold bards tell excellent stories of his many triumphs over haughty humans, dwarves, and the elfmarked.

Some worship of Skutzel bears aspects of not just Loki but Mammon as well. Certainly, there are many shrines and priests to many varied faiths of greed, such as the Cult of Gilded Kobold and the Way of the Golden Egg. Kobolds seek wealth as a means to safety and power, and Mammon has many scaled followers—so many that he does not value them greatly and does little for them.

The Black God Chernovog is worshipped by many kobolds as the embodiment of the terrible, kobold-devouring dangers of the world. They make animal sacrifices to the lord of monsters to avoid ending up as prey themselves. Priests of Chernovog within kobold communities do a booming business, and they often leave out tidbits for kobold hatchlings, drawing them into the temple never to be seen again. His aspect as lord of betrayal and the night is also attractive to the more ambitious and bloodthirsty kobolds.

Kobolds lusting for power also sometimes turn to dark gods like the Black Goat of the Woods, serving uncaring masters in bloody cults. The more civilized communities tend to root out and destroy these worshipers, but for each cultist destroyed, there is another desperate hatchling looking for an edge.

Cults of Mordiggian and Sarastra flourish among the kobolds. Thieves and spies worship the Kobold Mother of Night, an aspect of both of these gods. Clerics of the Kobold Mother of Night must choose either the portfolio or Mordiggian or Sarastra, but they see these gods as two aspects of a nameless, shadowy kobold female who wanders the wild places in the deep of night.

In the Free City of Zobeck, a thriving kobold middle-class of gearworkers, tinkers, smiths, and merchants swarm the temples of Volund and Rava. The dwarf and human worshipers and clergy of these faiths look a little askance at these scaled devotees, but their coin and loyalty have been proven good in the decades since the revolution. Some kobolds have re-imagined Volund into a devious kobold trapmaker, much to the chagrin of his dwarf followers. Rava is honored as the Scrap Queen, who creates useful machinery from waste materials and life from scrap metal.

Random Starting Ages

Race	Adulthood	Intuitive[1]	Self-Taught[2]	Trained[3]
Kobold	10 years	+1d4 years	+1d6 years	+2d6 years

1 This category includes barbarians, bloodragers, oracles, rogues, sorcerers, and swashbucklers.

2 This category includes bards, battle scions, brawlers, cavaliers, fighters, gunslingers, hunters, paladins, rangers, shamans, skalds, slayers, shadowsworn, spell-less rangers, summoners, and witches.

3 This category includes alchemists, arcanists, clerics, druids, inquisitors, investigators, magi, monks, theurges, warpriests, white necromancers, and wizards.

Aging Effects

Race	Middle Age[1]	Old[2]	Venerable[3]	Maximum Age
Kobold	20 years	30 years	40 years	40 + 1d20 years

1 At middle age, –1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

2 At old age, –2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

3 At venerable age, –3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

Random Height and Weight

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Kobold, male	2 ft. 6 in.	+2d4	22 lb.	+2d4 lb.
Kobold, female	2 ft. 7 in.	+2d4	25 lb.	+ 2d4 lb.

Kobolds as Player Characters

Since the very inception of the game, generations of new players have cut their teeth on bands of sneaky, vicious kobolds. The kobold is an icon of the hobby, and many players have grown to admire the grit and cunning of their foes, even as they have cut them down. For a kobold, nearly every foe is a giant to kill. They are the ultimate underdog, striving to survive and conquer in a hostile and brutal world. Like true heroes, all the odds are against them, and all the glory is waiting to be seized in their scaled claws!

KOBOLD RACIAL TRAITS

+2 Dexterity, –4 Strength, –2 Constitution: Kobolds are fast but weak and not particularly hardy.

Reptilian: Kobolds are humanoids with the reptilian subtype.

Small: Kobolds 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: Kobolds have a base speed of 30 ft.

Darkvision: Kobolds can see in the dark up to 60 ft.

Scaling the Race

Kobolds are a pretty weak race when compared to the core Pathfinder Roleplaying Game races. While this challenge is part of the fun of playing a kobold, some campaigns may require a higher power level.

To bring them up to the power level of most core races, eliminate the light sensitivity drawback and granting the kobold the miasma tolerance alternate racial trait without requiring them to trade it in for their natural armor.

For a further increase in power to approximately that of the stronger regular races, grant them a racial bonus feat from the following list: Black Swan, Draconic Aspect, Kobold Trap Crafter, Little Nipper, Run the Ghetto's Gauntlet, Safety in Numbers, Sling Anything, Small But Fierce, Swift Bypass, Triumphant Malice.

For even more power, consider granting a second racial bonus feat and expanding the above list with the following feats: Climbing Claws (ignore prerequisites), Draconic Breath, Improved Draconic Aspect (see Dragonkin, ignore racial restriction), Language of Magic, Tooth and Claw.

Armor: Kobolds have a +1 natural armor bonus.

Crafty: Kobolds gain a +2 racial bonus on Craft (trapmaking), Perception, and Profession (miner) checks. Craft (traps) and Stealth are always class skills for a kobold.

Weakness: Light sensitivity.

Languages: Kobolds begin play speaking only Draconic. Kobolds with high Intelligence scores can choose from the following: Common, Dwarven, Gnome, and Undercommon.

ALTERNATE RACIAL TRAITS

The following racial traits can be substituted for existing racial traits.

Acclimatized: Kobolds who live on or near the surface occasionally adopt diurnal habits. Over time, they grow accustomed to bright sunlight, though this acclimatization diminishes their darkvision and earns them the contempt of kobold traditionalists. Kobolds with this trait have darkvision only to a range of 30 ft. but lose their light sensitivity. This racial trait replaces light sensitivity and modifies the darkvision racial trait.

Born Slave: Most races regard kobolds as mere nuisances, but some societies have been known to enslave nearby tribes. Entire generations of kobolds live and die in chains, laboring as miners and craftsmen for ruthless overlords who treat them little better than animals. The kobolds who survive past childhood grow up tough and inured to pain and discomfort, but hobbled and arthritic. Kobolds with this racial trait gain the Endurance feat at 1st level, but they have a base movement speed of 20 ft. This racial trait modifies a kobold's natural movement speed.

Braggart: All kobolds possess egos outsized for their stature, but some—particularly those with powerful allies or sufficient strength of their own—truly epitomize the notion of self-regard. They scoff at caution (at least while they have the upper hand) and are not nearly as skittish as their kin. Kobolds with this racial trait do not receive a size bonus on Stealth checks but receive a +2 racial bonus on saving throws against fear. They are also notoriously hard to intimidate and add a +2 racial bonus to the DC of Intimidate checks made against them. Additionally, creatures attempting to intimidate them are treated as one size smaller for purposes of size modifiers to their Intimidate checks. This racial trait modifies a kobold's size bonuses.

Deckhand: In seafaring cities and nations, young urban kobolds are frequently pressed into naval service as menial labor, lacking the physical strength or political clout to resist impressment. While not technically slaves,

these kobolds may spend years at sea before managing to secure their release. Kobolds with this racial trait gain a +4 racial bonus to Profession (sailor) checks and receive a +2 racial bonus to initiative checks when aboard ship. This racial trait replaces crafty.

Dragon Blooded: Kobolds born within a few generations of a draconic ancestor express a strong natural talent for magic and an affinity for dragonkind. Kobold sorcerers with the draconic bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities and cast *form of the dragon I, II,* and *III* at +2 caster level. This racial trait replaces crafty.

Miasma Tolerance: Kobolds who work deep within cramped mines are frequently exposed to toxic gases and volatile compounds, and this exposure bolsters an already robust resistance to such poisons. Kobolds with this racial trait gain a +4 racial bonus on Fortitude saving throws against inhaled or ingested poisons. This racial trait replaces armor.

Sharp Nose: A kobold's sense of smell is generally sharper than a human's, but there are those whose olfactory acuity rivals that of their draconic cousins. Kobolds with this racial trait gain the Scent ability. This racial trait replaces crafty.

Kobolds in Midgard

Many kobolds labor in slavery. While cunning and tricky, the sheer availability of kobold slaves has made them the workers of choice for mining, manufacturing, and even agricultural labor in the Dragon Empire and elsewhere. Slave kobolds are cheap to buy and can be worked to death with little consequence. This has spread the race far across the surface of the world and deep into its depths, but it has also led to paranoia among free kobolds about being enslaved. Kobolds are patient and intelligent enough to wait until their masters are weak and distracted. Tales of bloody, horrible slave revolts send chills down the backs of slave owners and hearten their kobold slaves.

In the empire of the ghouls, kobolds are seen as the lowest type of sentient flesh. Most darakhul and iron ghouls will not touch kobold meat, which is cheap and plentiful. It's considered a low-class meal for servant and beggar ghouls and serves as common rations for the enlisted ghoul-troops.

Little Masters of the Dragon Lands

In the Mharoti Empire, kobolds form a large middle class known as the kobaldi, and some even own human and dwarf slaves. Here, kobolds carry themselves upright, see themselves as naturally superior to the hairy races, and swagger about their business. Mharoti kobolds loudly demand the respect of others, some forcing taller slaves to kneel or crawl in their presence. Mharoti kobolds greatly disconcert those used to the paranoid and sniveling kobolds found in the rest of Midgard, but that same behavior is shown by the kobaldi toward their rightful dragon masters. And of course, some kobolds are kept as slaves, even in the dragon lands.

They do much of the same work as the jambuka (furred folk) with one important distinction: they are scaled folk and thus full citizens of the Dragon Empire with all the protections and benefits of its scaly-favored laws. They rarely let furred folk forget their superior status, and they always strive to point out their draconic blood and their ties to an important noble draconic house.

Kobold weavers and miners are especially skilled and have a strong, clawed grip on these guilds in the Dragon Empire. In war, the kobolds are archers, sappers, engineers, and massed light infantry. They fight with great devotion, though often with little effect unless they have a massive numerical superiority.

Kobolds in the Underworld

Kobolds know that they are creatures of the deep underworlds, and every kobold urchin in the world above dreams of visiting the great cities of the kobolds deep underground. Places like the underworld city of Lillefor, where rich kobold merchants lord over a rich city sized and designed for their own kind and free of demanding humans and savage dragon-kin. Kobolds live better in the underworld, at least the wealthy ones.

The merchants of Lillefor have grown rich on the expansion of the Ghoul Empire. The kobolds sell to both sides of the war, providing slave meat to the ghouls and both protective magic and weapons to the other deep-earth races. The usefulness of the kobolds and the ghoulish prejudice against eating kobold meat help the traders of Lillefor to remain off the dinner plate.

Of course, the sad truth is that most kobolds here are slaves, as elsewhere, and the value of kobold life is nearly as low in the deep realms as it is on the surface. Kobolds are widely used as labor and slave soldiers in the endless wars in the deep, and waves of kobold beggar ghouls are sometimes used to soften foes up during the wars of the Ghoul Empire.

SOBRIQUET TRAITS (RACIAL)

Kobolds are given names by their peers that embody their essential nature. These can be badges of past feats of derring-do, recognition of unique features, or reminders of embarrassing failures. At character creation, a player can select from the Sobriquet traits and use one of the related sobriquets as part of their character's name. Sobriquet traits are a subset of racial traits and are treated as racial traits. Several sobriquets are noted with each trait so players can pick one they like.

Kobold Names

Kobold names usually consist of a given name and a sobriquet, or descriptive name. Below is a quick way to generate a kobold name via a table of possible names with suggestions for traits based on the name for some.

Crooktail: You had a body part permanently broken by a trap in your youth and learned to avoid similar fates. You receive a +1 trait bonus to Reflex saves to avoid traps. Other sobriquets: Bendtail, Crackclaw, Nothumb, Wrongtooth.

Dirtskulker: Even for a kobold, you are stealthy. You receive a +1 trait bonus to Stealth and Disguise checks. Other sobriquets: Grayshade, Nightlurker, Sneakglass, Lurkfang.

Dwarfhater: Your negative experience with one race has resulted in particular hatred for these adversaries. Pick a humanoid race or animal species. You receive a +1 trait bonus to attack and damage rolls against members of the chosen race or species. Other sobriquets: Elfhater, Gnomekiller, Gnometrapper, Mangrinder, Mangutter.

Gearcobble: You've always been fascinated by clockworks and learned to make them. You gain a +1 trait bonus to Craft (clockwork) checks (see the Player's Guide to the Crossroads). Craft (clockwork) becomes a class skill for you if it is not already. Other sobriquets: Nosprocket, Splitgear, Gearclaw.

Ghostsnare: You have a natural talent for making vicious traps. You increase the Perception DC to find your kobold street traps by 1/2 your character level, rounded down. Other sobriquets: Trapmangler, Trashsnares, Spikesnare.

Gnomesniffer: Your negative experience with one race has resulted in sharpened senses regarding these adversaries. Pick a humanoid race or animal species. You receive a +2 trait bonus to Perception checks to detect members of a given common race or animal species. Other sobriquets: Mansniffer, Dwarfsniffer, Gnomeeye, Gnometaster, Ratkiller.

Goldscale: You were born with beautiful scales or have an amiable personality that earned you this nickname. You receive a +2 trait bonus to Diplomacy checks due to your lovely features, and Diplomacy is always a class skill for you. Other sobriquets: Silvershade, Silverscale, Goldeye, Dragoneye.

Gougeeye: You have a talent for performing the dirty trick combat maneuver. By use of slightly acidic spittle or pokey digits, you may undertake a dirty trick action without any special equipment to blind or sicken an opponent. You also gain a +1 trait bonus to your CMB when performing dirty tricks. Other Sobriquets: Gemspit, Gougespleen.

Lumpback: You are unpleasant or unsettling to look at, but your deformity lends you toughness. You receive a −2 penalty to Diplomacy and Bluff checks but receive a +1 trait bonus to Fortitude saves. Other sobriquets: Splitclaw, Wrongface, Paleclaw, Noscale.

Scraplure: You are fascinated by what others cast aside and make masterpieces from junk. Your talent grants you a +2 trait bonus to all Craft checks when using a large supply of debris or scrap. Other Sobriquets: Wastewarren, Scrapjaw, Sneakglass, Trashsnares.

Wrongsneeze: You were born as a runt of sorts into your clutch, but while your body may be weak, you are slightly more agile than your brethren. You receive a +1 trait bonus to Reflex saves but also incur a −1 penalty to Fortitude saves. Other sobriquets: Crackegg, Crumbledrake, Crushhatchling, Blacktongue.

Kobold Hide- and Eye Color

Roll	Hide Color	Eye Color
1–2	Burnt Umber	Glittering Black
3–4	Coal Black	Dull Yellow
5–6	Dull Gray	Sickly Green
7–8	Red Ochre	Drab Brown
9–10	Mossy Green-Gray	Tan
11–12	Drab Olive-Green	Bright Gray
13–14	Tarnished Silver	Sickly Orange
15–16	Dark Tan	Washed-Out Blue
17	Golden	Shining Silver
18	Off-White	Bright Red
19	Flaming Red	Deep Purple
20	Roll twice: Kobold is piebald and has both colors in patches. *	Roll twice: The kobold's eyes exhibit heterochromia. *

* **Suggested Sobriquet trait**: Lumpback

KOBOLD SOBRIQUETS

% Roll	Name Root	Name Suffix	Sobriquet 1st Half	Sobriquet 2nd Half	Possible trait
1	An	o (m)	Scrap	lure	Scraplure
2	Ak	ana (f)	Trick	stealer	
3	Ar	etek (m)	Black	tongue	Wrongsneeze
4	Bak	a (f)	Bruise	ear	Crooktail
5	Bok	to (m)	Rust	gear	Gearcobble
6	Bir	ila (f)	Pale	scuttle	Dirtskulker
7	Cor	erek (m)	Damn	heart	
8	Dat	ta (f)	Foul	tooth	Gougeeye
9	Dot	o (m)	Lurk	fang	Dirtskulker
10	Dir	ana (f)	Blood	knuckle	Crooktail
11	Ek	etek (m)	Gear	cobble	Gearcobble
12	Ej	a (f)	Blind	squeal	Crooktail
13	Fik	to (m)	Shade	dodger	
14	Fat	ila (f)	Ghost	snarer	
15	Fad	erek (m)	Egg	runner	
16	Gat	ta (f)	Slay	meat	
17	Gak	o (m)	Gouge	eye	Gougeeye
18	Gok	ana (f)	Trap	mangler	
19	Goj	etek (m)	Snare	toe	
20	Hir	a (f)	Copper	belly	
21	Hid	to (m)	Silver	claw	Goldscale
22	Hod	ila (f)	Lead	spike	
23	Hur	erek (m)	Gold	scale	Goldscale
24	Ik	ta (f)	Bronze	egg	Goldscale
25	Ir	o (m)	Spit	father	
26	Id	ana (f)	Clock	slayer	Gearcobble
27	Jir	etek (m)	Drake	scale	
28	Jat	a (f)	Dog	tricker	Gnomesniffer
29	Dok	to (m)	Rat	killer	Dwarfhater
30	Jok	ila (f)	Clutch	shards	
31	Kor	erek (m)	Spike	snares	
32	Kak	ta (f)	Glass	scale	
33	Kat	o (m)	Cobble	gouger	Gougeeye
34	Kid	ana (f)	Brick	scrapper	
35	Kur	etek (m)	Hate	blade	
36	Lak	a (f)	Bite	warrior	
37	Lor	to (m)	Rend	picker	
38	Mip	ila (f)	Wrong	sneeze	
39	Mak	erek (m)	Catch	claws	Gougeeye
40	Mik	ta (f)	Twist	hustle	
41	Maj	o (m)	Gnarl	legs	Crooktail
42	Nak	ana (f)	Weasel	eater	Gnomesniffer
43	Nod	etek (m)	Man	gutter	Dwarfhater
44	Noz	a (f)	Dwarf	hunter	Gnomesniffer
45	Nop	to (m)	Horse	gouger	Dwarfhater
46	Ob	ila (f)	Trash	snares	
47	On	erek (m)	Waste	warren	Scraplure
48	Od	ta (f)	Scrap	jaw	Crooktail
49	Or	o (m)	Hatchet	runner	
50	Pok	ana (f)	Knife	liver	Gougeeye

% Roll	Name Root	Name Suffix	Sobriquet 1st Half	Sobriquet 2nd Half	Possible trait
51	Por	etek (m)	Cold	brick	
52	Pat	a (f)	Sleet	scramble	Scraplure
53	Pad	to (m)	Bottle	sprocket	Scraplure
54	Pj	ila (f)	Bent	finger	Crooktail
55	Qak	erek (m)	Crook	tail	Crooktail
56	Qit	ta (f)	Catch	wizard	
57	Qaj	o (m)	Crush	hatchling	Wrongsneeze
58	Quat	ana (f)	Lizard	face	Lumpback
59	Rak	etek (m)	Gnome	snare	Dwarfhater
60	Rok	a (f)	Junk	runner	Gearcobble
61	Rij	to (m)	Gem	spit	Gougeeye
62	San	ila (f)	Choke	mother	Gougeeye
63	Rop	erek (m)	Lump	neck	Crooktail
64	Ror	ta (f)	Flay	head	Crooktail
65	Sok	o (m)	Vermin	breath	
66	Sod	ana (f)	Skull	thief	
67	Soj	etek (m)	Nail	priest	
68	Sat	a (f)	Slate	scraper	
69	Toj	to (m)	Tin	finger	Gearcobble
70	Tak	ila (f)	Worm	snout	Lumpback
71	Tod	erek (m)	Grub	grinder	Dwarhater
72	Tap	ta (f)	Night	lurker	Dirtskulker
73	Uk	o (m)	Muck	scour	
74	Ur	ana (f)	Dirt	skulker	Dirtskulker
75	Vap	etek (m)	Gristle	back	Crooktail
76	Vip	a (f)	Pig	kicker	Dwarfhater
77	Vad	to (m)	Gutter	ghost	Dirtskulker
78	Wid	ila (f)	Sneak	glass	Scraplure
79	Wad	erek (m)	Grit	bone	Lumpback
80	Wij	ta (f)	Ooze	scale	Lumpback
81	Wik	to (m)	Troll	clutcher	Gnomesniffer
82	Wak	a (f)	Crumble	drake	Wrongsneeze
83	Wod	o (m)	Notch	tooth	Crooktail
84	Wat	ana (f)	Crack	egg	Wrongsneeze
85	Xik	etek (m)	Nick	tongue	
86	Xir	a (f)	Half	thumb	Crooktail
87	Xak	a (f)	Flay	gnome	Dwarfhater
88	Xeb	o (m)	Dweomer	spoil	Lumpback
89	Xoj	to (m)	Spring	twister	Gearcobble
90	Xor	ila (f)	Double	scratch	
91	Xob	erek (m)	Split	clock	Gearcobble
92	Xab	ta (f)	No	thumb	Crooktail
93	Zik	o (m)	Blood	spoil	Wrongsneeze
94	Zak	ana (f)	Moss	scrapper	
95	Zuk	etek (m)	Gray	shade	Dirtskulker
96	Zib	a (f)	Stretch	lair	
97	Zab	to (m)	Gouge	spleen	Gougeeye
98	Zor	ila (f)	Hunt	worm	
99	Zan	erek (m)	Lead	trapper	
00	Zij	ta (f)	Bone	tracker	

Favored Class Options

Alchemist (Clockwork Alchemist): Add +1 to the number of bombs per day the clockwork alchemist can create.

Rogue (Bravo): Add +1/4 point to the bravo's bravo points.

Rogue (Tunnel Harrier): Add +1/5 to the dodge bonus granted by the shifty target class ability.

Kobold Archetypes

The following archetypes are available to kobolds, featuring their strengths in trickery and strange magic, as well as an unusually brave archetype.

ARCANOMECHANIST (ALCHEMIST)

Almost every major kobold tribe boasts a handful of sorcerers as well as experts skilled in engineering, but the rare and crafty arcanomechanist seamlessly melds the two disciplines, uniting in one person all of the greatest strengths and talents of the kobold race. Arcanomechanists are master synergists, using devices and magic in equal measure to enhance their capabilities and those of their allies.

Class Skills: An arcanomechanist removes Knowledge (nature) from his class skill list and adds Knowledge (engineering) in its place.

Engineered Solutions (Su): An arcanomechanist combines engineering and magic to build fantastic devices that can produce strange new magical effects. These magical effects function similarly to a standard alchemist's extracts with some important differences.

Instead of crafting extracts, an arcanomechanist creates minor mechanical devices and charges them with magical potential to produce their effects. These devices can be anything at all, though they have negligible weight and are small enough to be held in one hand, worn about the neck, or wrapped around a wrist. Their appearance is often deceptively plain.

The arcanomechanist keeps the diagrams for his devices in a schematic book. The schematic book is treated like a formulae book unless otherwise noted. Like a regular alchemist, he must consult his schematic book when creating a device but not when activating it. An arcanomechanist can utilize spell-trigger items if the spell appears on his formulae list but not spell-completion items (unless he uses Use Magic Device to do so).

Once a device is created and infused, the magic that powers it lasts for 24 hours or until activated. Creating and infusing such a device takes 1 minute of work per schematic level.

Once created, a device may be used by anyone and activating a device is a standard action that provokes attacks of opportunity. An activated device produces an effect that exactly duplicates the spell its schematic is based on with the creature that activated the device considered to be the caster for the purpose of targeting the spell. If the target includes one or more creatures, the creature that activated the device must always be the first target. Once the spell ends, the device becomes nonfunctional.

Devices are typically made using miscellaneous scrap and turnkey widgets. Most adventuring arcanomechanists carry their materials and schematic book in a small case analogous to a spell component pouch. To construct a device, the arcanomechanist requires an Intelligence score of 10 + the device's schematic level. The DC for a saving throw against an alchemist's extract is 10 + the extract level + the arcanomechanist's Intelligence modifier.

The costs for constructing a device are negligible unless it requires a costly material component, in which case the material component must be built into the device upon its creation. Devices made from spells with focus requirements must have the focus built into the device. Devices made from spells with a divine focus requirement don't need a divine focus built in. The arcanomechanist uses his class level as the caster level to determine any effect based on caster level.

The devices created with this ability are fragile and possess hardness 1 and 1 hp. The infused magic of any device (and its active spell effects if it has been activated) immediately end if the device is damaged or if it travels more than 100 ft. away from the arcanomechanist who infused it.

An arcanomechanist begins play at 1st level with two devices known plus additional devices equal to his Intelligence modifier. Each level, the he receives two device schematics of any level he can create. Wizards and alchemists cannot learn spells or extracts from a schematics book. This ability replaces alchemy.

Arcanomechanical Augmentations (Su): At 1st level, an arcanomechanist can construct mechanical augments that bolster a creature's aptitude in various ways. It takes 1 hour to construct such an augmentation, and once constructed, it remains potent until activated. To be activated, an augmentation must be applied to a creature (bound, inserted, or otherwise worn on the body, though it does not take up any magic item slots), which requires 1 minute of work. Once it has been applied, its bearer may activate it as a standard action. At 1st level, the arcanomechanist chooses five skills, and whenever he constructs an augmentation, he chooses one of these skills.

Once activated, an augmentation grants the creature to which it is applied a +4 circumstance bonus on skill checks for that skill for 10 minutes per arcanomechanist class level you possess. After that, the augmentation burns out and becomes useless. At 5th level, instead of granting a bonus on skill checks, the augmentation may grant a +2 circumstance bonus to one ability score, chosen each time upon applying the augmentation. At 9th level, it may instead increase the bearer's base movement speed by 10 ft. At 13th level, it may instead grant a +4 deflection bonus to AC or a +4 circumstance bonus on attack and damage rolls. At 17th level, it may provide SR 15 or DR 5/adamantine.

At 1st level, the arcanomechanist may sustain only one augmentation at any given time. Creating a second augmentation immediately renders the first inert. At 6th level, and every 5 levels thereafter, he may sustain one additional active augmentation to a maximum of four at 16th level. There is no limit to the number of concurrent augmentations a creature may use, but each one requires a separate action to activate and the benefits of augmentations do not stack with themselves. Augmentations that travel more than 1 mile from the arcanomechanist that created them are immediately rendered inert and useless. This ability replaces mutagen and persistent mutagen.

Mystic Constructor (Ex): At 1st level, an arcanomechanist gains Craft Wondrous Item as a bonus feat even if he does not meet the prerequisites. When crafting wondrous items, he may use his Profession (engineer) skill in place of his Spellcraft skill. This ability replaces brew potion.

Curse Ward (Ex): At 2nd level, an arcanomechanist learns how to defend himself against the effects of magic items. He gains a +2 bonus on all saving throws against effects caused by magic items, including personality conflicts with intelligent items. This bonus increases to +4 at 5th level and again to +6 at 8th level. At 10th level, he gains the ability to shrug off the effects of cursed magic items by force of will alone. Once per day, he may make a Will saving throw (DC 10 + the item's caster level) to rid himself of the cursed item. This functions as remove curse with an effective caster level equal to the arcanomechanist's class level, but he may only target himself with the effect. The bonus to saving throws granted by the curse ward ability applies to this saving throw as well. This ability replaces poison resistance and poison use.

Master of Enchantments (Su): At 3rd level, an arcanomechanist leverages his knowledge of magical devices to more effectively wield magic items. He gains a +4 bonus on Use Magic Device skill checks and does not suffer mishaps when failing to activate a magic item blindly. At 6th level, he may ignore alignment, class, and race requirements when crafting magic items. He may always use any magic item that he himself has crafted and, when doing so, never suffers any penalties for being the incorrect alignment, class, or race. At 18th level, he may activate any spell completion or spell trigger magic item even if the associated spell is not located in one of his class's spell lists. This ability replaces swift alchemy, swift poisoning, and instant alchemy.

BRAVO (ROGUE)

While kobolds are viewed as a cautious and careful race, a few of them are addicted to the thrill of danger. Many young kobolds are attracted to the rough and tumble life of a bravo, strutting about the kobold ghetto with sharp swords and even sharper words, dueling and daring each other on to greater feats of foolishness in search of bravado and renown. Many die, but in their short lives, they commit deeds of derring-do that are talked about for generations.

Bravado (Ex): Bravado is a fluctuating measure of a bravo's ability to perform amazing actions in combat. At the start of each day, a kobold bravo gains a number of bravo points equal to her Charisma modifier (minimum 1). Her bravado goes up or down throughout the day, but it cannot go higher than her Charisma modifier (minimum 1), though some feats and magic items may affect this maximum. A bravo spends bravado to accomplish deeds (see below) and regains bravado in the following ways.

Fighting 1 round of combat alone against at least two opponents or one Large opponent: If a kobold bravo fights at least 1 full-round against two or more opponents whose combined Hit Dice equal or surpass the character level of the bravo, she gains 1 point of bravado. Only 1 point of bravado per group of opponents can be earned this way. Any spell cast on the opponent or bravo during this round, ranged attacks on opponents or other support (GM's judgment) negates this bonus.

Instigating a single combat with an opponent at least one size category larger: If a kobold bravo instigates a duel or single combat with a "giant" (size Medium or larger) of Hit Dice equal to or greater than the total character level of the bravo −1 or more, she gains 1 point of bravado. Only 1 point of bravado per opponent can be earned this way. Any spell cast on the opponent or bravo during this round, ranged attacks on the opponent, or other support (GM's judgment) negates this bonus.

Successful daring skill check: If the kobold bravo successfully makes a Slight of Hand, Acrobatics, or Escape Artist check of at least DC 10 + 2 × the kobold's total class level and if the result of failure was at least 1d6 × the character level damage or imprisonment or other legal punishment, the kobold bravo gains 1 point of bravado. Examples include running across gutters and rooftops or stealing the pocket watch of the local guard captain. Only 1 point of bravado may be gained this way on any given day.

Romancing: If the kobold bravo successfully uses a Diplomacy or Bluff check to increase the attitude of someone to helpful and the kobold character is attracted to them and this person is either already in a relationship or the object of interest of other individuals, the kobold bravo then gains 1 point of bravado. In this process, the kobold is making promises of love and affection and is flirting shamelessly. A kobold bravo may not get this bonus twice from the same person.

Successful dirty trick: If the kobold bravo successfully uses the dirty trick action in combat against a foe of Hit Dice equal to or greater than the kobold bravo's total character level −1, she gains 1 point of bravado. Only 1 point of bravado per opponent can be earned this way.

Springing a trap: If a kobold bravo springs a trap with a Disable Device DC of at least 10 + the kobold's total character level ×2, she regains bravado. This may occur by either failing a Disable Device check to disarm a trap by 5 or more, by failing a +10 DC Disable Device check to safely spring a trap, or by safely springing the trap by passing this +10 DC. This point of bravado is awarded as long as the kobold bravo avoids any damage and ill effects caused by the trap, even if allies are affected by trap. Only 1 point of bravado per day can be earned this way. Bravos with the Running the Ghetto's Gauntlet feat may use Acrobatics to tumble through trapped squares. Upon successfully bypassing the trap this way, they instead receive 2 points of bravado.

All of these checks are up the judgment of the GM and should involve risk to the character and, better yet, a certain amount of hilarity.

Deeds of Bravado

Bravos spend points to accomplish deeds. Most deeds grant the bravo some momentary bonus or effect, but there are some that provide longer-lasting effects. Some deeds stay in effect as long as the bravo has at least 1 point of bravado. The following is the list of base bravo deeds. A bravo can only perform deeds of her level or lower. Unless otherwise noted, a deed can be performed multiple successive times as long as the appropriate amount of bravado is spent to perform the deed.

Swaggering Skill: At 1st level, the kobold bravo may spend points of bravado to add a +5 circumstance bonus per point of bravado spent to any one class skill check that is not a Craft or Knowledge check. This bonus must be added before the dice are rolled. At 1st level, a bravo may spend 1 point of bravado per skill check. She increases this by +1 point of bravado at 5th level and every 5 class levels thereafter up to a maximum of 4 points of bravado for a total bonus of +20 at 15th level.

Bravado Dice: At 2nd level, the kobold bravo may spend points of bravado as a swift action to add +1d4 precision damage to sneak attack damage she deals this round. The bravo may spend up to half her class level (rounded down, minimum 1) on sneak attack damage this way in any given round. These additional dice are not treated as sneak attack damage dice for effects that affect sneak attack damage dice, like bleed, ability damage or deadly sneak.

Fightin' Dirty: At 3rd level, the bravo may select a bonus feat from the following list: Cheap Shot, Eye Gouge, Hobbling Strike, Low Blow. This ability replaces trap sense +1.

Dirty Attack: At 4th level, the kobold bravo may spend 3 points of bravado to treat an opponent as if the opponent was denied his Dexterity bonus to AC for the purposes of the Cheap Shot feat and its follow-up feats. If she is successful in executing the dirty trick maneuver, she may immediately execute a sneak attack at her highest base attack bonus against the opponent.

Defiant Life: At 6th level, the bravo may spend points of bravado as a swift action to heal herself for 1d8 + Charisma modifier points of damage. The bravo may spend a maximum of points per day equal to her class level. This is a supernatural, positive-energy-based effect with an effective caster level equal to the bravo class level.

Defiant Strike: At 10th level, if a kobold bravo is struck a blow in melee and knocked unconscious or killed, the bravo may spend all remaining points of bravados (at least 2) as an immediate action to make one final attack against the adversary that dealt the damage. This attack is executed at the bravo's full base attack bonus and automatically inflicts sneak attack damage even if the adversary would not be denied his Dexterity modifier. Any effects that prevent or negate the damage dealt to the bravo also prevent the use of this ability.

Rabble Rouser: At 15th level, as a full-round action that provokes attacks of opportunity, the bravo may spend 3 points of bravado to make an impassioned speech to communicate with a number of non-hostile target creatures. The speech acts as a *mass suggestion* spell with a Will save against DC 15 + the bravo's charisma modifier to negate with a caster level equal to the bravo's class level. This is a language-dependant spell-like ability.

King of the Unbowed: At 20th level, the bravo may spend 1 point of bravado to automatically make her save against any mind-affecting spell or effect.

This deeds ability replaces trapfinding.

CLOCKWORK ALCHEMIST (ALCHEMIST)

Originally made up of kobolds, the order of clockwork alchemists rejected the potions of other alchemists and sought mastery of gearworks and mechanisms. They create and prepare bombs made from tightly wound springs and gnashing cogs, and they improve their bodies through the use of mechanical grafts. Over time, other races have begun to explore this bizarre mechanical alchemy, and the fame of the clockwork alchemists has spread.

Class Skills: A clockwork alchemist removes Craft (alchemy) from her class skill list and adds Craft (clockwork) in its place.

Complication (Ex): At 1st level, a clockwork alchemist discovers how to create a clockwork device that she can attach to heighten her physical prowess at the cost of her personality. It takes 1 hour to craft the complication, and once crafted, it may be activated as a standard action. A crafted complication remains potent until used. These devices act as mutagens and follow all rules of mutagens save that their benefits are based on mechanical applications rather than those of potions or elixirs and the following exceptions.

Complications last significantly longer than the effects of regular mutagens: a given complication remains in effect for 1 hour per clockwork alchemist class level. The duration of a given complication does not need to be used consecutively, but it must be used in 1-hour increments. A clockwork alchemist may turn an active complication off at any given time as a full-round action that provokes attacks of opportunity, but whenever a complication is prematurely shut down this way, the total duration of the complication decreases by 1 hour.

A clockwork alchemist's complications are not treated as mutagens with regard to other alchemists and vice versa. Unlike mutagens, complications are extraordinary abilities. This ability modifies mutagens.

Clockwork Bombs (Su): Clockwork alchemists use their knowledge of springs and gears to make powerful explosive mechanisms, which they all too happily throw at foes. These clockwork bombs are infused with the natural gear magic of the clockwork alchemist. These bombs follow all the rules for regular alchemist bombs save that, since they utilize clockwork shrapnel instead of a flammable catalyst, clockwork bombs deal slashing damage instead of fire damage. Clockwork alchemists may create more bombs per day than regular alchemists: the number of clockwork bombs a clockwork alchemist can make each day is equal to twice the clockwork alchemist's class level + the clockwork alchemist's Intelligence modifier. Clockwork bombs are treated as regular bombs for purposes of prerequisites and discoveries. This ability modifies bombs.

Clockworking (Su): The clockwork alchemist is a master of all things mechanical and gains a bonus to Craft (clockwork) and Knowledge (engineering) rolls equal to her level of clockwork alchemist. The clockwork alchemist can use either of these skills to learn information about a construct as a Knowledge check or to answer questions about machinery. This ability replaces alchemy.

Siege Engineer (Ex): At 1st level, clockwork alchemists have already mastered the intricacies of many a war machine. The clockwork alchemist receives the Siege Engineer feat as a bonus feat even though she would not qualify for its prerequisites. This ability replaces brew potion.

Discovery (Su): When learning a discovery, the clockwork alchemist may choose from the following additional discoveries unique to the class.

Clockwork Bomb, Alchemical Silver: The clockwork alchemist can add gears and springs of alchemical silver to her bombs. She may now choose to have her bomb count as silver for the purposes of overcoming damage reduction. The clockwork alchemist may choose only one special damage discovery to apply to any individual clockwork bomb. The clockwork alchemist must be at least 4th level to take this discovery.

Clockwork Bomb, Axiomatic: The clockwork alchemist can add gears and springs infused with the power of law to her bombs. Only neutral or chaotic enemies are harmed by this bomb. Against chaotic creatures, the bomb increases its damage dice to 1d8. The clockwork alchemist may choose only one special damage discovery to apply to any individual clockwork bomb. The clockwork alchemist must be at least 6th level to take this discovery.

Clockwork Bomb, Bludgeoning: The clockwork alchemist can add large, heavy gears to her bombs so they deliver bludgeoning damage. She may choose only one special damage discovery to apply to any individual clockwork bomb.

Clockwork Bomb, Chaotic: The clockwork alchemist can add gears and springs infused with the power of chaos to her bombs. Only neutral or lawful enemies are harmed by this bomb. Against lawful creatures, the bomb increases its damage dice to 1d8. The clockwork alchemist may choose only one special damage discovery to apply to any individual clockwork bomb. The clockwork alchemist must be at least 6th level to take this discovery.

Clockwork Bomb, Cold Iron: The clockwork alchemist has learned to add gears and springs of cold iron to her bombs. She may now choose to have her bomb count as cold iron for the purposes of overcoming damage reduction. The alchemist may apply just one special damage discovery to any individual clockwork bomb. The clockwork alchemist must be at least 4th level to take this discovery.

Clockwork Bomb, Piercing: The clockwork alchemist has learned to add fine complications to her bombs that shatter into needles that do piercing damage. The clockwork alchemist may choose only one special damage discovery to apply to any individual clockwork bomb.

Clockwork Bomb, Repairing: This bomb contains ensorcelled gears that join with damaged constructs and reinforce their inner workings. Instead of damaging creatures with the construct subtype, bombs with this discovery applied instead heal constructs hit by an amount equal to the damage the bomb inflicts. Living things in the splash area still take damage as normal. The clockwork alchemist may choose only one special damage discovery to apply to any individual clockwork bomb. The clockwork alchemist must be at least 8th level to take this discovery.

Clockwork Construct: The clockwork alchemist is now able to craft permanent creations using her clockwork knowledge and gains the Craft Construct feat. She substitutes Craft (clockwork) for any Craft skill prerequisites and is treated as if she had a caster level equal to her character level. Additionally, she may ignore one spell as a construction requirement at 5th level and an additional spell prerequisite every 2 levels thereafter. The clockwork alchemist must be at least 5th level to take this discovery.

This expanded discovery list replaces the poison use, swift alchemy, swift poisoning, and instant alchemy abilities.

Many existing discoveries can be modified to work by virtue of machines, not chemicals. Otherwise, they act identically to the alchemist discovery. Their alchemist names and sourcebook are listed in parenthesis. For example, the wings discovery is now a set of clockwork wings that the clockwork alchemist constructed. The following discoveries complement the clockwork alchemist well: clockwork arm (vestigial arm[UM]), clockwork demolition charge (demolition charge[DHB]), clockwork innards (preserve organs[UM]), clockwork self-repair (spontaneous healing[UM]), clockwork tentacle (tentacle[UM]), clockwork toughness (lingering spirit[UM]), clockwork wings (wings[UM]), concussive clockwork bomb (concussive bomb[APG]), delayed clockwork bomb (delayed bomb[APG]), explosive clockwork bomb (explosive bomb[APG]), fast clockwork bomb (fast bombs[APG]), force clockwork bomb (force bomb[APG]), grand complication (grand mutagen[APG]), grease clockwork bomb (grease bomb[DHB]), greater

complication (greater mutagen[APG]), minor clockwork transformation (mummification[UM]), precise clockwork bombs (precise bombs[APG]), shock clockwork bomb (shock bomb[APG]).

GRUDGE RAGER (BARBARIAN)

Kobolds suffer indignities the world over. Even the best of them—those who are not enslaved, politically oppressed, or systematically slain—seethe with resentment over the injustice of their race's fate, clinging to every slight as evidence of a vast conspiracy against their people and nursing grudges that last generations.

Most kobolds suffer these indignities in silence, afraid or unable to effectively resist them. Some, however, reach a breaking point. Once the cruelties of fate become too much to bear, these kobolds lash out at the world and turn their hatred into fuel for a terrible fire.

Larger than Life (Ex): At 2nd level, a grudge rager's ferocity helps to compensate for his small size. He is treated as being one size category larger for the purposes of calculating CMB and CMD and for calculating bonuses and penalties on Intimidate skill checks. This ability replaces uncanny dodge.

Cornered Fury (Ex): At 5th level, whenever a grudge rager is flanked, he gains a +2 circumstance bonus on attack rolls against all creatures that are flanking him. This ability replaces improved uncanny dodge.

Grudge (Ex): At 7th level, a grudge rager's anger focuses sharply on creatures that harm him. Whenever an opponent inflicts hp or ability score damage on the grudge rager, the rager gains a +1 morale bonus on his next attack and damage rolls against that opponent. This bonus increases by +1 every 3 levels thereafter to a maximum of +5 at 19th level. This ability replaces damage reduction.

Fury of the Scorned (Ex): At 14th level, a grudge rager can draw upon the frustration of his own failures to amplify his rages. Whenever the grudge rager fails a saving throw or is subject to a critical hit, he immediately gains 1 free round of rage and 1d10 temporary hp. If his failed saving throw is for an effect from a creature, he also automatically confirms his next critical threat against that particular creature. This ability can be used only while the grudge rager is raging and only once per round. The failed saving throw must be a harmful effect originating from a target creature with hit dice equal to or greater than that of the grudge rager. This ability replaces indomitable will.

Utter Indignation (Ex): At 17th level, a grudge rager can fly into a rage at the slightest provocation, particularly when he is set upon in a moment of weakness. The grudge rager may enter a rage as a free action whenever an opponent inflicts damage upon him or whenever he fails a saving throw even if he is currently fatigued or exhausted. For the duration of his rage, he ignores the effects of being fatigued or exhausted. This ability replaces tireless rage.

SCRAP WARRIOR (FIGHTER)

Locked into a brutal struggle for survival against other races and each other, kobolds have learned to glean advantage from the junk and waste of wealthy men and dwarves. Some become deadly trapsmiths. Others, knife-men, brawlers, and junk-knights in stovepipe armor, have developed the ability to find battle-use in what others discard. The scrap warriors are feared for their cunning and under-handed adaptability.

Class Skills: Kobold scrap warriors gain Use Magic Device as a class skill.

Hey, I Can Fix That (Ex): At 1st level, a scrap warrior becomes skilled at repairing broken non-magical items, including armor and weapons. He can repair them as if by use of the spell *mending* by taking a full-round action. Alternatively, he can modify the base damage type of a weapon to deal either bludgeoning, slashing, or piercing damage by taking a full-round action to modify it with scrap nearby or on his person. This modification results in a –1 to hit and damage and lasts 1d8+2 times the weapon hits an enemy or object. Repairing an object or modifying a weapon via this ability provokes attacks of opportunity. This ability replaces bravery.

The Last Dregs (Ex): At 3rd level, the scrap warrior can use his long tongue to pull the last few drops of a potion (or oil!) out of a potion bottle discarded by an adjacent drinker and gain some of the effects. Picking up a discarded potion and slurping its last contents is a standard action that must occur within 1 round of another character using a potion. Like drinking a potion, this action provokes an attack of opportunity. The scrap warrior gains the effects of the potion, but all numerical values (healing, duration, and so on) are halved, rounding up. Potions with a duration of minutes or hours work for only 1 minute or hour, respectively. For example, a potion of *vanish* with caster level 3rd would work for 2 rounds and a potion of *cure light wounds* that would heal 6 points of damage only heals 3. A potion of *protection from arrows* of caster level 2nd would last 1 hour and would give the scrap warrior DR 5/magic against ranged weapons. Poisons and similar harmful potions imbibed by accident work at half effectiveness as well. This ability replaces armor training 1.

Kobold Millwright (Ex): At 5th level, the kobold scrap warrior adds half his class level to all Craft skill checks and may make Craft skill checks untrained. If

the warrior has access to a scrap yard or a good-sized pile of refuse (GM's judgment), the warrior acts as if he had correct tools for the Craft skill. All items made with this ability are ramshackle and worth 1/4 their listed price. These items last for 1d8+3 uses before gaining the broken condition. Any alchemical or gunpowder devices made by a kobold scrap warrior have all effects, damage, ranges, and durations halved. Gunpowder weapons can be made with this ability only with the GM's permission. They will work 1d4–1 times (GM rolls secretly), do half damage, and explode with full damage when they misfire or run out of uses. This ability replaces weapon training 1.

Improved Repairs (Ex): At 7th level, the kobold scrap warrior can use his Hey, I Can Fix That ability as a standard action, and it repairs 2d4 points of damage. As a full-round action, he can use spare parts on his person to add a temporary 1d6 hp to any object in reach. This action provokes attacks of opportunity. If the scrap warrior has access to sufficient amounts of cold iron or silver scrap (subject to GM approval), he can enhance weapons to be treated as that material for purposes of overcoming damage reduction for 1d8+1 hits. This power replaces armor training 2.

One More Blast (Ex): At 9th level, the kobold scrap warrior can make a Use Magic Device check to squeeze one more use out of a burned out magical item. This power does not work on scrolls, and it may only be used on magic items that have charges or a permanent number of uses. Rechargeable items can be activated by this ability but cannot be recharged for 1d4 days after the power is used on them. This power does not work on items with a set number of charges per day or other time period limitations. This ability replaces weapon training 2. Using this power is a standard action that has the following DC:

Item Caster Level	DC to Use
0–5	10 + caster level
6–15	15 + caster level
15+	20 + caster level

SPIKE MONK (MONK)

Flitting like shadows through the night, the kobold spike monks are feared but little understood killers. They fling great clouds of kobold spikes—blades that resemble nothing more than a hybrid of caltrop and shuriken—to lay caltrop fields and pin enemies to the cobbles, spreading fear throughout the night.

Exotic Weapon Proficiency (Kobold Spike): The kobold spike is a five-pronged shuriken with one long point. It can be used in melee or in ranged combat.

Kobold Spike Adept (Ex): At 1st level, the spike monk is proficient in the use of kobold spikes. He can use the flurry of blows ability with them as if they were any other monk weapon. The kobold spike monk gains Small but Fierce as a bonus feat. This ability replaces unarmed strike and the 1st level bonus feat Improved Unarmed Strike.

Spike Scatter (Ex): At 1st level, a spike monk with this ability can forgo an attack in order to throw four spikes as a single attack into an unoccupied square within 30 ft. as an attack against AC 10. These spikes are not damaged by being thrown and act as caltrops in that square. The spike monk can do this up to once for each attack in a flurry of blows. Scattering kobold spikes, this allows the spike monk to draw replacement spikes as part of the flurry without incurring attacks of opportunity, provided he has any kobold spikes in a readily accessible place. This ability replaces the monk's 1st-level bonus feat.

Way of the Spike: *Precise Shot* (Ex): At 2nd level, the spike monk gains Precise Shot as a bonus feat. This ability replaces the 2nd-level bonus feat.

Stunning Spike (Su): At 3rd level, the spike monk learns to focus his ki energy into his spikes. He can use his stunning fist attacks on a spike that is thrown up to 30 ft. as if the ability had been applied to a melee attack. This ability replaces maneuver training.

Way of the Spike: *Ranged Flurry of Spikes* (Ex): At 4th level, the spike monk with this ability can expend 1 ki point from his ki pool as a swift action before he makes a ranged full attack with kobold spikes. During that attack, he can throw two additional kobold spikes at his highest attack bonus, but all of his kobold spike attacks are made at a –2 penalty, including the two extra attacks. Alternatively, the spike monk could use this ability to combine melee and ranged attacks: for example, executing 2 melee attacks and then following up with ranged attacks. The benefits of this ability do not stack with flurry of blows. This ability replaces slow fall.

Spike Drive (Su): At 4th level, spike monks can drive their spikes into solid nonliving material and the wood of inanimate plants. Spikes can be used to spike doors, bind ropes, and provide handholds for climbing and jumping. The spike monk can use his spikes as hand- and footholds by throwing or smashing them into a wall. Using this ability requires the expenditure of 1 point of ki, and the monk can drive spikes equal to the number of his flurry of blows attacks as a standard action into solid matter. One spike is needed per 5 ft. of distance, and as with any surface that offers handholds and footholds, a wall with spike-footholds in it has a Climb DC of 15. Each spike can also be used as part of a kobold's high jump, provided the monk has sufficient solid objects into which to drive the spikes. Each spike adds +20 to the high jump Acrobatics check (for a net gain of +5 ft. height), but the monk must be able to touch the spikes as he travels upward and have solid matter to drill the spikes into in order to use it this way to fluently extend his jump. Spikes are rendered unusable by using them via spike drive. This ability cannot be used on items held, carried, or worn by opponents and cannot be used on the bodies of adversaries. Using this ability does not require an attack roll.

Ki Spike: *Magic* (Su): At 4th level, the spike monk may expend 1 point of ki to have all his spike attacks for this round be treated as magic for the purposes of overcoming damage reduction. This ability replaces ki strike: magic option of the ki pool ability.

Spike Pin (Su): At 5th level, the spike monk may expend 1 point of ki as a standard action to make a single, special attack at the spike monk's CMB, substituting his Dexterity modifier for Strength. This ranged attack provokes attacks of opportunities and consists of the spike monk throwing a spike and pinning an opponent within 30 ft. in place. If the maneuver succeeds, the target gains the entangled condition and is anchored and unable to move from the square to which it is anchored but does not lose his Dexterity bonus to AC. An anchored opponent can disentangle with a Strength check or Escape Artist check equal to 10 + 1/2 the spike monk's monk level + the spike monk's Wisdom modifier. This ability replaces purity of body.

Weapon	Cost	Damage (S)	Damage (M)	Crit	Range	Weight	Type	Special
Kobold Spike (S)	2 gp	1d2	1d3	×2	10 ft.	1 lb.	Piercing	Exotic

Ki Spike: *Cold Iron/Silver* (Su): At level 7, the spike monk may expend 1 point of ki to have all his spike attacks for this round be treated as either cold iron or silver for the purposes of overcoming damage reduction. This ability replaces ki strike: cold iron/silver option of the ki pool ability.

Ki Spike: *Bleed* (Su): At 10th level, the spike monk may expend 1 point of ki to have all his spike attacks for this round inflict +1 point of bleed damage. This bleed stacks up to the number of flurry of blows attacks the monk possesses but only for attacks made by the same monk on the same round. Note that this ability supersedes the usual stacking restrictions of bleed damage. This ability replaces ki strike: lawful option of the ki pool ability.

Way of the Spike: *Throw Anything* (Ex): At 11th level, the spike monk gains the Throw Anything feat as a bonus feat. This replaces diamond body.

Ki Spike: *Nerve Strike* (Su): At 13th level, the spike monk may expend 1 point of ki as a swift action to have all his spike attacks for 1 round inflict 1 point of either Strength or Constitution damage (chosen individually per attack) in addition to their regular damage. Constructs and oozes and other creature types immune to ability damage are not affected.

Way of the Spike: *Ki Hurl* (Su): At 14th level, the spike monk may spend 1 point of ki to hurl any object adjacent to the spike monk of up to size Small at an enemy as a ranged attack. This object has a range increment of 10 ft. and inflicts damage as a falling object of its size category. The base damage of Small falling objects is 2d6.

Quivering *Spike* (Su): This ability works like quivering palm with the exception that it can only be executed with kobold spikes, and as such, it can be executed as a ranged attack. The spike used for this power is totally destroyed after it deals damage. This ability modifies quivering palm.

Ki Spike: *Adamantine* (Su): At 16th level, the spike monk may expend 1 point of ki to have all of his spike attacks for this round be treated as adamantine for the purposes of overcoming damage reduction and bypassing hardness. This ability replaces ki strike: adamantine option of the ki pool ability.

Way of the Spike: *Improved Hurling* (Su): At 17th level, the spike monk may expend 1 point of ki to hurl any object adjacent to the spike monk of up to size Medium at an enemy as a ranged attack. This object has a range increment of 10 ft. and does damage as a falling object of its size category. The base damage of Medium falling objects is 3d6. This replaces timeless body.

Way of the Spike: *Greater Hurling* (Su): At 19th level, the spike monk may expend 1 point of ki to hurl any object adjacent to the spike monk of up to size Large at an enemy as a ranged attack This object has a range increment of 10 ft. and does damage as a falling object of its size category. The base damage of Large falling objects is 4d6. This replaces empty body.

Master of the Hurling Debris and Spikes (Su): At 20th level, the spike monk treats any object thrown with ki hurling and its improved versions as one size larger. The base damage of Huge falling objects is 6d6. Additionally, he no longer has to expend ki when using ranged flurry of spikes. This replaces perfect self.

TUNNEL HARRIER (ROGUE)

Not all kobolds are content to sit idly behind their traps while danger threatens the nest. Among those tribes who take a more active role in the defense of their warrens and mines, tunnel harriers are their hidden knives, skirmishing with invaders before battle lines are ever drawn. They strike in silence before skittering into the shadows, leaving attackers disoriented and vulnerable.

Shifty Target (Ex): Tunnel harriers move quickly and rarely stray from shadows and cover, making them more difficult to hit while in motion. A tunnel harrier gains a +1 dodge bonus to AC on any turn that she moves 10 ft. or more. This bonus increases by +1 every 4 levels beyond 1st to a maximum of +5 at 17th level. This ability replaces trapfinding.

Guerilla (Ex): At 3rd level, a tunnel harrier masters the art of fleeing to safety after striking a blow. After making a successful sneak attack, she may withdraw from melee as an immediate action, even if she already used her movement for her turn. At 3rd level, she may withdraw up to 15 ft. This increases by an additional +15 ft. for every 4 levels beyond 3rd, to a maximum of 60 ft. at 15th level. The tunnel harrier provokes no attacks of opportunity when withdrawing this way from an opponent she has hit with her sneak attack. She still provokes attacks of opportunity from all other eligible targets. This ability replaces trap sense.

A Thousand Hidden Talons (Ex): Tunnel harriers never fight alone—they strike in large groups and lurk at the edges of massed assaults. At 6th level, tunnel harriers learn how to best coordinate with their allies, combining attacks to maximal effect. When making a sneak attack on a creature damaged by an ally or affected by an ally's harmful spell since the end of her last turn, she treats her sneak attack damage dice as one step higher than normal: for example, a +3d6 sneak attack becomes +3d8. This ability replaces the 6th-level rogue talent.

Rogue Talents: The following rogue talents complement the tunnel harrier archetype: befuddling strike, bleeding attack, camouflage, distracting attack, fast stealth, slow reactions, and sniper's eye.

Advanced Talents: The following advanced rogue talents complement the tunnel harrier archetype: confounding blades, crippling strike, fast tumble, improved evasion, stealthy sniper.

Kobold Feats

These feats are available to kobold characters.

Bank Shot (Combat)

Cover is no protection.

Prerequisite: Precise Shot.

Benefit: By taking a –2 penalty to your ranged attack roll with a sling, you can bounce a sling stone off a hard object or armored creature to attack a target behind cover or not in your direct line of sight, ignoring partial and soft cover. Additionally, you may use this feat to attack targets in total cover. The 50% miss chance for total concealment still applies. A hard object is required for this attack.

Battlefield Scavenger (Combat)

You collect a bit of battlefield debris to aid yourself.

Prerequisite: Combat Expertise.

Benefit: You may retrieve an unattended item in a square adjacent to you as a swift action.

Normal: Picking up an unattended item is a move action.

Black Swan (Racial)

You stand as a rare example of courage among your more timid peers, and your stoutheartedness serves as a surprise to foes who expect you to flee from them.

Prerequisite: Kobold.

Benefit: When you resist an opponent's fear-based spell or effect or an attempt to demoralize you using the Intimidate skill, that opponent becomes flat-footed until the end of your next turn.

Special: This feat only applies the first time you resist a fear effect or the Intimidate skill during an encounter. Opponents who are already familiar with your demeanor may not be affected.

Cheap Shot (Combat)

You'll use any underhanded trick in combat.

Benefit: When you successfully attack an opponent denied his Dexterity bonus to AC, you may expend a swift action to deal bonus precision damage equal to half your base attack bonus (minimum 1). This extra damage is not multiplied on a critical hit.

Climbing Claws (Racial)

Your tough and powerful claws give you advantages when climbing.

Prerequisites: Dragon, dragonkin, drake, or kobold; Climb 5 ranks.

Benefit: You gain a +4 competence bonus to Climb checks. You can climb at half your land speed without taking the accelerated climbing penalty. If you climb at an accelerated rate, you still take the –5 penalty but can move your full base speed if you succeed your Climb check. You retain your Dexterity bonus (if any) and opponents gain no circumstance bonuses to attack you while you are climbing.

Collapse Crawler (Racial)

You've crawled out from your fair share of tight spaces.

Prerequisites: Kobold, Dexterity 15.

Benefit: You gain a +4 competence bonus to your Escape Artist checks to move through tight spaces and escape from grapples, and you may ignore any penalties to movement speed due to squeezing.

Draconic Aspect (Racial)

You possess some qualities of your dragon ancestors.

Prerequisite: Dragonkin or kobold.

Benefit: Your scales take on the color and some of the resistances of one type of dragon. Choose one of the following dragon types: black/copper/green (acid), blue/bronze (electricity), red/brass/gold (fire), or white/silver (cold). Your scales take on the color of that dragon, and you gain resistance 5 to the dragon color's corresponding energy type.

Special: Your scale color does not have to change (subject to GM approval). If you have the Goldscale or Dragon-Scaled trait, you also gain an additional +1 natural armor bonus.

Draconic Breath (Racial)

You possess a draconic breath weapon and defenses.

Prerequisites: Draconic Aspect.

Benefit: You gain a +2 bonus against sleep and paralysis effects. You gain a breath weapon that is determined by your scale coloration by either the Draconic Aspect feat or your dragon-scaled racial trait. Using a breath weapon is a standard action that does not provoke attacks of opportunity. You can use your breath weapon a number of times per day equal to your Constitution modifier, minimum 1. Creatures within the area of your

breath weapon who succeed at a Reflex saving throw (DC 10 + your character level + your Constitution modifier) take only half damage.

Black or Copper (Su): You breathe a 30-ft. line of acid that deals 2d6 points of acid damage.

Blue or Bronze (Su): You breathe a 30-ft. line of electricity that deals 2d6 points of electricity damage.

Brass (Su): You breathe a 30-ft. line of fire that deals 2d6 points of fire damage.

Green (Su): You breathe a 15-ft. cone of acid that deals 2d6 points of acid damage.

Red or Gold (Su): You breathe a 15-ft. cone of fire that deals 2d6 points of fire damage.

White or Silver (Su): You breathe a 15-ft. cone of cold that deals 2d6 points of cold damage.

Special: Kobold sorcerers with the Draconic or Kobold bloodline can use their Charisma modifier instead of their Constitution to determine the number of times per day they can use this breath weapon and its DC.

Eye Gouge (Combat)

You're skilled at blinding opponents.

Prerequisite: Cheap Shot.

Benefit: When you successfully attack an opponent who is denied his Dexterity bonus to AC, you may attempt a dirty trick combat maneuver a swift action to blind your opponent. This does not provoke an attack of opportunity.

Special: If you also have the Improved Dirty Trick feat, you increase the bonus that feat grants to dirty trick attempts via the Eye Gouge feat to +4. Additionally, the target has to spend a standard action to remove the blinded condition incurred by this feat. If you also have the Greater Dirty Trick feat, you increase the time it takes your opponent to remove the blinded condition to a full-round action.

Fang Breath (Combat, Racial)

You can expel your breath weapon upon an opponent you have bitten, giving them little opportunity to evade.

Prerequisites: Dragonkin or kobold, Draconic Breath, natural bite attack.

Benefit: After successfully hitting a target with a bite attack, you may use your breath weapon on that opponent as an immediate action. It receives a –4 penalty on its saving throw against your breath weapon, and it cannot benefit from evasion or improved evasion. However, your breath weapon affects only the target of your bite attack.

Hobbling Strike (Combat)

Your cheap shots impede the movement of adversaries.

Prerequisites: Cheap Shot.

Benefit: When you successfully attack an opponent denied his Dexterity bonus to AC, you may expend a swift action to attempt a dirty trick combat maneuver to entangle your opponent. Using the Hobbling Strike feat to perform the combat maneuver does not provoke attacks of opportunity.

Special: If you also have the Improved Dirty Trick feat, you increase the bonus that feat grants to dirty trick attempts via the Hobbling Strike feat to +4.

Additionally, the target must spend a standard action to remove the entangled condition incurred by this feat. If you also have the Greater Dirty Trick feat, you increase the time it takes your opponent to remove the entangled condition to a full-round action.

Improved Bank Shot (Combat)

Your trick shots are almost as good as your straight ones.

Prerequisite: Bank Shot.

Benefit: You make Bank Shot sling attacks without taking a –2 penalty to your attack roll. Additionally, when using Bank Shot to attack targets with total cover and total concealment, you only incur a 20% miss chance.

Normal: You can't shoot targets with total cover without Bank Shot. With Bank Shot, the targets still benefit from a 50% miss chance.

Kobold Trap Crafter (Racial)

You conceive and install traps in your home cave, ghetto, or mine.

Prerequisite: Kobold.

Benefit: You gain a +4 circumstance bonus to your Craft (alchemy), Craft (carpentry), Craft (stonemasonry), and Craft (traps) skill checks dealing with traps while in any settlement with a sizeable kobold population (subject to GM approval). You only receive a +2 circumstance bonus elsewhere.

Language of Magic (Racial)

Your fluency in a dialect of the draconic language allows you to interweave spells while speaking, casting them without appearing to do so.

Prerequisites: Kobold, ability to cast arcane spells, native speaker of Draconic.

Benefit: You may mask the verbal component of arcane spells you cast by speaking in Draconic. Your clear enunciation is so pompous and infused by draconic megalomania, it has to be interrupted at just the right time to hamper your spellcasting. An opponent has to succeed a Linguistics check (DC 15 + double spell level or DC 15 + your ranks in the Linguistics skill, whichever

is higher) in order to execute an attack of opportunity against you when you are casting a spell that does not contain somatic or material components. If you use this feat to cast bloodline spells of the draconic or kobold bloodline, you cast them at +1 caster level.

Special: A creature in earshot with knowledge of Draconic may identify a spell being cast with this feat by succeeding on a Linguistics check (DC 15 + double the spell level or DC 15 + your ranks in the Linguistics skill, whichever is higher): the creature may promptly tell allies when to strike as a free action. You cannot use Language of Magic in conjunction with Silent Spell or while in any way restrained from talking in a clearly audible voice.

Little Nipper (Racial)

You gain a bite attack.

Prerequisites: Kobold, must be taken at 1st level.

Benefit: You gain a bite attack as a primary natural weapon with a base damage of 1d4.

Low Blow (Combat)

You are a sneaky combatant, skilled at delivering blows beneath the belt.

Prerequisite: Cheap Shot.

Benefit: When you successfully attack an opponent denied his Dexterity bonus to AC, you may expend a swift action to attempt a dirty trick combat maneuver to sicken your opponent. This does not provoke an attack of opportunity.

Special: If you also have the Improved Dirty Trick feat, you increase the bonus that feat grants to dirty trick attempts via the Low Blow feat to +4. Additionally, the target has to spend a standard action to remove the sickened condition incurred by this feat. If you also have the Greater Dirty Trick feat, you increase the time it takes your opponent to remove the sickened condition to a full-round action.

Miasma Immunity (Racial)

Your unusually hardy constitution and long days spent in the depths of mines amidst poison gases and ores has left you virtually impervious to their effects.

Prerequisites: Kobold, Constitution 13, miasma tolerance racial trait, Profession (miner) 5 ranks.

Benefit: You gain immunity to non-magical inhaled poisons.

Run the Ghetto's Gantlet (Racial)

You are from a civilized kobold settlement and can easily navigate across a trap-filled terrain.

Prerequisites: Kobold, born and raised in a city.

Benefit: Whenever you use Acrobatics to tumble through squares containing the triggers of traps, you do not set them off whenever your Acrobatics check is equal to or exceeds the Perception DC necessary to spot the trap. This does not allow you to bypass trapped doors and similar solid objects but would allow you to move over a concealed pit in front of a trapped door and open it without triggering the concealed pit.

Special: If you also have the Kobold Trap Crafter feat, you gain a +4 circumstance bonus to Acrobatics checks made to bypass traps.

Safety in Numbers (Racial)

The presence of your kin stirs a fervent courage in your breast as more targets means you are now far less likely to personally suffer injury.

Prerequisite: Kobold.

Benefit: For every other friendly kobold within 30 ft., you receive a +1 morale bonus on saving throws against fear as well as a cumulative +1 to the DC of Intimidate checks to demoralize you.

Sling Anything (Combat)

You can use any on-hand item as a sling projectile.

Benefit: You suffer no penalties when using slings with improvised ammunition. You receive a +1 circumstance bonus to attack rolls when slinging improvised ammunition.

Small but Fierce (Combat, Racial)

As a kobold, you can stab them where it hurts most.

Prerequisites: Kobold.

Benefit: Surviving among stronger and larger races, kobolds have learned to be vicious and cunning in their tactics. When using a light one-handed weapon made for a creature of your size category with which you are proficient, you may use your Dexterity modifier instead of your Strength modifier on attack and damage rolls. If you carry a shield, its armor check penalty applies to your attack rolls. If you have a penalty to attack and damage rolls due to a low Strength score, you still apply this penalty your damage rolls.

Special: Treat this feat as Weapon Finesse for the purposes of feat prerequisites and abilities. Its effects do not stack with Weapon Finesse.

Swift Bypass

You are skilled at disabling traps.

Prerequisites: Kobold, trapfinding class feature.

Benefit: You may disable and bypass simple devices and normal locks as a standard action and complex devices as a full-round action.

Normal: Disabling simple devices and locks takes a full-round action and disabling complex devices takes 1d4 to 2d4 rounds.

Tall Tail (Combat)

You can trip multiple enemies with your tail.

Prerequisite: Kobold, Improved Trip.

Benefit: As a standard action, you can make a single trip attempt against an adjacent foe. If you hit, you resolve the effects normally and make a free 5-ft. step that does not provokes attacks of opportunity, nor does it count against your movement this round. At the end of this movement, you gain an additional trip attempt (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional trip attempt per round with this feat. When you use this feat, you take a –2 penalty to your AC until your next turn. You no longer take a size-penalty to trip attempts.

Tooth and Claw (Combat, Racial)

You have learned how to put your strong jaws and sharp claws to good use in combat.

Prerequisites: Little Nipper.

Benefit: Your bite attack's damage increases to 1d6 and you gain two secondary natural attacks with your claws. Your claws have a base damage of 1d3.

Trap Savvy (Racial)

Your aptitude and experience with all manner of traps allows you to more readily avoid and extricate yourself from their effects.

Prerequisites: Kobold, Dodge.

Benefit: You gain a +4 dodge bonus to AC and Reflex saving throws against traps.

Triumphant Malice (Combat, Racial)

Having long suffered oppression, you feel a dark and giddy glee whenever you have the opportunity to turn the tables and crush a helpless foe.

Prerequisite: Kobold.

Benefit: Whenever you reduce a helpless opponent with Hit Dice equal to 1/2 your character level (rounded down) or more to 0 hp, you gain temporary hp equal to your character level, and you gain a +1 morale bonus to AC, attack rolls, and damage rolls for 1 round/level. This bonus increases by +1 at 5th level and again every

5 character levels up to a maximum of +5 at 20th level. If you activate the feat a second time while still under its effects, the duration of the feat's benefits resets.

Kobold Equipment

Kobolds have access to the following equipment. Some of it can occasionally be found in nocturnal kobold markets, but most items are made for consumption within a single tribe or mining gang.

Item	Cost	Weight
Component Case	10 gp	5 lb.
Heatsuit	16 gp	2 lb. †
Lightfoot Trigger	15 gp	1 lb.
Rockmelt	20 gp	1 lb.
Scaleshine	1 sp/dose	—
Scent Chalk	5 gp	—
Tail Sconce	10 gp	—

— Negligible weight.

† Weight for small characters; quadruple this for medium characters.

Component Case: A small, rigid, lightweight case designed to compactly hold a variety of springs, gears, levers, scrap, and other materials that arcanomechanists need to build their magical devices. A component case contains all of the raw materials required to construct a device without a costly material component. Component cases also typically contain room for a schematic book.

Heatsuit: Being cold-blooded, kobolds grow sluggish in cold weather, and even warm clothing does not serve them as well as warm-blooded races. To compensate for this, kobold alchemists developed a viscous fluid that, when struck, generates a slow and steady flow of heat for hours at a time. By sealing this fluid inside oilskin pouches and sewing them into their cold-weather clothing, even the cold-blooded kobolds can travel comfortably in cold weather. A heatsuit grants a +4 alchemical bonus on Fortitude saves against the effects of cold weather to the wearer.

Though designed for kobolds, heatsuits can be made to fit other races as well.

Lightfoot Trigger: Independent kobold tribes tend to heavily trap their mines and homes against intruders, but these paranoid defenses can become as much of a problem for the kobolds themselves as for their invaders. In response to this problem, kobold engineers devised a range of trap triggers that require a certain size or weight to activate, allowing the kobolds themselves to cross without fear of setting off their own defenses.

A lightfoot trigger may be added to any mechanical trap with a weight-based trigger. The modified trap will not activate unless a weight of 100 lb. or more is applied to the trigger, allowing Small or smaller creatures to pass unhindered while activating for Medium or larger creatures as normal. Small creatures carrying heavy loads may still activate the trap.

Magnetized Cobalt: Cobalt mining is one of the kobolds' greatest commercial pursuits as kobolds uniquely possess a resistance to the highly poisonous byproducts of mining and processing the ore. Originally called "kobold ore" due to its poor reputation among miners of other races as well as the fact that only kobolds seemed to mine it in any great amount, cobalt eventually came to be a defining product of kobold miners everywhere.

In addition to mining and processing cobalt ore safely, kobolds have developed a complex (and highly secret) process that allows them to magnetize tools made of the resulting metal. Weapons made of magnetized cobalt veer toward their targets as if guided by an invisible hand, making them significantly more accurate, and armor can be constructed that repels metal weapons.

Weapons made of magnetized cobalt add a +1 bonus on weapon attack rolls against targets made of, or wearing, a significant amount of metal (such as metal armor or a metal weapon). Armor made of magnetized cobalt adds a +1 bonus to AC against attacks from metal weapons or creatures made of metal.

Magnetized cobalt has the same hp and hardness as steel.

Type of Magnetized Cobalt Item	Item Price Modifier
Ammunition	+20 gp per item
Light Armor	+1,000 gp
Medium Armor	+2,000 gp
Heavy Armor	+3,000 gp
Weapon	+1,000 gp

Rockmelt: This oily alchemical substance helps kobold miners carving through rock. When a thin layer of rockmelt is applied to a stone surface, it seeps into the stone and gradually softens it. After 1 minute, stone affected by rockmelt is soft enough to cut with a knife to a depth of 1 ft. after which point it resumes its normal hardness. After 1 hour, the stone re-hardens. This quality makes rockmelt popular not only for mining

troublesome rock formations but for forging stone-based art and weapons as well.

One pint of rockmelt is enough to coat a 5-ft.-square stone wall or one Medium-sized stone object.

Scaleshine: Though other races usually stereotype kobolds as filthy, they are quite fastidious in their grooming. One substance used widely by kobolds for personal grooming is scaleshine, a gritty powder used to polish their hides. In urban markets, the powder is sometimes mixed with perfumes more appealing to other races' sense of smell.

Any kobold who spends at least 1 hour buffing his scales with scaleshine gains a +2 alchemical bonus on all Charisma-based skill checks for 8 hours. A single pouch is sufficient to groom one adult kobold

Scent Chalk: Kobold warrens are often labyrinthine, and even the cleverest kobold can't always remember where every passage leads or which tunnels are trapped. Scent chalk allows a tribe to mark the surfaces of their home with guideposts that give directions or indicate danger.

A pouch of scent chalk contains half a dozen sticks, each of which carries a distinctive scent that has some specific meaning, such as "safe passage," "traps here," or "exit this way." The scents are subtle and difficult to distinguish from background odors for most creatures, but they are readily perceived by kobolds and creatures with the scent ability and serve as invisible signs that aid kobolds in navigation while leaving potential invaders clueless.

A piece of scent chalk lasts for approximately 50 uses, and a mark made with it remains active for 1 week.

Tail Sconce: Though kobold tails are useful for communication and balance, when properly outfitted, they are also flexible enough to aid in other tasks. Tail sconces, created for this purpose, consist of a metal clasp secured around the tip of the tail and a pair of clamps, which can secure some small object. Securing or releasing a clamped object takes a full-round action, but once secured, the object may be used normally. Weapons cannot be used effectively with a tail sconce, though a kobold with the Tall Tail feat may secure one vial of an alchemical substance in a tail sconce and shatter it upon his target with a successful melee attack.

Objects which are activated by striking a surface, such as sunrods, tindertwigs, and thunderstones, may be activated as a swift action by simply slapping the sconce against a nearby surface. A favorite tactic of kobold ambushers is to bind a tindertwig and smokestick together and then slap the bundle on the ground following their ambush, aiding their escape.

A tail sconce may also be used to secure a wand. This allows the wand to be activated while leaving both hands free, though doing so remains a standard action.

Kobold Street Traps

The streets and byways near the entrance to any kobold habitation conceal a staggering number of traps in marvelous variety. The traps presented here are used exclusively to make life difficult for larger interlopers. The more deadly traps are usually near the main streets, primary tunnels, and the gates as those are the areas most often disturbed by the too-talls.

The following traps are typical of what one finds on the street. More valuable bits of property, such as the lesser kings' homes, the houses of mine bosses, or the workshops below, are defended with rather deadlier devices.

Breaking Boards (CR 2)

Type mechanical; **Perception** 16; **Disable Device DC** none; **Trigger** touch; **Reset** none

EFFECT

On upper floors and bridges between houses, the kobolds place intentionally weakened boards that have at least 1 ft. of clearance beneath them. The boards break under anyone weighing more than a kobold or halfling, trap the victim's foot, and deal 2d4 damage from the jagged edges of the broken plank.

Characters running through such a trap take 2d12 damage instead and must succeed at DC 14 Reflex saves or drop to half movement because of a sprain or tear. This trap requires repairs to reset and cannot be disarmed although sturdier planks can be laid down over the top of the trap.

Chalybeate Beggar (CR 4)

Type magical; **Perception** 23; **Disable Device DC** 23; **Trigger** location; **Reset** none

EFFECT

Most people overlook this decoy of wood, waxed paper, and rags designed to resemble a hunched kobold beggar. It hides a very weakened (and thus, much more inexpensive to cast) *explosive runes* spell and several packs of caltrops that deal 1d6 fire damage and 1d4 piercing damage to any creature within 10 ft. Most chalybeate beggars explode when touched, but more devious kobolds set up tripwires nearby. Kobold thieves sometimes set one or more as an ambush-lure or line an escape route with them to slow pursuers.

Chickenhead (CR 3)

Type mechanical; **Perception** 20; **Disable Device DC** 12; **Trigger** location; **Reset** manual

EFFECT

Used in narrow ghetto streets and tight cavern passages to warn off and humiliate rather than kill, a tripwire triggers a heavy wooden beam that swings down (+5 attack) for 2d6 points of nonlethal damage. In addition, a character struck by the chickenhead must succeed at a DC 12 Fortitude save or be stunned for 1 round.

The traditional name comes from the way that—as the victim staggers about—the trap dumps a disgusting concoction of runny glue and chicken giblets from a jar above. Finally, the trap empties a box of feathers over the victim, leaving him momentarily sickened (for 1d4 rounds, DC 12 Fortitude negates) and blinded (for 1d6 rounds, DC 10 Reflex negates), much to the amusement of surrounding kobolds. This complicated trap requires several kobolds to manually reset it.

Dead End (CR –)

Type mechanical or magical; **Disable Device DC** none; **Trigger** location or proximity; **Reset**: none

EFFECT

In any twisting labyrinth, the passages grow ever smaller until, finally, around a corner, the whole things hits a dead end. Kobolds in a niche just up the passageway slide a fourth wall shut to trap unsuspecting intruders. No reset, no disarm—requires smashing the wall to get out. Very useful for a kobold tribe to buy time.

Jolly Water (CR –)

Type simple; **Perception** varies; **Disable Device DC** none; **Trigger** none; **Reset** manual

EFFECT

At night, adolescent kobolds on rooftops hurl stoppered porcelain vases at intruders and then scurry away. The thin vases only deal 1d3 damage on a direct hit, but they shatter and douse everything in adjacent squares in water filled with lichen that visibly glows to those with darkvision. Creatures with darkvision gain a +8 bonus on Perception checks to see creatures covered in the lichen. No reset, no disarm.

Like Bees to Honey (CR 4)

Type mechanical; **Perception** DC 18; **Disable Device DC** 18; **Trigger** proximity; **Reset** none

EFFECT

This small clockwork mechanism triggers when someone comes closer than 5 ft. It runs toward its target and explodes when adjacent, dealing 1d4 piercing damage and spraying a pheromone that causes nearby rats to attack

the marked intruder. This results in a rat swarm appearing in 1d6 rounds and attacking the affected creature for 1d4 rounds or until destroyed. A successful DC 14 Reflex save halves the damage and avoids the pheromone spray. To disarm this trap, you must remain more than 5 ft. away while doing so.

Loose Coins (CR 3)

Type mechanical; **Perception** DC 20; **Disable Device DC** 15; **Trigger** proximity; **Reset** manual

EFFECT

A glint of gold at the end of an alley lures the greedy or desperate. When a Medium creature enters the alley, a log on chains falls off the roof, dealing 2d6 damage and knocking the victim into a concealed 40-ft. pit for an additional 4d6 damage. A DC 15 Reflex save halves the initial damage and avoids the pit. The coins are copper pieces painted gold. This trap requires a manual reset and can be disarmed with a DC 15 Disable Device check.

Mantrap (CR 3)

Type mechanical; **Perception** DC 19; **Disable Device DC** 19; **Trigger** proximity; **Reset** manual

EFFECT

This lock allows doors to only open from one side. Whenever anything is inserted into the lock from the wrong side, two metal jaws slam shut on the lock picker's arms, dealing 1d6 slashing damage and immobilizing the target. A DC 13 Reflex save successfully avoids the jaws, the damage and immobilization. A DC 20 Strength check, which can be performed by someone else, or DC 30 Escape Artist check allows the held person to escape.

Neckwire (CR 2)

Type mechanical; **Perception** DC 22; **Disable Device DC** 18; **Trigger** location; **Reset** manual

EFFECT

Spiked wire is strewn at regular intervals across a narrow alley and positioned at human head height. The wire is surprisingly visible (DC 8 Perception check to notice) and not difficult to avoid by simply ducking. Unfortunately for intruders, though, A flagstone in the alley is on a strong spring. Creatures of 50 lb. or less do not set off the trap but heavier beings do. The spring-loaded flagstone hurls its victim into the spiked wires above, dealing 2d6 damage (DC 14 Reflex save negates). This is a repair reset trap that can be disarmed with a DC 18 Disable Device check.

Peek Poke (CR 5)

Type simple; **Perception** DC 20; **Disable Device DC** none; **Trigger** proximity; **Reset** none

EFFECT

A wooden fence or wall conceals the source of an intriguing noise. A cacophony of whirling and clicking comes from the other side; a hole drilled 5 ft. from the ground provides a peek. Someone foolish enough to look through the hole is poked in the eye by a stick (commonly wielded by a bored kobold). The eye poke deals 1d6 damage and renders the person blind unless he makes a DC 15 Reflex save. No reset, no disarm.

Pit and Post (CR 4)

Type mechanical; **Perception** DC 25; **Disable Device DC** 20; **Trigger** location; **Reset** manual

EFFECT

This is a standard CR 2 camouflaged spiked pit trap (see Pathfinder Roleplaying Game Core Rulebook) with a steel bar set in the wall and a pressure plate on the bottom. When more than 50 lb. hits the bottom, the steel bar falls out of the wall slot to crush those below. The steel bar deals 2d6 bludgeoning damage (DC 15 Reflex avoids).

Stink Box (CR 5)

Type mechanical; **Perception** DC 18; **Disable Device DC** 18; **Trigger** location; **Reset** none

EFFECT

Ahead of the party, a large kobold approaches a smaller one, who is carrying two wooden boxes. The large kobold grabs one of the boxes and runs off. The smaller kobold squeals, drops the other box, and runs after the first. This usually draws observers to investigate the dropped box. Picking up the box results in it exploding, showering adjacent squares in a terrible-smelling rot (DC 15 Reflex avoids). The character must succeed at a DC 15 Fortitude save or be sickened for 1d2 hours or until after he bathes. The PCs are marked by the attack and take a –6 penalty on all Charisma-based skill checks. Creatures with the scent ability can automatically identify the victim's exact location and gain a +6 alchemical bonus on Perception and Survival checks made to find him. No reset, but the trap can be disarmed with a DC 18 Disable Device check.

Kobold Spells

The following spells are available to kobolds. Other races may also make use of them with GM approval.

DELAY TRAP

School transmutation; **Level** sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, M (a pebble tied to a piece of twine)
Range medium (100 ft. + 10 ft./level)
Target 1 trap/level, no two of which can be more than 60 ft. apart
Duration 1 min./level or until activated; see text
Saving Throw Fortitude negates (object, harmless); **Spell Resistance** no

Designed by kobold sorcerers overseeing defensive operations, *delay trap* allows a waiting ambush force to wait until the best possible moment to trigger their traps and inflict maximum damage.

Traps affected by this spell do not activate when they would normally be triggered, such as from a creature stepping on a pressure plate or entering the area of a spell trap. Instead, they enter a delayed state, awaiting your command to activate. As a free action, any time after a trap becomes delayed, you may speak the final word of the spell, causing all traps which have been delayed to activate simultaneously.

Activating delayed traps ends the spell, and any traps which had not been triggered at that time remain untriggered and activate normally if later triggered.

SMELT

School transmutation; **Level** sorcerer/ wizard 4
Casting Time 1 standard action
Components V, S, MF (a miniature hammer and anvil)
Range close (25 ft. + 5 ft./2 levels)
Target one metal object up to 50 lb. or up to 50 lb. of ore
Duration instantaneous
Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

This spell rapidly heats metal ores to their melting point and simultaneously drives off impurities, aiding greatly in processing them into pure metals. Metal ores receive no saving throw and are automatically processed into pure molten metal over the course of several minutes. Smelt can even process adamantine ore, though special tools remain necessary to work the resulting metal.

Smelt may also rapidly heat and partially melt worked metal objects, but it does not turn metal objects molten as it does with ores. Unattended, nonmagical objects receive no saving throw. Worn and magical objects begin to melt if they fail their saving throw, gaining the broken condition and temporarily becoming extremely hot. Held or worn objects that fail their saving throw inflict 5d6 fire damage to those holding or wearing them as they partially melt. *Smelt* does not damage or melt objects made of adamantine, but it inflicts fire damage to holders of adamantine objects as normal. Smelt has no effect on constructs even if they weigh less than 50 lb.

Kobold Spells

The following spells from *Deep Magic* are common among kobolds. Other races may also make use of them with GM approval.

Giant to Kobold
I Am A Rock
Illemak's Bloody Vengeance
Illemak's Smarting Sliver
Illemak's Slingshot
Illemak's Switchskin
Ogrekobold
Tripping Stick
We Are a Rock
Voice of the Dragon

STONE SIGHT

School divination; **Level** sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (a flake of rock)
Range touch; see text
Target: **Area** up to 250 cu. ft. of rock or stone per level
Duration concentration
Saving Throw none; **Spell Resistance** no

By touching a surface of rock or stone, you gain intuitive knowledge about the presence, composition, and structure of any gems, minerals, ores, or stone located within the area of the spell. While concentrating, you are able to specifically identify any substances or materials with which you are already familiar. Unfamiliar materials are indicated only by their general type (gemstones, metal ores, mineral veins, or plain rock).

So long as you remain in contact with the surface and remain concentrating, you may move freely, though gleaning any knowledge from a specific location requires a full-round action that provokes attacks of opportunity. All areas of stone revealed to you by stone sight must be contiguous. The spell cannot penetrate air, refined metals, soil, or wood.rolls and saving throws against fear for 1 min. Using this effect does not end the spell.

Kobold Magic Items

The following magic items are available to kobolds and rarely found elsewhere.

Bag of Traps

Aura moderate conjuration; **CL** 9th
Slot none; **Price** 23,000 gp; **Weight** 3 lb.

Anyone reaching into this apparently empty bag feels a small coin, which resembles no known currency. Removing the coin and placing or tossing it up to 20 ft. creates a random trap from the Kobold Street Trap list or ranger trap list (see *Pathfinder Roleplaying Game: Ultimate Magic*) that remains for 10 minutes or until discharged or disarmed, whereupon it disappears. The coin returns to the bag only after the trap disappears. The user may draw up to 10 traps from the bag per week.

CONSTRUCTION REQUIREMENTS

Requirements Craft Wondrous Item, *fabricate, glyph of warding*; **Cost** 11,500 gp

Boots of Solid Footing

Aura faint transmutation; **CL** 2nd
Slot feet; **Price** 1,100 gp; **Weight** 1 lb.

A thick, rubbery sole covers the bottoms and sides of these stout leather boots. Useful for maneuvering cluttered alleyways, slick sewers, and the occasional patch of ice or gravel, they allow normal movement over difficult terrain for up to 10 rounds in a 24-hour period.

CONSTRUCTION REQUIREMENTS

Requirements Craft Wondrous Item, creator must have 5 ranks in Acrobatics; **Cost** 550 gp

Boots of Strategic Movement

Aura minor enchantment; **CL** 3rd
Slot feet; **Price** 5,500 gp; **Weight** 3 lb.

These boots grant the wearer a +10-ft. enhancement bonus to his base land speed. In addition, they allow the wearer to use the Run feat for 4 rounds, once per day.

CONSTRUCTION REQUIREMENTS

Requirements Craft Wondrous Item, *longstrider*, creator must have the Run feat; **Cost** 2,750 gp

Ceramic Weasel

Aura moderate conjuration; **CL** 7th
Slot none; **Price** 750 gp; **Weight** 1 lb.

This crudely-shaped figurine in the shape of a nasty-looking weasel can be thrown on the ground and shattered as a standard action. A dire weasel (see *Midgard Bestiary*) with the zombie template instantly appears where the figurine broke and is under the mental control of the user for 1d4+2 rounds. Elite kobolds often use these items to delay pursuers.

CONSTRUCTION REQUIREMENTS

Requirements Craft Wondrous Item, *summon monster III*, **Cost** 375 gp

Luckscale

Aura minor transmutation
Slot neck; **Price** 500 gp **Weight** —

This dragon-scale broach can be activated to grant the wearer a one-time +3 bonus to their natural armor for 1 minute. After it is used, it crumbles to dust.

CONSTRUCTION REQUIREMENTS

Requirements Craft Wondrous Item, *barkskin*, creator must be of a scaled race; **Cost** 250 gp

Artifact

The Gnomeskull of the Kobold Kings (Minor Artifact)

Aura Strong Enchantment **Slot** none; **Weight** 5 lb.

Within the Kobold Ghetto, swarms of tiny hustlers and thugs, miners and shopkeepers strive mightily each day to elevate themselves to the airy reaches of kingship. They seek the status and power that comes with such rank and the symbols of that status. What a kobold values is not what a human values, necessarily. Both races value precious metals and magical objects, it is true. However, a prince of the seven cities would not wear the same finery as a scion of a kobold king. In fact, the human prince might well not recognize his kobold counterpart as a noble at all. And where the human monarchs of Midgard wear crown and hold scepter, the awful power of the kobold king of kings in Zobeck is signified by the ancient relic called the *Gnomeskull*.

The *Gnomeskull* is indeed the skull of an ancient gnome king dragged down and slaughtered by a founding tribe of Zobeck's kobolds. It is said that this gnome was a very devil, who sent his servants out to torture and harass the kobolds as they mined silver. Finally, the greedy gnome was convinced to attend a great feast in his honor, and the kobolds slaughtered him and his family when they were drunk with wine and filled with meat. The kobolds achieved this by releasing a horde of starving dire weasels into the room and watching the fun from the gallery above.

The *Gnomeskull* emits the distinct odor of wine and gnome blood, faint to a human but strong to a race with keen noses, like elves and kobolds. Rough garnets the color of clotted blood have been pounded into the skull along with nails of silver and gold. Around lower edges of the braincase, the tails of giant weasels have been attached, giving the item a furry fringe. The jaw has been wired to the skull with silver wire from the mines of Zobeck, and a wispy fringe of beard and mustache cling to the bits of dried skin around the skull's mouth. Runes of foul power have been chiseled into the bone The *Gnomeskull* grants the power at will for the possessor to *detect lie* as a spell like ability with a DC of 25. For this effect to work, the target creature must be touching the skull. The skull will groan and chatter as if the bound mouth is attempting to speak if the target lies and fails the saving throw.

Three times per day, the *Gnomeskull* can be used to affect kobolds with one of two powerful effects. These effects work within a 200-ft. radius of the holder of the skull, who must brandish it and speak inspiring words in kobold to activate the power. The skull's possessor may use the bardic abilities inspire courage and frightening tune as a 12th-level bard. The save DC on the frightening tune is DC 20. Both effects only work on kobolds.

Three times per day, the *Gnomeskull* can summon a pack of 2d6 incorporeal dire weasels. The creatures attack and deal damage as corporeal creatures but possess the damage reduction and ability to move through objects of incorporeal creatures. The dire weasels are summoned for 10 minutes and take the form of translucent, undead weasels with hollow eye sockets.

The possessor of the *Gnomeskull* slowly acquires a bizarre hunger for fresh gnome blood (not often considered a drawback by kobold kings). More distressing are the recurring nightmares of being slaughtered by dire weasels at a feast.

Worst of all, if the owner of the *Gnomeskull* drops to within 10 hp of death or any ability score is reduced to 2 or more, the specter of the gnomish king that haunts the skull comes to slay the owner. As the gnome-specter is a coward, the possessor of the skull must be alone for this apparition to rise. This occurs even if the skull has been stolen or moved away from the possessor as long as he or she has owned the skull for at least 3 months or used its powers more than 5 times.

DESTRUCTION

If the *Gnomeskull's detect lie* ability is used by a gnome priest to verify the marriage vows of a gnome prince and princess in a sanctified temple of a gnome god, the skull will shatter into 667 pieces, never to be reformed.

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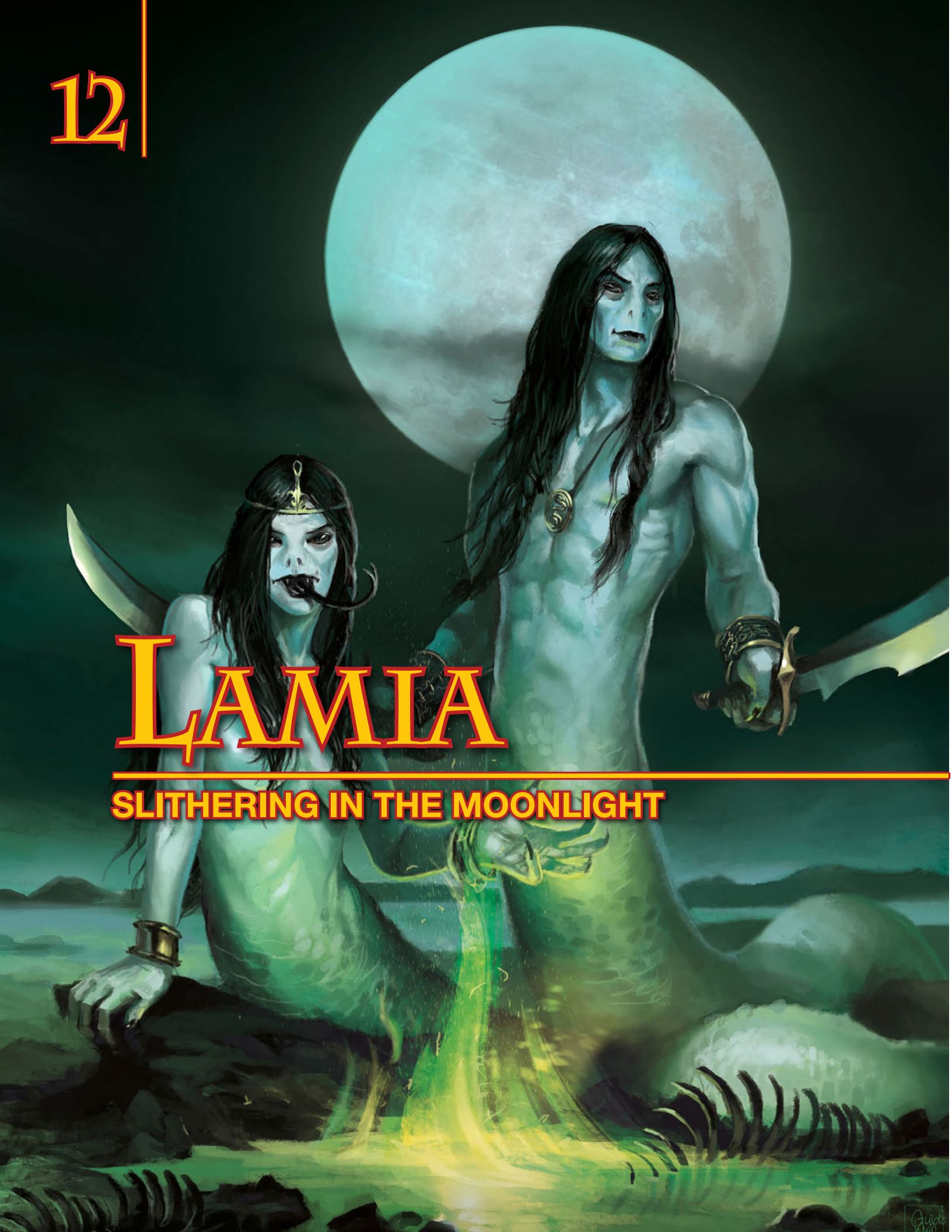

LAMIA

SLITHERING IN THE MOONLIGHT

Tonight, the women indulge in the great ecstasy of the Revelry, basking in the moon's mystical light. Yet for the first time, I will not participate, though it is my birthright.

As a youth, I was convinced something was wrong with me. I found none of the same pleasure in lust, debauchery, and wanton cruelty as did my sisters. I questioned why I was cursed to be born a lamia yet share none of the vile and debauched proclivities.

Two nights ago, a beautiful elf maiden was captured and brought to the large, ruined castle we call our home. My heart sank as the matriarchs slithered around her, licking their lips with sadistic delight before taking the girl to their private chambers . . .

Later, as I moved through the old castle's courtyard, gazing at the many broken and defaced sculptures my people had placed there, I found no solace. I could think only of that innocent, terrified girl. I knew what was in store for her during the coming weeks and months, depending on the whims of the matriarchs. Alone, with only the moon to watch over me, I wept for the elf maiden. At that moment, I finally realized there was nothing wrong with me—there was something deeply wrong with my people!

So tonight, I leave my fellow lamia and will never return. During the Revelry, I will slither quietly into the matriarchs' chambers and free the beautiful elf maiden. With the full moon to guide and protect us, I will take her away from this dark, crumbling castle and return her to the safety of her own people. Then, I will retreat into the wilderness to live out my existence, communing with the moon and knowing that, for the first time in my life, I did what I knew was right.

—Svesh'les, Lamia moon oracle

Much like their lamia matriarch queens, most lamia commoners, often referred to simply as lamia, are consumed by bitterness. They have a predatory instinct and are prone to all manner of perversions and debauchery. Although few lamia commoners are as obsessed as their matriarchs with the strange, bestial curse that afflicts their race, the curse is never far from their minds.

Quick to embrace lust and overindulgence, lamia commoners crave luxury, gory feasts, violent trysts, and bloody entertainments.

CULTURE AND SOCIETY

Lamia are sadistic, unpredictable, and self-indulgent. They are self-serving, pleasure-seeking hedonists, who have little regard for the feelings or welfare of other races. In truth, most lamia see other races as existing solely for their twisted amusement. Concepts such as remorse and compassion are alien.

Consumed by darkness, bitterness, and hatred, lamia are prone to covet what they do not have, enslave others to satiate their own desires, and overindulge in every conceivable way. Their psyches seem to embody evil and chaos. They can be silken-tongued and seductive one moment, crazed and vicious killers the next.

Lamia love art and surround themselves with all manner of artistic expression—the more elaborate and grandiose the better. In a cruel twist of fate, their race possesses virtually no measure of artistic talent themselves. Lamia, therefore, go to great lengths to steal, connive, or otherwise acquire the art they so covet. Lamia lairs are filled with ancient paintings with lavish frames, broken statuary, gold and silver plates, and finely wrought goblets. Their tastes tend toward the lewd and grotesque, so their collections of art somehow appear more garish than beautiful.

Mating among lamia occurs for pleasure or for power, never for love. The very idea of love is, in fact, particularly revolting to most lamia. Although there are both male and female lamia commoners, the ratio of female to male is more than three to one. This, combined with an already highly matriarchal culture, means that couplings between female lamia are as common as those between male and female.

Concepts like monogamy and family are also all but unknown to most lamia. Pairings that produce offspring

have no special significance to the parents. Young lamia are left to fend for themselves almost immediately after they are born—if a child is strong, it will survive, and if it is weak, it will die. In either case, the lamia parents care little what happens beyond the simple fact that, if it lives, the child will help to perpetuate the lamia race.

One important exception is the birth of a new lamia matriarch. A lamia commoner that gives birth to a baby lamia matriarch immediately gains a great deal of power and influence within the tribe, even though the child is immediately taken away to be raised by the other adult lamia matriarchs. After a baby lamia matriarch reaches adulthood, it is likely she will have no idea who her parents are and harbors little interest in finding out—such familial connections are quite literally meaningless. Even if a lamia matriarch somehow learns the identities of one or both parents, she affords them no special privileges and might even show them a disproportionate amount of disdain and cruelty.

Lamia show no outward signs of aging. A lamia near the end of her life looks little different than one many decades her junior. Lamia shed the skin of their lower snake half perhaps a dozen times over the course of their lives with the first shedding normally occurring at some point during middle age.

These creatures accept death as a natural part of a great cycle. In fact, because death is such a frequent part of a lamia commoner's life, most attach little meaning to it. To a lamia, death simply means you cease living—no more, no less. If something specific happens to a lamia after death, few lamia give it any thought. They are much more interested in the pleasures of this life than what may or may not happen in the next.

Lamia culture is strictly matriarchal in nature with lamia matriarch queens ruling each tribe with an undisputed iron fist. Normally, small groups of lamia matriarchs, known as a cult, control a larger tribe of lamia commoners, usually numbering less than 50. This cult of lamia matriarchs is ruled by the most powerful matriarch within the cult. Backstabbing, secret deals, and covert power plays among the matriarchs are commonplace. Lamia society has no codified rule of law: the words and whims of the matriarchs are accepted without question.

Male commoners inhabit a distinctly second-class place within lamia society. Often, the best a male lamia can hope for is to prove himself as a powerful warrior and become a favorite of one of the matriarchs.

Lamia prefer to inhabit abandoned buildings, cities, temples, or ruins of other races. Normally, a cult of lamia matriarchs leads their followers to such an abandoned location and creates a bizarre community within it.

Lamia have a strong affinity for snakes of all types, especially venomous ones.

Much of lamia history and lore revolves around the strange curse that afflicts their race. Little is known about the origins of the lamia or the ancient curse although many lamia matriarchs and lorekeepers speculate that it originally involved some forgotten demon or god.

LANGUAGE

Lamia do not have a unique, native language. They speak Draconic when among their own kind and Common when conversing with those not of their race. Many lamia also speak Abyssal.

Lamia names do not differentiate between male and female. Because family bonds and ancestral lineage hold little importance in lamia society, lamia have only a single name, chosen personally once the lamia is old enough to care about such things.

Typical examples of lamia names include Vesha, N'vek, Shalesh, Ka'reesh, Val'vek, and Losh'vesh.

RELATIONS WITH OTHER RACES

As might be expected, lamia are on extremely poor terms with most every race, who understandably view them with fear and revulsion. Lamia, in turn, see other races as little more than playthings. Occasionally, they might work with naga or other serpent races for short periods of time, but even then, there is little love lost between these races. Simply put, lamia's fundamentally evil and utterly unpredictable nature makes any kind of lasting alliance all but impossible.

The one race that drives all lamia, matriarchs and commoners alike, into an uncontrollable blood frenzy are those creatures they refer to as the gesh'vek (or "false lamia"). These creatures typically have the upper torso of a comely woman with cat's eyes and the lower body of a lion, though false lamia bearing serpentine, avian, and even more perverse forms are also said to exist. For reasons entirely unknown even to the most learned sages, this pretender race also calls themselves lamia, a fact that infuriates true lamia to the point of madness and rage. A lamia will go to any length possible to destroy a member of this false lamia race.

ALIGNMENT AND RELIGION

The vast majority of lamia commoners are chaotic evil, as befits a race ruled by the vile lamia matriarchs. Occasionally, however, a lamia commoner is born with a moral outlook that does not match his or her fellows. These lamia typically tend toward chaotic neutral or even chaotic good. At best, such odd lamia commoners are mercilessly ridiculed and shunned by the rest of the tribe. In the case of those rare lamia tending toward chaotic good, a slow and cruel death by others within the tribe is almost certain. Inevitably, such good or neutral lamia

commoners attempt to escape their people and live on their own as outcasts, mercenaries, or adventurers.

Lamia have little use for religion or gods. Magic and mysticism, however, is a deeply ingrained aspect of lamia culture. All lamia share a strange, almost spiritual reverence for the moon and believe it to be the source of all magic, whether arcane or divine. This rarely translates into any specific attachment to lunar deities, however. The lamia's mystical connection is somehow thought to be with the very moon itself and transcends worship or deities. This deep reverence for the moon is perhaps best demonstrated by the mysterious ceremony known as the Revelry.

Lamia Commoner Adventurers

Lamia adventures are extremely rare and are almost exclusively made up of those outcast lamia commoners who have struck out on their own or escaped the wickedness of their brethren. Because most lamia practice at least some form of magic, many lamia adventurers are spellcasters with sorcerers, oracles, witches, and druids being by far the most common.

Lamia who are more combat-oriented become fighters or rangers, in many cases concentrating on mastering the scimitar. Some even wield dual scimitars. Many lamia adventurers combine the martial and magical arts through multiclassing.

Physical Description

From the waist up, lamia commoners resemble humans. From the waist down, they have the tail of an immense snake. Although similar in appearance to their lamia matriarch queens, lamia commoners are not as large or as terrifying to behold. Their hair tends to be dark in color, often tinged with green or blue-green. Tattooing is common in lamia society, and many lamia commoners have various mystical symbols tattooed on their bodies, typically on their chest and forearms. Lamia commoners' eyes are narrow and snakelike.

Adventuring Classes

Alchemist: Alchemical experimentation, particularly on captured slaves, holds a perverse fascination for some lamia. While hardly common, there are normally at least one or two lamia alchemists within any lamia community.

Barbarian: The chaotic nature of most lamia well serves those few lamia who become barbarians, most typically male lamia.

Bard: Music is not an important part of lamia culture. There are even those who theorize many lamia cannot appreciate any form of music or poetry. That said, lamia are highly skilled deceivers and consummate manipulators, so it is conceivable a lamia might become a bard to enhance these skills.

Cavalier: Because lamia lack humanoid legs, they acannot ride an animal such as a horse without a great deal of effort, machinations, or magic. Perhaps

Lamia in Midgard

Lamia commoners and their matriarch leaders can be found throughout Midgard. However, they are particularly drawn to the ancient magic and mystery of NuriaNatal. Large lamia cults are said to dwell among some of the abandoned tombs and ruined temples that dot the endless sands of this ancient land. It is even said that a powerful and unscrupulous Nurian priest once convinced a cult of lamia to inhabit the hidden tomb of his father and act as guards against tomb robbers. If true, the wisdom of such a dangerous and foolhardy arrangement is certainly subject to debate.

A small group of outcast lamia commoners, led by the powerful lamia serpent blade warrior known only as Va'zesh (or "swaying death"), is said to inhabit the Isle of Kyprion, where the group acts as advisors and bodyguards to influential minotaurs willing to accept their aid.

more importantly, the very idea of swearing oaths and belonging to an organized order of knighthood is repugnant to even the most openminded lamia. Therefore, lamia cavaliers are all but nonexistent.

Cleric: Lamia have no use for the gods or organized religion. Clerics within lamia culture are simply unheard of. Lamia view clerics of other races as weak-willed puppets who are beholden to petty, uncaring gods. It's possible that an outcast lamia who has broken with lamia tradition entirely might embrace a deity and take up the cleric's call.

Druid: Although not nearly as prevalent as lamia oracles, there are still those lamia who feel the call to become druids. Most lamia druids choose either the Moon or Scalykind subdomain. Those druids opting for an animal companion typically choose some kind of snake. Many lamia druids also gravitate toward the mooncaller or serpent shaman archetypes. It is important to note that, as druids, such lamia have a more neutral, balanced view of the universe and the nature of evil than most other lamia commoners do, which often puts them at odds with each other. The lamia druid's deep connection to serpents and the moon is usually more than enough to earn them their people's grudging respect.

Fighter: The vast majority of combat-oriented lamia become fighters. Many are drawn to the two-weapon warrior and weapon master archetypes to become true masters with the scimitar.

Inquisitor: Because inquisitors are dedicated to a deity and normally tied closely to a church or other organized religious institution, they are never seen in lamia society. As in the case of the cleric, however, an outcast lamia who has broken with lamia cultural norms and embraced a deity might theoretically become an inquisitor.

Magus: Because a magus must learn his or her spells through research and study like a wizard, lamia magi are often looked down on in lamia culture. The magus talent for combining magic and combat, however, is something that appeals a great deal to many lamia. For this reason, a few lamia have been known to enter the ranks of the magi. Most lamia magi take the hexcrafter archetype although bladebound and spellblade lamia magi have also been known.

Monk: The stillness of mind and devotion to order necessary to become a monk make lamia monks extremely rare indeed.

Oracle: Oracles are common in lamia culture. They are keepers of the mysteries of their race and protectors of their secrets. Almost all lamia oracles embrace the moon mystery although mysteries such as heavens, lore, and dark tapestry are occasionally chosen instead.

Paladin: The idea of a lamia becoming a paladin is anathema to the lamia mind. The paladin's love of both law and good contradicts and opposes everything the lamia stand for. There is, however, a rather strong tradition of anti-paladins among the lamia—warriors indoctrinated from a young age and forged into exemplars of evil and chaos.

Ranger: Lamia who become rangers normally patrol the outskirts of a given lamia lair and punish those who intrude upon their dominion. Lamia rangers typically favor the two-weapon combat style over archery, and they almost always fight primarily with scimitars. Lamia rangers who elect to bond with an animal companion typically pick some form of snake.

Rogue: While hardly common, rogues most certainly have their place among the lamia. Often, lamia combine their rogue skills with those of either a fighting or spellcasting class.

Sorcerer: Lamia sorcerers are extremely common and highly respected. Most lamia sorcerers are born with the serpentine, aberrant, abyssal, arcane, or draconic bloodlines.

Summoner: Although far from commonplace, lamia do occasionally become summoners. A lamia summoner typically creates his or her eidolon in the form of a large and menacing snake or serpent.

Witch: Witches are almost as common as sorcerers and oracles among lamia. The witch's ability to gain arcane power through communion with the mysterious unknown greatly appeals to the lamia's understanding

The Revelry

The *Revelry* occurs on nights of the full moon. Part sacred ceremony and part frenzied celebration, the *Revelry* is open only to female lamia. Those who partake in these secretive mysteries believe they are possessed and empowered by the mystical power of the very moon itself.

Outsiders do not generally learn details of what transpires during these moonlit ceremonies. Although no two *Revelries* are identical, there are various elements in every ceremony which never change. Celebrants are always nude and participate in chaotic dancing, hypnotic swaying, and frenzied distortions of their bodies as if seized with madness. Large quantities of strong wine, a vital component of the *Revelry*, flows freely and often.

Snakes are also typically involved in the *Revelry*, with participants often wearing them around their bodies or otherwise handling them in various symbolic and proscribed manners.

Eventually, the rite climaxes in an ecstatic and frenzied orgy of drunkenness, mystical fervor, and extreme loss of inhibition called *Shiv'ash* (literally, "the madness and ecstasy of the moon"). In this state, the lamia lose all self-control: the begin shouting excitedly, shrieking out prophecies, and engaging in all manner of debauchery.

of the universe. Practically all lamia witches favor the Moon as their patron, though deception, trickery, death, and occult patrons are occasionally chosen instead.

Wizard: Despite the lamia's natural proclivity toward magic, lamia very rarely, if ever, become wizards. Lamia greatly respect natural, inherent power and skill. On the other hand, power gained through long hours of dedicated research and study simply goes too much against the lamia's chaotic mindset. Lamia also consider the need for spellbooks to be a great weakness. For this reason, lamia who become arcane spellcasters are almost always sorcerers or witches. A lamia wizard who remains within lamia society would most certainly be mocked, ridiculed, or possibly even killed.

Lamia Commoner Racial Traits

Lamia commoners are defined by their class levels. They do not possess racial Hit Dice. All lamia commoners have the following racial traits:

+2 Strength, +2 Charisma, –2 Intelligence: Lamia commoners are physically strong and manipulative but segregated and traditional.

Monstrous Humanoid: Lamia commoners are monstrous humanoids with the lamia subtype.

Medium: Lamia commoners are Medium creatures, and they have no bonuses or penalties due to their size.

Speed: Lamia commoners have a base speed of 30 ft. In addition, they have a climb speed of 20 ft. and swim speed of 30 ft. Lamia gain a +8 racial bonus on both Climb and Swim checks.

Intimidating: Lamia receive a +2 racial bonus to Intimidate checks due to their frightening nature.

Alien Minds: Lamia commoners get a +2 racial bonus to saves against mind-affecting effects.

Snake Body: Lamia do not possess feet or legs and can't be tripped. They may not use magic items requiring the feet slot.

Senses: Lamia commoners have darkvision 60 ft. and low-light vision.

Charismatic: Lamia receive a +2 racial bonus to Bluff and Use Magic Device checks.

Spell Resistance, Lesser: Lamia commoners possess spell resistance equal to 6 plus their character level.

Spell-Like Abilities: A lamia can cast *charm person* and *ventriloquism* each once per day, using his or her class level as the caster level.

Weapon Familiarity: Lamia commoners are naturally proficient with the scimitar and all bows.

Languages: Lamia begin play speaking Common and Draconic. Those with high Intelligence can choose any additional bonus languages, with Abyssal being the most typical.

Variant Lamia

The following racial traits replace existing lamia racial traits. Consult your GM before selecting any of these new options.

Constrict: A lamia with this racial trait gains the constrict special attack, allowing the lamia to deal bludgeoning damage when making a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). The amount of damage equals 1d6 plus the lamia's Strength bonus (if any). This replaces the intimidating and charismatic racial traits.

Deceiver: All lamia are accomplished manipulators and deceivers, though some truly excel in these skills. Such lamia are also harder for others to deceive. Lamia with this racial trait receive a +2 racial bonus to Bluff and Diplomacy checks and a +1 racial bonus to Sense Motive checks. This replaces the charismatic racial trait.

Fanged: Occasionally, a lamia is born with sharp, snake-like fangs, granting a bite attack. This is a primary natural attack that deals 1d4 piercing damage. Wounds caused by these fangs continue to bleed, inflicting 1 point of bleed damage each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Heal skill check or through the application of any magical healing. This racial trait replaces the weapon familiarity racial trait.

Random Starting Ages

Race	Adulthood	Intuitive[1]	Self-Taught[2]	Trained[3]
Lamia	20 years	+3d6 years	+3d6 years	+3d6 years

1 This category includes barbarians, bloodragers, oracles, rogues, sorcerers, and swashbucklers.
2 This category includes bards, battle scions, brawlers, cavaliers, fighters, gunslingers, hunters, paladins, rangers, shamans, skalds, slayers, shadowsworn, spell-less rangers, summoners, and witches.
3 This category includes alchemists, arcanists, clerics, druids, inquisitors, investigators, magi, monks, theurges, warpriests, white necromancers, and wizards.

Aging Effects

Race	Middle Age[1]	Old[2]	Venerable[3]	Maximum Age
Lamia	50 years	75 years	100 years	100 + 5d20 years

1 At middle age, –1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
2 At old age, –2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
3 At venerable age, –3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

Random Height and Weight

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Lamia, male	5 ft. 4in.	+2d8	110 lb	×5 lb.
Lamia, female	5 ft. 2 in.	+2d8	90 lb.	×5 lb.

Maddening Touch: Some lamia commoners are born with a touch of their lamia matriarch's wisdom drain ability. As a supernatural ability, such lamia can deal 1d4 points of Wisdom damage with a successful melee touch attack 3 times per day. A Will save negates this damage. The save DC is Charisma-based. This racial trait replaces the alien mind and weapon familiarity traits.

Mystical Symbol: Many lamia have lunar symbols tattooed on their bodies, usually on their chest and forearms. For unknown reasons, these tattoos occasionally acquire actual spiritual power. Lamia with this racial trait gain a +1 racial bonus to all saving throws. This replaces the charismatic racial trait.

Persuasive Magic: Lamia with this racial trait are treated as 1 level higher when casting spells of the enchantment school. This racial trait replaces the intimidating and weapon familiarity racial traits.

Racial Enmity: Lamia have long hated the creatures they refer to as the gesh' vek (or "false lamia"). Lamia with this racial trait receive a +1 bonus to attack rolls and damage rolls against any of these false lamia, which includes all lamia with non-serpentine lower bodies. This racial trait replaces the charismatic racial trait.

Spell Resistance, Greater: Some lamia are particularly resistant to magic. Lamia with this racial trait gain increased spell resistance. This spell resistance is equal to 11 + the lamia's character level. This racial trait replaces the lesser spell resistance and intimidating racial traits.

ALTERNATE RACIAL TRAITS

The following racial traits can be substituted for existing racial traits.

Cold-Blooded: You gain a +1 trait bonus to saves against spells or effects with the emotion descriptor.

Serpentine Grace: You gain a +2 trait bonus to Bluff and Perform (seduction) checks made against humanoids who would be attracted to you.

Slithering Charm: You gain a +4 trait bonus on Disguise checks to pass as human, and Disguise is always a class skill for you. Note that robes, skirts, and the like that conceal the serpentine part of your torso are required to gain this bonus.

Scaling the Race

Lamia commoners are a very strong race as provided. With two alternate movement rates and the accompanying bonuses to the skill-checks and other abilities, the lamia surpasses most races that walk the line between humanoid PC and monstrous race. GMs seeking to make lamia commoners available have a simple choice between removal of one or more racial traits or adding a single character level for the PC. If the GM chooses to remove traits, spell resistance is an efficient first step, followed by the charismatic trait. If the GM chooses to assess a level adjustment for the character, this level adjustment should be removed about halfway between 5th and 6th character levels.

Favored Class Options

Alchemist: Add +10 minutes to the duration of the alchemist's mutagens.

Bard: Add +1/3 to the DC to resist any spell or effect of the lamia that causes the fascinated condition.

Battle Scion[NPC]: Add +1/4 bonus to arcane aura.

Inquisitor: Add +1 to Intimidate checks made to demoralize opponents.

Magus: Add +1/4 to the magus's arcane pool.

Oracle: Add one spell known from the oracle spell list. This spell must be at least 1 level below the highest spell level the lamia oracle can cast.

Ranger: Add DR 1/magic to the ranger's animal companion. Each time the ranger selects this benefit, this damage reduction increases by +1/2 (maximum DR 10/magic). If he ever replaces the animal, the new companion gains this damage reduction.

Rogue: Add a +1/2 bonus to Bluff and Use Magic Device checks.

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 power.

Summoner: Add +1/6 to the eidolon's evolution pool when using the serpentine base form.

Witch: Add one spell from the witch spell list to the lamia witch's familiar. This spell must be at least 1 level below the highest spell level he or she can cast. If the witch ever replaces the familiar, the new familiar knows these bonus spells.

Lamia Class Variants

Lamia oracles are almost always connected to the moon mystery.

MOON ORACLE MYSTERY

The light and tides of the moon have their own magic, strongest by night and changing over the lunar cycle.

Class Skills: An oracle with the moon mystery adds Fly, Knowledge (arcana), and Knowledge (nature) to her list of class skills.

Bonus Spells: *darkness* (2nd), *confusion* (4th), *owl's wisdom* (6th), *river of moonlight* (8th), *mass daze* (10th), *control water* (12th), *lunar veil*UM (14th), *insanity* (16th), *meteor swarm* (18th).

Revelations: An oracle with the moon mystery can choose from any of the following revelations.

Cloak of Moonlight (Su): You conjure a cloak of shimmering moonlight, which coalesces around you, granting a +4 dodge bonus to your AC. At 7th level and every 4 levels thereafter, this bonus increases by +2. At 13th level, this armor grants you DR 5/slashing. You can use this cloak for 1 hour per day per oracle level. The duration does not need to be consecutive and can be used in 1-hour increments.

Dazzling Moonlight (Su): As a standard action, you can unleash a 10-ft.-radius burst of moonlight, centered on you, that deals 1d4 points of nonlethal damage per 2 caster levels (minimum 1d4) and the target is dazzled for 1 round. A successful Reflex saving throw (DC 10 + 1/2 your oracle level + your Charisma modifier) reduces the damage by half and negates the dazzle effect. You may use this ability a number of times per day equal to your oracle level.

Eyes of the Moon (Su): You gain low-light vision. If you already have low-light vision, you gain darkvision 30 ft. instead. If you already have darkvision, the range increases by 30 ft.

Guiding Moon (Su): Whenever the moon is visible to you, you may also add your Charisma modifier to your Wisdom modifier on all Wisdom-based checks. In addition, once per night while under natural moonlight, you can cast one spell you know as if it were modified by the Empower Spell, Extend Spell, Silent Spell, or Still Spell feat without increasing the spell's casting time or level.

Mantle of Moonlight (Su): Your innate understanding of the moon renders you immune to lycanthropy. Additionally, you may disrupt a lycanthrope's connection to the moon with a successful touch attack. This action automatically forces the lycanthrope into its humanoid form, which it must remain in for a number of rounds equal to your oracle level. Upon reaching 5th level, you can use this ability to force others into a *rage*, as per the spell. Using this ability is a melee touch attack. You can use this ability once per day at 5th level plus one additional time per day for every 5 levels above 5th.

Moonlight Bridge (Su): You summon a bridge of shimmering moonlight. The 10-ft.-wide span touches the ground at a point adjacent to your position. From this point, it can extend in any direction for 10 ft. per oracle level. The path persists until you have crossed over the bridge or for 24 hours, whichever is shorter. You may summon a moonlight bridge a number of times per day equal to your Charisma bonus. Should the bridge be attacked, treat it as a *wall of force*.

Moonfire (Su): You can fire a blast of blazing moonlight at a single target within 30 ft. as a standard action. Moonfire deals 1d8 damage per caster level, and the target is dazzled for 1 round per 2 oracle caster levels. A successful Reflex saving throw (DC 10 + 1/2 your oracle level + your Charisma modifier) reduces the damage by half and negates the dazzle effect. You can use this ability once per day at 8th level and one additional time per day for every 4 levels beyond 8th. You must be 8th level to select this revelation.

Moon's Pull (Sp): Your connection to the moon is so strong that your feet barely touch the ground. At 1st level, you no longer leave tracks. At 5th level, you can hover up to 6 inches above the ground or even above liquid surfaces, as if levitating. At 10th level, you gain the ability to *fly*, as per the spell, for a number of minutes per day equal to your oracle level. This duration does not need to be consecutive, but it must be spent in 1-minute increments.

Final Revelation: Upon achieving 20th level, your mysterious connection with the moon is so complete that you are infused with the moon's mystical power. You receive a bonus on all saving throws equal to your Charisma modifier. Once per day, you can bathe yourself in pure, mystical moonlight as a full-round action, granting you SR 21, DR 5/silver and fast healing 5 for a number of rounds equal to your oracle level. These rounds do not need to be consecutive. The spell resistance granted by this ability stacks with any spell resistance granted by racial traits. In addition, whenever you are reduced to negative hp while in sight of the moon, you automatically stabilize. Should you die, you are reborn on the next full moon (as *reincarnate*).

Lamia Prestige Classes

Lamia prestige classes link them to the moon and to a serpentine warrior tradition.

MOON TOUCHED

The moon touched is a mystic who dedicates her life to the watchful moon, delving ever deeper into its great, unknown mysteries and eternally seeking to harness its spiritual power. The ultimate dream of every moon touched is to one day transcend her earthly body and transform into pure spiritual moonlight, becoming forever one with the moon itself.

Role: Moon touched lives are spent in contemplation of the mysterious secrets of the moon. The moon touched has substantial spellcasting ability, though not so much as a focused oracle, witch, or druid.

Alignment: Moon touched can be of any alignment.

Hit Die: d6.

Requirements

To qualify to become a moon touched, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 5 ranks, Knowledge (nature) 5 ranks.

Feats: Any two metamagic feats.

Spellcasting: Ability to cast 3rd-level arcane or divine spells. If the character has witch levels, the moon touched must have the Moon patron. If the character has oracle levels, the moon touched must have the moon mystery. If the character has druid levels, the moon touched must have the moon subdomain. If the character gains levels in any of these classes after taking this prestige class, the moon touched must select the appropriate patron, mystery, or subdomain listed above.

Class Skills: Moon touched class skills (and the key ability for each skill) are Craft (Int), Fly (Dex), Heal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the moon touched prestige class.

Weapon and Armor Proficiency: Moon touched gain no proficiency with any weapon or armor.

Spells per Day: At each level, a moon touched gains new spells per day as if the she had also gained a level in a spellcasting class the moon touched belonged to before adding the prestige class. The moon touched does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known, and an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a moon touched, she must decide to which class to add the new level for purposes of determining spells per day.

Moon's Favor (Su): A moon touched may apply any one metamagic feat that she knows to any spell she is about to cast. This does not alter the level of the spell or the casting time. The moon touched cannot use this ability to cast a spell whose modified spell level would be above the level of the highest-level spell that she is normally capable of casting. At 5th level, she receives a +4 bonus to caster level checks (1d20 + caster level) made to overcome a creature's spell resistance. This bonus stacks with feats such as

Table: Moon Touched

Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells per Day/ Spells Known
1st	+0	+0	+0	+1	Moon's Favor	+1 level of existing class
2nd	+1	+1	+1	+1	—	+1 level of existing class
3rd	+1	+1	+1	+2	Lunar Connection	+1 level of existing class
4th	+2	+1	+1	+2	—	+1 level of existing class
5th	+2	+2	+2	+3	Moonlight Illumination	+1 level of existing class
6th	+3	+2	+2	+3	—	+1 level of existing class
7th	+3	+2	+2	+4	Dazing Spells	+1 level of existing class
8th	+4	+3	+3	+4	—	+1 level of existing class
9th	+4	+3	+3	+5	Moon's Blessing	+1 level of existing class
10th	+5	+3	+3	+5	—	+1 level of existing class

Spell Penetration and Greater Spell Penetration. At 9th level, the number of feats she may apply to her spells increases to two, though their combined modified spell level may still not increase a spell level beyond the highest spell level she is capable of casting. A moon touched can use this ability a number of times per day equal her Charisma modifier. The moon must be visible to the moon touched in order for her to benefit from this ability.

Lunar Connection (Sp): Once per day, a moon touched of 3rd level or higher may spend 10 minutes contemplating the mysteries of the moon to gain the benefit of a divination spell.

Moonlight Illumination (Su): At 5th level, a moon touched can see perfectly in darkness of any kind, including that created by spells or effects such as deeper darkness, as long as there is moonlight present. In addition, she may illuminate an area with sparkling moonlight, causing creatures to become blinded and visibly outlining hidden things. This acts as the spell *glitterdust* and may be used a number of times per day equal to the moon touched's Charisma modifier.

Dazing Spells (Ex): At 7th level, whenever a moon touched scores a critical hit against an opponent with a spell requiring an attack roll, the target is also enveloped by a split-second burst of shimmering moonlight, leaving the target dazed for 1 round and then dazzled for 1d4 rounds after that.

Moon's Blessing (Ex): A moon touched of 9th level or higher gains fast healing 5 as long as the moon is visible to her. In addition, whenever she is reduced to negative hp while in sight of the moon, she automatically stabilizes.

SERPENT BLADE

Serpent blades are masters of the lamia propensity for fighting with two swords. They move with a hypnotic grace unmatched by most foes, spinning and weaving their dual blades in a deadly dance. They may wear armor but generally shun bulky protection because their skill allows them to dodge their opponents with ease.

The path to the serpent blade is most natural for lamia fighters and rangers since those classes tend to share the serpent blade's love of combat with two blades.

Role: Serpent blades are skilled warriors and often serve as personal guards for their lamia matriarchs.

Alignment: Serpent blades can be of any alignment.

Hit Die: d10.

Requirements

To qualify to become a serpent blade, a character must fulfill all the following criteria.

Base Attack Bonus: +6.

Feats: Dazzling Display, Two-Weapon Fighting, Weapon Focus (any sword).

Race: Lamia.

Class Skills: The serpent blade's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Intimidate (Cha), Perception (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), and Survival (Wis).

Skill Ranks at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the serpent blade prestige class.

Weapon and Armor Proficiency: Serpent blades are proficient with all simple and martial weapons and with light armor and medium armor.

Table: Serpent Blade

Level	BAB	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+1	+0	Dual blade mastery feat
2nd	+2	+1	+1	+1	Defensive flurry +1
3rd	+3	+1	+2	+1	Dual blade mastery feat
4th	+4	+1	+2	+1	Balanced blades
5th	+5	+2	+3	+2	Defensive Flurry +2, Dual blade mastery feat
6th	+6	+2	+3	+2	Serpent dance
7th	+7	+2	+4	+2	Dual blade mastery feat, exploit opening
8th	+8	+3	+4	+3	Defensive Flurry +3
9th	+9	+3	+5	+3	Deft doublestrike, Dual blade mastery feat
10th	+10	+3	+5	+3	Crippling critical

Dual Blade Mastery: At 1st level, and at every odd level thereafter, a serpent blade gains a bonus feat in addition to those gained from normal advancement. He must meet the normal prerequisites for these bonus feats, which are chosen from the following list: Double Slice, Greater Two-Weapon Fighting, Improved Two-Weapon Feint, Improved Two-Weapon Fighting, Quick Draw, Two-Weapon Defense, Two-Weapon Feint, Two-Weapon Rend, and Whirlwind Attack. The benefits of the serpent blade's dual blade mastery feats apply only when he wears light, medium, or no armor and only while wielding two blades. The serpent blade loses all benefits of any of these combat style feats when wearing heavy armor or using a shield.

Defensive Flurry (Ex): At 2nd level, when a serpent blade makes a full attack while wielding two bladed weapons, he gains a +1 dodge bonus to AC against melee attacks until the beginning of his next turn. This bonus increases by +1 every 3 levels after 2nd.

Balanced Blades (Ex): At 4th level, the penalties for fighting with two bladed weapons are reduced by –1 for both primary hand and off hand. At 7th level, the penalties for fighting with two weapons are reduced by –2 for both primary hand and offhand instead.

Serpent Dance (Ex): Beginning at 6th level, a serpent blade can, as a move action, slither and sway hypnotically in place while spinning his dual blades in an

intricate and mesmerizing pattern. If he then uses their *charm person* spell-like ability in the same round on a creature who has just witnessed the serpent dance, he may add a bonus equal to his serpent blade level to the Will save DC. In addition, the creature does not receive the +5 bonus to its saving throw for being threatened or attacked by the serpent blade.

Exploit Opening (Ex): At 7th level, a serpent blade wielding two bladed weapons deals an extra +1d6 slashing damage on each attack of opportunity.

Deft Doublestrike (Ex): At 9th level, when a serpent blade hits an opponent with both weapons, he can also make a disarm or sunder attempt (or trip, if one or both weapons can be used to trip) against that opponent as an immediate action that does not provoke attacks of opportunity.

Crippling Critical (Ex): At 10th level, any time a serpent blade confirms a critical hit while wielding two bladed weapons, he can apply one of the following penalties in addition to the damage dealt: reduce all of the target's speeds by 10 ft. (minimum 5 ft.), –4 penalty to AC, or 2d6 points of bleed damage. These penalties last for 1 minute, except for bleed damage, which continues until the target receives magic healing or a successful Heal skill check with a DC equal to 15 + the serpent blade's character level. The effects of this ability stack with critical feats.

Lamia Equipment

Lamia have a few favorite tools and toys, but their best-known equipment is a terribly addictive drug.

New Drug: Revelry's Bliss

This strange paste of blood, ground scales, and opiates mixed beneath the moonlight captures a fraction of the rage, ecstasy, and power of the *Revelry*. It can be chewed or smoked. While under the influence of revelry's bliss, the user's tongue looks serpentine to every other creature.

Type drug (inhaled or ingested); **Addiction** major, **Fortitude DC** 20; **Price** 100 gp

Effect 2 hours; 50% chance to enter a minor rage whenever faced with aggression of any kind. (This rage provides a +2 alchemical bonus to Strength and lasts for 5 rounds and is not followed by a period of fatigue. Otherwise, 50% chance to instead experience a strong sense of euphoria, increasing any morale bonus received during the duration by +1.); **Damage** 1d2 Con and Wis.

Lamia Feats

Lamia have mastered various feats rarely found among the warm-blooded races.

Highborn Lamia

You have learned to tap into a bit of the advanced magical abilities normally found only in lamia matriarchs.

Prerequisites: Lamia, base Will save +4.

Benefit: You may use *deep slumber* and *suggestion* each once per day as spell-like abilities with a caster level equal to your character level.

Serpent's Charm

Your inherent ability to cast charm person is more powerful than normal.

Prerequisite: Lamia with the *charm person* spell-like ability.

Benefit: You may use your *charm person* racial spell-like ability 2 additional times per day. In addition, you receive a +2 bonus to the ability's saving throw DC and a +2 bonus to caster level checks to overcome a creature's spell resistance. These bonuses stack with feats like Spell Focus and Spell Penetration.

Serpent's Tongue

The blood of snakes runs particularly thick in your veins, granting you their senses.

Prerequisite: Lamia, Wisdom 13+.

Benefit: You can rapidly flick out your tongue, which is long and forked like that of a snake, effectively giving you the Scent ability.

Snake's Eyes

Your eyes are even more snake-like than normal for your race, giving you a frightening and unsettling appearance.

Prerequisites: Lamia.

Benefit: You gain a +2 bonus to Intimidate checks made to demoralize. If the Intimidate check is successful, the subject is shaken for 1 additional round.

Snake Summoner

Your nature makes you adept at summoning snakes to do your bidding.

Prerequisites: Lamia, ability to cast *summon nature's ally* or *summon monster*.

Benefit: You may cast *summon nature's ally* or *summon monster* as a standard action when summoning snakes. These snakes gain temporary hp equal to your caster level. You can also increase the spell level of the summoning spell by 1 to apply either the advanced or the giant template, or you can increase it by 2 to apply both the advanced and giant templates.

Speak With Snakes

You can speak with and understand snakes.

Prerequisites: Lamia.

Benefit: You are treated as if you are under the effects of a continuous *speak with animals* spell that affects only snakes.

Lamia Spells

Lamia magic is sinuous, dangerous, and rarely taught to anyone outside their communities.

ENMITY OF FORM

School enchantment (compulsion) [mind-affecting]; **Level** druid 3, oracle 3, shaman 3, witch 3
Casting Time 1 standard action
Components V, S, M (a lock of the caster's hair)
Range close (25 ft. plus 5 ft./2 levels)
Area 30-ft. spread
Duration 1 round/level
Saving Throw Will negates; **Spell Resistance** yes

Intelligent creatures within the spell's area must succeed at a Will save or despise creatures of their own type but with a different subtype. Affected creatures refuse to lower themselves to cooperating with any effort, even if that cooperation would save their lives or achieve a vital goal. Affected creatures take no actions and use no rules requiring cooperation, such as healing, aid another, and teamwork feats, if that action would involve assisting or gaining assistance from a creature of the same type but a different subtype.

FLIGHT OF SCALES

School transmutation; **Level** alchemist 2, druid 2, ranger 2, shaman 2, witch 2
Casting Time 1 standard action
Components V, S
Range medium (100 ft. plus 10 ft./level)
Effect 1 scale plus 1 scale/5 caster levels
Duration instantaneous
Saving Throw none; **Spell Resistance** no

The spell magically sharpens and shapes one or more of your scales to function as flight arrows. Each scale flies from your body and impacts a single target within range. You can direct the scales to attack a single target or multiple targets as you like. The spell fires 1 scale plus 1 scale for every 3 caster levels. You make a normal ranged attack for each scale with a +1 enhancement bonus for every 4 caster levels. The scales deal damage for an arrow your size: 1d8 for Medium creatures, 2d6 for Large, 3d6 for Huge, 4d6 for Gargantuan, and 6d6 for Colossal.

MATRIARCH'S CURSE

School transmutation; **Level** arcanist 7, cleric 7, druid 7, oracle 7, shaman 7, sorcerer/wizard 7, witch 7
Casting Time 1 standard action
Components V, S, M (some piece of the animal associated with the curse)
Range medium (100 ft. plus 10 ft./level)
Target 1 living creature
Duration permanent (D)
Saving Throw Fortitude negates; **Spell Resistance** yes

You curse your target with a partial animal form, replacing parts of its normal body with less useful parts. The target takes a –4 penalty to Charisma in addition to other changes based on the subject's new form.

Arms and Hands: The target loses opposable thumbs and can no longer wield weapons. The spell does not confer claw or other natural attacks.

Face: The target gains an animal face and can no longer speak its normal language, including spellcasting or abilities related to vocal performance.

Legs and Feet: The target gains a fish, snake, or snail lower half and loses its normal land speed. You choose whether the target gains a climb speed of 10 ft. or a swim speed of 20 ft.

Torso: The target gains an animal torso that does not effectively support attached limbs. The target takes a –4 penalty to attack rolls, damage rolls with bows and thrown weapons, and to Strength- and Dexterity-based skill checks.

The effect is permanent until removed by a *remove curse* or *break enchantment* spell.

RIVER OF MOONLIGHT

School enchantment (compulsion) [mind-affecting]; **Level** druid/shaman 4, witch 4
Casting Time 1 standard action
Components V, S, M (a pinch of powdered moonstone)
Range 60 ft.
Area see text
Duration 2d4 rounds
Saving Throw Will negates; **Spell Resistance** yes

You create a shimmering line of moonlight that you can shape as desired. The *river of moonlight* affects one 5-ft. square per caster level, and each square must be adjacent to the previous square, starting with you. The river of moonlight cannot extend beyond its maximum range. Living creatures in this path are transfixed by the luminous, sparkling moonlight, causing them to be fascinated for 2d4 rounds.

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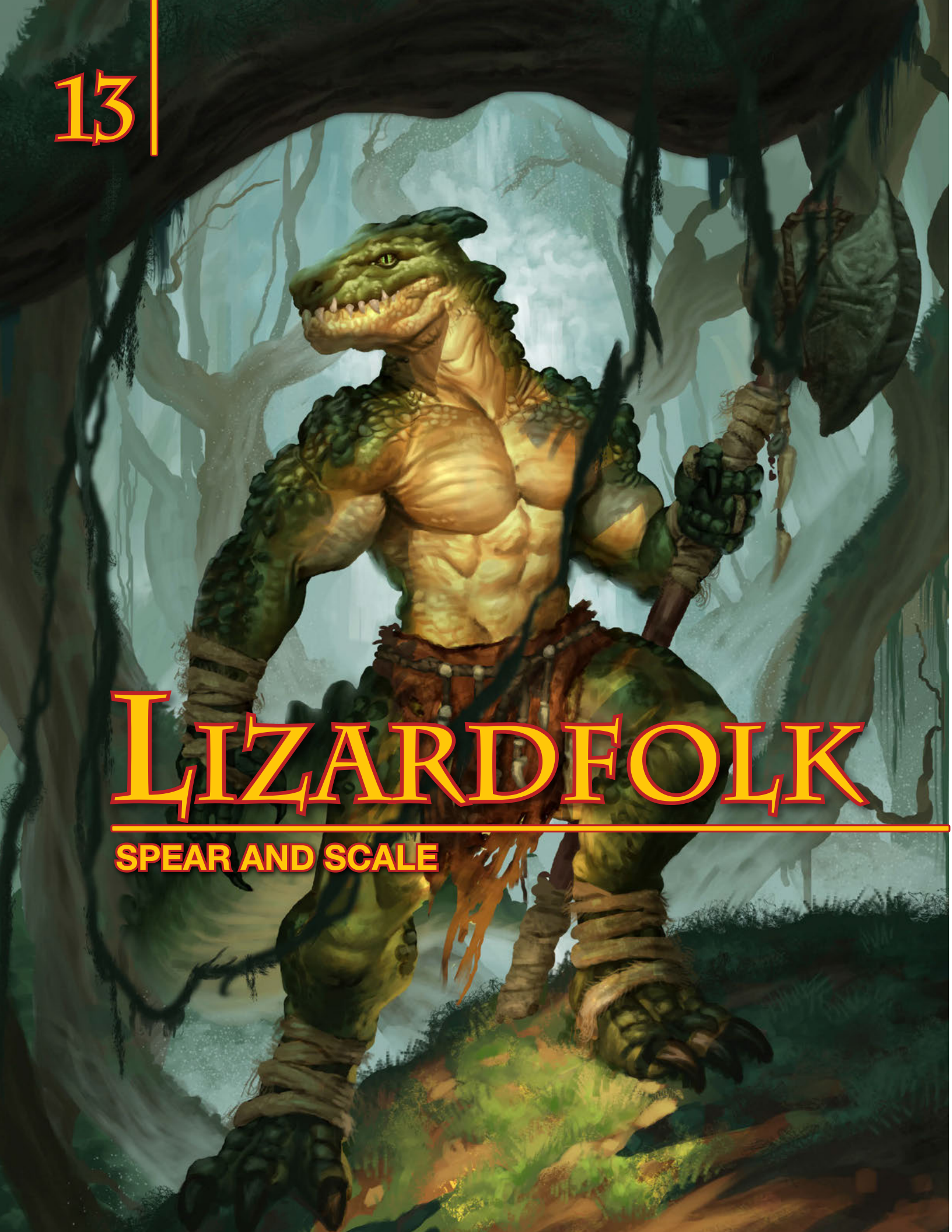

Lizardfolk

Spear and Scale

Deep within dense jungles and mist-shrouded swamps live one of the most ancient races—the lizardfolk. In ages past their empire stretched over vast reaches of primordial land. Massive stone temples to forgotten gods served as cultural anchors. The ziggurats focused torrential ley lines into world-shaking magic undreamed of in modern days. Warm-blooded creatures were slaves or food, and they shunned the marshes and jungles. Drumbeats echoed through the wilds as the lizardfolk feasted and ruled.

This grandeur did not endure, though, and the empire shrank as the ages rolled on. The lush jungles and teeming marshes withered and dried out at the edges, shriveling away from the growing expanse of sunbaked sand. The land's mammals grew bolder and forced the lizardfolk deeper into their own territory, and skirmishes often grew into full-scale battles. So far from the heart of their people and the source of their supplies, the lizardfolk could no longer hold their borders. The tribes fragmented and retreated. Shards of the once-great empire were isolated in smaller, distant pockets of jungle and swamp. The mammals claimed all the lands in between.

The tribe that held fast to the old beliefs, the Bloodscales, raged against the slow death of the empire. Unwilling to huddle in failed clutches until the mammals came for them, the Bloodscales entered a magical sleep. Throughout the long years between the fall of their empire and the modern days, the lizardfolk maintained the deepest temple ruins where the Bloodscale tribe slumbers.

Awakening

Though the empire that once sprawled across the Southlands is gone, the lizardfolk remain. They keep to their hidden settlements, far from the civilized races. Through isolation, the lizardfolk clung to survival with the slumbering Bloodscales as a desperate recourse should the need arise. For a time, lizardfolk chieftains passed down the secret of waking the Bloodscales. The awakened tribe would bring all their ferocity to bear in defense of their brethren, the chieftains claimed, and then retreat to hibernation when the threat was crushed.

In recent years, the lizardfolk have begun to thrive once more. The reason for this resurgence is not entirely understood. Reports of a strange pygmy breed of lizardfolk become more frequent, and hostile contact with patrols and caravans grows more common. Raiding parties strike further out from marsh and jungle, and those few lizardfolk taken captive reveal only one name—Sasslankha. Only recently have the learned scholars, pious priests, and powerful diviners connected the word to the largest city that once stood at the heart of the Lizardfolk Empire.

The ancient lizardfolk are stirring from their torpid sleep and bringing a greater sense of purpose and unity to their kin. They remember the greatness of their kind and the tang of fear swimming through mammals' hot blood. The great temple at Sasslankha once again echoes with the susurrus of prayers and the screams of sacrifices.

Many lizardfolk tribes are still too remote to become embroiled in the rebirth of this ancient empire, but it is only a matter of time.

Tribal Life

The lizardfolk exist in disparate tribes scattered throughout jungles and swamps. For these lizardfolk, life begins in a clutch of eggs that hatch together. These "egg brothers" and "egg sisters" form tight bonds. The young lizardfolk grow and learn together. The brood-tenders rear them when they are first hatched and teach them as they grow. This is the lizardfolk equivalent of a family. The mothers who physically laid individual eggs are of no consequence, and lizardfolk rarely know who among the tribe are their biological parents.

When a brood reaches maturity it is common for most of the new adults to remain close. Groups of warriors are often broodmates who train together, raid together, and fight for their tribe together. This is not to say that all lizardfolk in a brood get along. Much as in other families, sometimes the fiercest rivalries and deepest hatreds form. No matter which way a relationship between egg siblings turns, it is never tepid.

Lizardfolk feature prominently in the jungles, marshes, and even deserts of the mortal world. Over the centuries, the strife between indigent tribes and colonizing races has followed a cycle of invasion, exploitation, rebellion, and bloodshed. Some tribes prefer to stay out of sight and out of mind, but most increasingly embrace the rhetoric of the resurgent Bloodscale. The tribe preaches a history of lizardfolk and "mammals" marked by hatred and violence.

The Bloodscales also teach that lizardfolk once formed a diverse but united empire covering every dune, swamp, and riverbank. This history has acquired a convenient narrative, painting the Bloodscales as the aggressive guardians of lizardfolk life and mammals as cancerous bullies. While some truth persists in the modern telling of these tales, conflict between lizardfolk and other races is significantly bloodier because of Bloodscale prejudice, and it is only getting worse.

Lizardfolk tribes feature remarkable differences in culture and physical appearance but rarely turn on one another. They prefer to exist in isolation until they must unite for war. Even then, most leaders tend to abdicate leadership to the Bloodscales until the threat subsides.

Some tribes view trading with other races as risky at best and treason at worst. Lizardfolk who deal with other

Random Starting Ages

Race	Adulthood	Intuitive[1]	Self-Taught[2]	Trained[3]
Lizardfolk	16 years +1d6	+1d6 years	+2d6 years	+3d6 years

1 This category includes barbarians, bloodragers, oracles, rogues, sorcerers, and swashbucklers.
2 This category includes bards, battle scions, brawlers, cavaliers, fighters, gunslingers, hunters, paladins, rangers, shamans, skalds, slayers, shadowsworn, spell-less rangers, summoners, and witches.
3 This category includes alchemists, arcanists, clerics, druids, inquisitors, investigators, magi, monks, theurges, warpriests, white necromancers, and wizards.

Aging Effects

Race	Middle Age[1]	Old[2]	Venerable[3]	Maximum Age
Lizardfolk	50 years	90 years	120 years	120 + 3d20 years

1 At middle age, –1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
2 At old age, –2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
3 At venerable age, –3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

Random Height and Weight

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Lizardfolk, male	5 ft. 9in.	+2d10	180 lb	×7 lb.
Lizardfolk, female	5 ft. 6 in.	+2d10	160 lb.	×7 lb.

humanoids or allow them on their traditional lands are frequently viewed as fools or traitors, though action is rarely taken in times of peace. When the drums of war echo over the swamplands,, all lizardfolk tribes close their borders to neighbors. They fear Bloodscale reprisal almost much as the coming conflict.

SCALY RELATIONS

The lizardfolk are far from the only reptilian denizens of the old empire. The Dragon Empire of Mharot teems with dragonkin and kobolds. Though they might seem to have much in common with these races, the lizardfolk are often too remote to care. When their paths do cross, the lizardfolk gravitate toward dragonkin. They see strength worthy of respect within the dragonkin. While an encounter between the two races may not result in friendship, it rarely devolves into killing unless the two groups are at stark odds.

Kobolds, on the other hand, earn little more than contempt. The little scaly ones display the worst traits of civilized mammals in the eyes of lizardfolk warriors. They cling to cities and their trappings in a desperate attempt to cover for inherent weakness. It is a rare kobold who can earn the respect of the lizardfolk.

Then there are the dragons, the lords of all scaly kind. The lizardfolk fear the great power of these beasts and view them as echoes of the Serpent's Tongue given flesh. They do not bow and scrape to dragons, for the lizardfolk are too proud to grovel. But they never deny the sliver of the World Serpent that coils in the heart of a wyrm. Dragons are a symbol of all that is strong, indomitable, and terrifying within lizardfolk themselves.

BLOODSCALE LIZARDFOLK TRIBE

Bathed in blood and steeped in hatred, the Bloodscale tribe has annihilated threats to the lizardfolk race for eons. The tribe remains dormant while outsiders pose little threat. Ancient leaders called sleepers spend centuries in a mystical hibernation through the *brumation* spell. Lizardfolk chieftains rouse the Bloodscale only during times of great desperation. They know the necromancers go to terrible lengths for victory.

Habitat and Society

The Bloodscale organize for war alone. Oral traditions tell of dark times when only the fearsome magics of the sleepers drove back common enemies. Bloodscale skalds are quick to admonish lizardfolk who fail to aid with terrifying propaganda. The Bloodscale live in dark marshes, protected by dense overgrowth and thick canopies. A few ancient sanctuaries of animated bone and stolen skin still host large covens of brumating sleepers. These crumbling remnants remain from desperate days when outside threats gave the sleepers control over dozens of great tribes. Settlements always feature cunning traps, enslaved beasts, and unique undead as outer defenses.

Bloodscale lizardfolk are usually rangers, barbarians, or fighters with the primitive weapon master archetype.

Clerics, druids, skalds, and shamans are all held in high esteem, but the sleepers are the undisputed masters of the tribe. The tribe gives hatchlings manifesting the rare purple blooded and small alternate racial traits to the sleepers for deadly training. The apprentices undergo a painful ritual maiming where masters rip out claws and transmute living blood, granting the gout of blood racial trait. Sleepers are most often sorcerers with the serpentine bloodline or witches with the sanguine scale archetype.

Bloodscale Magic

The Bloodscale are callous and practical. Their magic favors spells that destroy with ruthless efficiency or recycle uneaten corpses. Most Bloodscale camps have at least one caster that can cast the *extispicy* spell, and all sleepers become masters of the art. These gruesome mystics search for signs of the future in the entrails of the Bloodscales's still-living enemies. Sleepers always specialize in divination, enchantment, and necromancy.

Lizardfolk Racial Traits

+2 Strength, +2 Constitution, –2 Intelligence: Lizardfolk are tough and powerful but often care little for education beyond pragmatic needs or tribal stories.

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

Humanoid: Lizardfolk are humanoids with the reptile subtype.

Speed: Lizardfolk have a base speed of 30 ft. and a swim speed of 15 ft. They gain a +8 racial bonus to Swim skill checks.

Natural Attacks: Lizardfolk gain a bite (1d3 points of damage) and two claw (1d4 points of damage each) primary natural attacks.

Natural Armor: Lizardfolk have a +2 natural armor bonus.

Hold Breath: Lizardfolk can hold their breath for a number of rounds equal to 4 × their Constitution before they risk drowning.

Skills: Lizardfolk gain a +2 racial bonus to Acrobatics skill checks.

Languages: Lizardfolk begin play speaking Draconic. Lizardfolk with high Intelligence scores can choose from the following: Aquan, Common, Giant, and Orc.

Alternate Racial Traits

The following racial traits may be selected instead of typical lizardfolk racial traits. Consult your GM before selecting any of these new options.

Chromatophore: Some lizardfolk are born with the ability to alter their skin color but must remain motionless to blend in to their environment. If the lizardfolk remains still for at least 1 round, she gains a +4 racial bonus to Stealth skill checks. This racial trait replaces the racial bonus to Acrobatics checks.

Climber: Some lizardfolk use powerful claws and tails to ascend cliffs or trees. These lizardfolk gain a climb speed of 15 ft. and a prehensile tail. They cannot wield weapons with their tails, but they can retrieve small stowed objects carried on their persons as a move action. This racial trait replaces their swim speed and hold breath ability.

Crocodilian: Some lizardfolk have long mouths and shorter limbs like a crocodile. When grappling a foe of

its size or smaller, a lizardfolk with this trait can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The lizardfolk inflicts its bite damage and knocks the creature prone.

If successful, the lizardfolk maintains its grapple. This racial trait replaces the lizardfolk's claw attacks and racial bonus to Acrobatics checks.

Digger: Some lizardfolk are more adept at burrowing through sand or dirt than swimming. These lizardfolk gain a burrow speed of 15 ft. This racial trait replaces their swim speed.

Giant: Some lizardfolk grow greater in size but are less quick and agile. They increase to Large size, gain a +2 size bonus to Strength, and a −2 size penalty to Dexterity. They take a −1 size penalty to their AC, a −1 size penalty on attack rolls, a +1 bonus on combat maneuver checks and to their CMD, and a −4 size penalty on Stealth checks. This racial trait replaces the lizardfolk's racial bonuses to natural armor and Acrobatics, as well as their swim speed and hold breath abilities.

Glider: The lizardfolk possesses a thin membrane of skin stretched between its arms, ribs, and legs. The lizardfolk stretches these membranes out and launches itself into the air to travel 10 ft. laterally for every 5 ft. it falls. A lizardfolk suffering an involuntary fall can make a DC 15 Reflex save to begin gliding. This trait replaces hold breath and the lizardfolk's swim speed.

Gout of Blood: Some lizardfolk can force a jet of hot blood from their eyes to a range of 15 ft., targeting a single creature once per day as a swift action. The target is frightened for a number of rounds equal to the lizardfolk's Hit Dice. On a successful Will save (DC 10 + 1/2 the lizardfolk's Hit Dice + the lizardfolk's Charisma modifier) the target is instead shaken for 1 round. The gout is a supernatural, mind-affecting fear effect. It has no effect on other lizardfolk. This racial trait replaces the lizardfolk's natural claw attacks.

Healing: Some lizardfolk can heal at an impressive rate. These lizardfolk regain 1 hp per minute and can regrow lost limbs. This otherwise functions as fast healing. This racial trait replaces the lizardfolk's racial bonus to natural armor.

Poisoned Bite: Lizardfolk are sometimes born with venomous fangs or poisonous saliva delivered through a bite attack. The save DC for the poison is 10 + 1/2 the lizardfolk's Hit Dice + the lizardfolk's Constitution modifier. This racial trait replaces the lizardfolk's natural claw attacks.

Poison (Ex) Bite—injury; **frequency** 1/round for 4 rounds; **effect** 1d2 Str; **cure** 1 save.

Purple-Blooded: Some lizardfolk carry certain waste products through their blood, excreting excess toxins. Lizardfolk with this trait have a +4 bonus on all saving throws against poisons and natural diseases. This replaces the lizardfolk's natural armor bonus.

Small: Many remote tribes of lizardfolk are much smaller than their common kin. They are Small sized creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a −1 penalty on combat maneuver checks and to their CMD, and a +4 size bonus on Stealth checks. Small lizardfolk have a +2 racial bonus to Dexterity scores and no bonus to Strength scores.

Water Running: The lizardfolk possesses a slight build and broad feet. When running or charging, they treat the surface of calm water, mud, or even quicksand as normal solid ground. Choppy or rough water is considered difficult terrain. If the lizardfolk ends their movement in the substance for any reason they sink as normal. This racial trait replaces the lizardfolk's racial bonus to Acrobatics.

Lizardfolk Subtypes

You can combine various alternate racial traits to create unique tribes or individual lizardfolk, such as the following.

Horned Skins: The Horned Skin lizardfolk are a desert-dwelling tribe of nomads known for their impressive neck frills. They sometimes develop the digger and gout of blood racial traits.

Saurians: The Saurian lizardfolk are a tribe of savage primordial throwbacks. They breed and tame great dinosaurs for mounts, pets, and food. Many grow to enormous size, possessing the giant racial trait.

Stalking Ghosts: The Stalking Ghosts are a reclusive tribe of lizardfolk hunters that camp within forested canopies. A few possess the healer and chromatophore traits, and they often develop either the climber or glider traits.

Favored Class Options

The following options are available to all lizardfolk who have the listed favored class, and the bonus applies each time you select the listed favored class reward.

Barbarian: Add +1 to the barbarian's total number of rage rounds per day.

Druid: Add +1 hp to the druid's animal companion. If the lizardfolk ever replaces her animal companion, the new animal companion gains these bonus hp.

Hunter: Add a +1/2 bonus on Perception checks while in a forest or swamp.

Ranger, Spell-less Ranger[NPC]: Add +1/4 to damage rolls against one of the ranger's favored enemies.

Shaman: Add +1/2 to the shaman's effective class level for the purpose of determining her spirit animal's natural armor adjustment and special abilities.

Skald: Add +1 to the skald's total number of raging song rounds per day.

Sorcerer: Choose a bloodline power from the serpentine bloodline or the verdant 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.

Theurge[NPC]: Add one spell to the theurge's prayerbook or spellbook. The spell must be at least 1 spell level lower than the highest level spell the theurge can cast.

White Necromancer[NPC]: Add +1/2 to the total number of times per day the white necromancer can use rebuke death.

Witch: Add one spell from the witch spell list to the witch's familiar. This spell must be at least 1 level below the highest spell level she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells.

Lizardfolk Archetypes

The following racial archetypes are available to lizardfolk.

Ambush Predator (Rogue)

A lizardfolk's low metabolism allows some to wait in perfect ambush for hours or days at a time. She strikes without warning, ending a victim's life with a rapid assault.

Ambush (Ex): An ambush predator can prepare a hidden location that allows her to catch prey completely unaware. If the ambush predator does not move for more than 1 minute, she gains a bonus on her Stealth checks equal to 1/2 her level. The ambush predator also gains this bonus on melee attack rolls made during the surprise round. This ability replaces trapfinding.

Timing (Ex): At 2nd level, an ambush predator is not limited to a standard action during the surprise round and may perform a full round of actions. This includes a full attack action if the target is within range. This ability replaces evasion.

Patience (Ex): At 3rd level, an ambush predator learns to patiently wait in a single spot. She gains a +1 bonus on Constitution checks made to hold her breath, on Constitution checks made to avoid nonlethal damage from starvation or thirst, and on Fortitude saves to resist fatigue or exhaustion. These bonuses increase by +1 at 6th level, and every 3 levels thereafter (to a maximum of +6 at 18th level). This ability stacks with any bonuses from the Endurance feat and replaces trap sense.

Rogue Talents: The following rogue talents complement the ambush predator archetype: camouflage[APG], resiliency, slow reactions, stand up, survivalist[APG], and surprise attack.

Advanced Rogue Talents: The following advanced rogue talents complement the ambush predator archetype: crippling strike, entanglement of blades[APG], hunter's surprise[APG], and knock-out blow[APG].

Pestilent Savage (Barbarian)

Certain tribes of deep jungle lizardfolk revere plague as a divine gift, and many warriors among these tribes are riddled with disease. They tear through foes in ecstatic fury, spreading sickness and death in the name of dark gods.

Pestilent Bite (Ex): At 2nd level, festering bits of flesh in the pestilent savage's jaws bear the dark blessing of disease. Anyone bitten by the pestilent savage must succeed on a Fortitude save (DC 10 + 1/2 the barbarian's class level + his Constitution modifier) or contract filth fever and gain the sickened condition for 1 minute. If the pestilent savage does not possess a natural bite attack, the pestilent bite can be inflicted as part of a successful grapple check to damage. This ability replaces uncanny dodge.

Infected (Ex): Starting at 3rd level, the pestilent savage is infused with disease and toxins. He gains a +4 bonus on saves to resist disease. At 9th level, the pestilent savage is immune to disease. At 15th level, the pestilent savage gains a +4 bonus to saves against poison. This ability replaces trap sense.

Fevered Assault (Ex): At 4th level, the pestilent savage burns with fever in battle. While raging, his natural attacks gain a +1 bonus to damage. This bonus increases by +1 for every 5 levels beyond 4th (to a maximum of +4 at 19th level). This ability replaces the rage power gained at 4th level.

Miasma (Su): At 5th level, the pestilent savage is surrounded by a haze of greenish vapor while raging. All living creatures without the miasma ability within 10 ft. of the pestilent savage suffer a –1 penalty to attack rolls and Fortitude saves. Immunity to disease prevents this penalty. This ability replaces improved uncanny dodge.

Rage Powers: The following rage powers complement the pestilent savage archetype: come and get me[APG], internal fortitude, mighty swing, no escape, quick reflexes, scent, superstition.

PRIMITIVE WEAPON MASTER (FIGHTER)

A warrior from ancient tribes might eschew modern weapons and materials, instead making war with the tools of his ancestors.

Weapon and Armor Proficiency: A primitive weapon master is proficient with all simple weapons and with any two martial, exotic, or racial weapons (even if he does not share a race with the chosen weapon), provided they are not crafted from iron, steel, mithril, or adamantine. Primitive weapon masters are proficient in light armor, medium armor, and small shields crafted from bone, wood, bronze, or gold.

Weapon Maker: Beginning at 1st level, a primitive weapon master ignores any disadvantageous qualities of primitive weapons and armor, such as the fragile quality. Weapons made from primitive materials still count as fragile for any beneficial effects. Primitive weapon masters gain a +4 bonus on Craft (armor) and Craft (weapon) rolls to manufacture or repair weapons or armor made from primitive materials. This ability replaces the bonus feat gained at 1st level.

Sturdy (Ex): At 2nd level, any primitive weapon the primitive weapon master wields gains the benefits of the masterwork quality. At 6th level, any primitive weapon held gains a +2 bonus to hardness and hp. This bonus increases by +2 per 4 levels after 6th. This ability replaces bravery.

First Fighter: The primitive weapon master employs ancient fighting techniques lost since refined materials made them obsolete. Despite their simplicity, these maneuvers remain potent tools in the warrior's arsenal. Whenever a primitive weapon master could choose a fighter bonus feat, he may instead choose one of the following techniques in place of that feat.

Broken Weapon (Ex): The primitive weapon master uses the delicate quality of his melee or thrown weapon when it strikes true. Before he confirms a critical strike with a primitive melee or thrown weapon, he may choose to deal 10 points of damage to the weapon (bypassing the weapon's hardness) to automatically confirm the critical.

Cracked Blade (Ex): Cracks and ridges on the weapon's surface better store liquids applied to it. If the primitive weapon master applies a poison, disease, or other agent to the weapon, it retains the substance for a number of hits equal to its critical multiplier. Any saves against these applied effects are made at a cumulative +1 bonus for every strike after the first.

Curved Throw (Ex): When the primitive weapon master misses a target with a thrown primitive weapon, he may make a second attack roll against a second target adjacent to the first, with a –4 penalty. If the second attack hits, it deals normal weapon damage plus any bonuses derived from Strength or magic sources. Bonuses to damage from precision or other class features do not count for the second target.

Flakes and Slivers (Ex): Any critical hit confirmed by the primitive weapon master with a primitive melee or thrown weapon deals bleed damage equal to the weapon's critical multiplier.

Heavy Strike (Ex): Primitive weapons are frequently crafted from heavier materials. When charging, a primitive weapon in the fighter's hands deals damage as if it were one size category larger. In addition, when the primitive weapon master charges, he may forgo the +2 bonus to his attack roll and instead apply that bonus to his damage roll. This bonus does not increase for weapons wielded in two hands, but it does multiply on a critical hit.

Mystic Proxy (Su): The ancestral spirits of the primitive weapon master's tribe give him their blessing. Any primitive weapons he wields count as a single additional material type (cold iron, silver, or adamantine) for the purposes of overcoming damage reduction. This ability may be taken more than once, each time the primitive weapon master chooses an additional material type.

Shattered Steel (Ex): The thick primitive armor the weapon master wears damages weapons used to strike it in combat. Melee and thrown weapons that successfully strike the primitive weapon master (while wearing armor or wielding a shield made from bone, wood, bronze, or gold) take damage equal to the Strength bonus of the weapon's wielder (if any). This damage bypasses the weapon's hardness.

Warrior's Mark (Ex): The primitive weapon master uses heavy materials and crude weapons to dismantle the armor of his enemies. On a critical hit, he may choose one piece of armor worn or one shield wielded by the target: that item gains the broken condition.

Weighted Throw (Ex): Whenever the primitive weapon master hits with a thrown primitive weapon, he may compare the attack result with his target's CMD. If the attack roll is equal to or greater, the fighter may choose to push his opponent backward 5 ft. or to knock the opponent prone. This ability only affects creatures the same size or smaller than the primitive weapon master. He gains no bonuses to CMB for feats related to combat maneuvers for this check, but his opponent gains any bonuses to CMD related to bull rush or trip maneuvers. A given opponent may only be pushed backward or knocked prone once per round.

SANGUINE SCALE (WITCH)

Some lizardfolk witches power their magic with ancient sacrificial rites.

Blood Magic (Su): A sanguine scale witch records her spells in a pattern of tattoos, veins, and scar tissue over her body. She chooses her spells and learns patron spells based on these patterns without the help of a familiar. The sanguine scale can empower spells she casts with blood magic. A spell modified with blood magic must be of the divination, enchantment, or necromancy schools. At 1st level, she can deal weapon damage to a helpless or willing creature (including herself) as part of the casting to increase the caster level of the spell by +1. The amount of damage dealt is equal to the level of the spell being cast.

At 5th level, the spell also has any save DC increased by +1. At 10th level, any blood magic spell cast by the sanguine scale in the round following a successful coup de grace maneuver gains double the bonus to caster level and save DCs.

At 15th level, the sanguine scale can spontaneously add the benefits of any single metamagic feat she possesses to a blood magic spell as it is cast. The sanguine scale takes 10 hp of damage for each level increase of the metamagic feat. For example, the sanguine scale would take 30 points of damage to spontaneously apply the Maximize Spell feat to a spell because that feat causes the witch to use a spell slot three levels higher than the normal level of the spell. This ability replaces the witch's familiar.

Bleeding Conviction (Su): At 6th level, a sanguine scale can wound herself as a swift action and choose one of her spells or hexes currently in effect. She begins taking bleed damage equal to the level of the chosen spell (hexes count as 2nd-level spells, major hexes as 5th-level spells, and grand hexes as 9th-level spells) that round and at the beginning of her turn each round. The chosen spell or effect remains in effect until the sanguine scale stops the bleed damage or she falls unconscious.

This ability can be used in conjunction with the blood magic ability with the sanguine scale taking regular hp damage in addition to the required bleed. At 8th level, the witch can use this ability as part of an action to cast a spell or hex and double its range in addition to extending its duration. At 16th level, the range is tripled.

Hexes: The following hexes complement the sanguine scale archetype: charm, evil eye, misfortune, scar, swamp hag.

Major Hexes: The following major hexes complement the sanguine scale archetype: agony, retribution.

Grand Hex: The following grand hexes complement the sanguine scale archetype: death curse.

SAURIAN CHAMPION (CAVALIER)

Some great lizardfolk heroes ride enormous dinosaurs into battle with ancestral banners and trophies displayed.

Skills: At 1st level, a saurian champion adds Acrobatics and removes Diplomacy from his list of class skills.

Saurian Mount (Ex): A saurian champion chooses a dinosaur and trains it as a mount at 1st level. The mount functions as a druid's animal companion, using the champion's level as his effective druid level. The saurian champion uses the following statistics for his young mount, which increases in size at 8th level and again at 15th level. A Medium-sized champion may choose a Large version of one of the following saurian mounts (with the mount's modified statistics included below): elasmosaurus, pteranodon, stegosaurus, triceratops, tylosaurus, or tyrannosaurus. A Small-sized champion may choose a Medium-sized version of any of these companions.

A saurian champion does not take an armor penalty to Ride checks made while riding his mount. The mount is always considered combat trained and has Light Armor Proficiency as a bonus feat. A saurian champion's mount never gains the shared spells special ability.

A saurian champion's bond with his mount is strong with the champion learning to climb, guide, and move across his mount during combat. Should a saurian champion's mount die, he can find and train another saurian mount to serve him after 1 week of mourning. This new mount does not gain the link, evasion, devotion, or improved evasion special abilities until the next time the champion gains a level. This ability modifies the normal mount feature for cavaliers and replaces the cavalier order ability.

Mounted Acrobat (Ex): At 1st level, the saurian champion grasps the scales of his mount while boarding, riding, or leaping during combat. He can mount or dismount his animal companion as a free action during his turn with a DC 10 Acrobatics check. A mounted saurian champion with a reach weapon may use the weapon's reach or his mounts reach for all melee attacks, whichever he prefers.

At 9th level, as part of a single melee attack action, the saurian champion can make a DC 15 Acrobatics check. If successful, the attack originates from any square in his mount's space. In addition, a champion with a reach weapon counts as flanking any creature his mount attacks in the same round.

At 17th level, any movement an opponent makes within the reach of the saurian champion's mount provokes an attack of opportunity from the champion. This includes but is not limited to a 5-ft. step, the withdraw action, and forced movement from falling or a bull rush. This ability replaces tactician, greater tactician, and master tactician.

Saurian Champion Mounts

The following dinosaurs are available as saurian champion mounts.

Elasmosaurus Mount

Starting Statistics: Size: Large; **Speed:** 20 ft., swim 50 ft.; **AC:** +4 natural armor; **Attack:** bite (2d6); **Ability Scores: Str** 14, **Dex** 16, **Con** 16, **Int** 2, **Wis** 13, **Cha** 9; **Special Qualities:** low-light vision, scent

8th-Level Advancement: Size: Large; **AC:** +2 natural armor; **Attack:** bite (2d6); **Ability Scores: Str** +4, **Con** +2

15th-Level Advancement: Size: Huge; **AC:** +4 natural armor; **Attack:** bite (2d8); **Ability Scores: Str** +8, **Dex** −2, **Con** +4

Pteranodon Mount

Starting Statistics: Size: Large; **Speed:** 10 ft., fly 50 ft. (clumsy); **AC:** +4 natural armor; **Attack:** bite (1d8); **Ability Scores: Str** 12, **Dex** 19, **Con** 10, **Int** 2, **Wis** 14, **Cha** 12; **Special Qualities:** low-light vision, scent

8th-Level Advancement: Size: Large; **Speed:** 10 ft., fly 50 ft. (good); **AC:** +2 natural armor; **Ability Scores: Str** +2, **Con** +2

15th-Level Advancement: Size: Huge; **Speed:** 10 ft., fly 60 ft. (good); **AC:** +4 natural armor; **Attack:** bite (2d6); **Ability Scores: Str** +8, **Dex** −2, **Con** +4

Stegosaurus Mount

Starting Statistics: Size: Large; **Speed:** 30 ft.; **AC:** +4 natural armor; **Attack:** tail (2d8); **Ability Scores: Str** 16, **Dex** 14, **Con** 14, **Int** 2, **Wis** 12, **Cha** 10; **Special Qualities:** low-light vision, scent

8th-Level Advancement: Size: Large; **AC:** +2 natural armor; **Attack:** tail (2d8); **Ability Scores: Str** +4, **Con** +2

15th-Level Advancement: Size: Huge; **AC:** +4 natural armor; **Attack:** tail (4d6); **Ability Scores: Str** +8, **Dex** −2, **Con** +4

Triceratops Mount

Starting Statistics: Size: Large; **Speed:** 30 ft.; **AC:** +4 natural armor; **Attack:** gore (2d6); **Ability Scores: Str** 14, **Dex** 11, **Con** 13, **Int** 2, **Wis** 12, **Cha** 7; **Special Qualities:** low-light vision, scent

8th-Level Advancement: Size: Large; **AC:** +2 natural armor; **Attack:** gore (2d6); **Ability Scores: Str** +4, **Con** +2

15th-Level Advancement: Size: Huge; **AC:** +4 natural armor; **Attack:** gore (2d10); **Ability Scores: Str** +8, **Dex** −2, **Con** +4

Tylosaurus Mount

Starting Statistics: Size: Large; **Speed:** 20 ft., swim 50 ft.; **AC:** +5 natural armor; **Attack:** bite (1d8); **Ability Scores: Str** 21, **Dex** 15, **Con** 17, **Int** 2, **Wis** 13, **Cha** 9; **Special Qualities:** low-light vision, scent

8th-Level Advancement: Size: Huge; **AC:** +4 natural armor; **Attack:** bite (2d6); **Ability Scores: Str** +8, **Dex** −2, **Con** +4

15th-Level Advancement: Size: Gargantuan; **AC:** +4 natural armor; **Attack:** bite (2d8); **Ability Scores: Str** +8, **Con** +4

Tyrannosaurus Mount

Starting Statistics: Size: Large; **Speed:** 30 ft.; **AC:** +5 natural armor; **Attack:** bite (1d8 plus grab), 2 claws (1d4); **Ability Scores: Str** 22, **Dex** 14, **Con** 14, **Int** 2, **Wis** 15, **Cha** 13; **Special Qualities:** low-light vision, scent

8th-Level Advancement: Size: Huge; **AC:** +4 natural armor; **Attack:** bite (2d6); **Ability Scores: Str** +8, **Dex** −2, **Con** +4

15th-Level Advancement: Size: Gargantuan; **AC:** +4 natural armor; **Attack:** bite (4d6); **Ability Scores: Str** +8, **Con** +4

STORY KEEPER (SKALD)

The lizardfolk maintain oral traditions dating from before mammals discovered fire, and it is the story keepers who protect a tribe's sacred legends. Story keepers preserve the history of eons with their painstaking memorization of tribal tales.

Rote Memorization (Ex): A story keeper perfects his memory, gaining power from words and actions repeated innumerable times over countless generations. He casts arcane spells drawn from the bard spell list. He must choose and prepare his spells ahead of time but does not require a spellbook to prepare any spell known (as if he possessed the Spell Mastery feat for all known spells). He gains an additional spell slot of each available spell level he can cast. His spellcasting otherwise functions as normal, including skald spells known and learning new spells. This ability modifies a skald's spellcasting ability.

Share Knowledge (Ex): At 1st level, a story keeper learns to share the knowledge of generations with others. When he successfully assists an ally on a Knowledge check with the aid another action, he adds his bardic knowledge skill check bonus to the normal bonus for assisting (minimum +3). This ability replaces Scribe Scroll.

Tale Teller (Su): A story keeper gains the following raging song, allowing him to inspire his allies with stories from the past.

Song of Support (Su): A story keeper can tell tales of the ancient past to inspire allies with a sense of community. By expending 1 round of raging song, the story keeper allows all allies within 60 ft. to double any bonuses gained from the aid another action in combat that round. This replaces the song of marching raging song.

Spell Kenning (Su): At 5th level, the story keeper can prepare any one spell on the bard, cleric, or sorcerer/wizard spell list as if it were one of his skald spells known. The spell's casting time is not altered. At 11th level, the story keeper can prepare two spells in this manner. At 17th level, he can prepare three spells in this manner. This ability modifies spell kenning.

Succor (Ex): At 7th level, the story keeper remembers tales that assist in any situation. He automatically succeeds on any attempted aid another action in combat or otherwise. Once per day, when the story keeper is aiding an ally with an ability check or skill check, that ally may take a 20 as a standard action instead of spending the normal time taking 20 requires. He can use this ability twice per day at 13th level and three times per day at 19th level. This ability replaces lore master.

Rage Powers: The following advanced rage powers complement the story keeper archetype: clear mind, lesser spirit totem[APG], greater spirit totem[APG], moment of clarity, spirit totem[APG], and superstition.

Lizardfolk Feats

Lizardfolk have access to the following feats.

All-Out Attack (Combat)

You can expend all of your energy in a sudden furious onslaught.

Prerequisites: Lizardfolk, Burst of Speed, Multiattack, Vital Strike.

Benefit: You may choose to make two Vital Strike attacks as a full attack action against a single opponent with your natural attacks. These attacks are rolled separately, but the damage for each is increased as normal for the Vital Strike feat. After the attacks are resolved, you gain the exhausted condition. You may not use this feat when you are fatigued or exhausted. If you possess the Improved Vital Strike or Greater Vital Strike feats, the damage is increased for both attacks.

Brutal Strike (Combat)

You are adept at decisively attacking defenseless prey before it has a chance to respond.

Prerequisites: Lizardfolk, Power Attack.

Benefit: Whenever you are flanking an opponent or they are denied their Dexterity modifier, your primary natural attacks add 1-1/2 × your Strength modifier to damage rolls. This increases any bonus to damage from the Power Attack feat by half (+50%).

Burst of Speed

You can surprise prey with your quickness at the beginning of combat.

Prerequisites: Lizardfolk.

Benefit: During the surprise round or first round of combat, you may move up to triple your speed if you charge a surprised or flat-footed creature.

Cold Demeanor

Your thoughts are reptilian in nature and hard for mammals to understand.

Prerequisites: Lizardfolk.

Benefit: Any Sense Motive skill checks made regarding you take a penalty equal to 1/2 your character level unless the creature possesses the reptilian subtype. This does not include Sense Motive checks made to resist a feint in combat but does include checks made to determine if you are enchanted or to discern secret messages you attempt to transmit.

Cold-Blooded

Unlike the foolhardy mammals, you are never ruled by your emotions.

Prerequisites: Lizardfolk, Cold Demeanor.

Benefit: You are immune to any charm or fear effect and to the confusion condition. However, you gain no morale bonuses granted by spells, such as *bless, good hope*, and *rage*, or by class abilities, such as a bard's ability to inspire courage or a barbarian's rage.

Jump Attack (Combat)

You can jump on opponents and knock them around.

Prerequisites: Lizardfolk, Acrobatic, Leaping Legs.

Benefit: If you successfully jump at least 20 ft. horizontally or 5 ft. vertically when making a charge attack, you may leap through the air to land on an opponent. If the charge attack hits, you may make a free bull rush or overrun combat maneuver against the opponent. This does not draw an attack of opportunity. You gain a +1 circumstance bonus to your CMB on the maneuver for every additional 10 ft. of horizontal or 5 ft. of vertical distance you jump as part of the charge.

Leaping Legs

Your powerful legs can launch you great distances.

Prerequisites: Lizardfolk, Acrobatic.

Benefit: You always count as having a running start when making Acrobatics checks to jump. The base DC for you to make a jump is equal to 1/2 the distance crossed (if horizontal) or 2 × the height to be reached (if vertical).

Skinpiercer

Your piercing strikes punch through the toughest hides.

Prerequisites: Lizardfolk, Strength 13, Power Attack, base attack bonus +1.

Benefit: When you attack with a piercing melee weapon, you gain a +1 bonus on your attack rolls if your target has at least a +1 natural armor bonus. This bonus increases by +1 when your base attack bonus reaches +6 and again when it reaches +11 and +16. The bonus gained from this feat can never be higher than your target's natural armor bonus.

Still Swimmer

You can swim through water without leaving ripples or signs of your passage.

Prerequisites: Lizardfolk, Stealthy, swim speed.

Benefit: You may move up to your full swim speed in water without taking a penalty to Stealth checks. When swimming, you may make a Stealth check when running or charging but at a –10 penalty.

Tail Wielder

Your tail can wield lashed weapons like a third arm.

Prerequisites: Humanoid or magical beast with a tail, Dexterity 13+.

Benefit: You may lash a bludgeoning or slashing melee weapon to your tail and make attacks with that weapon. This attack is treated as a secondary natural attack using the affixed weapon's damage dice. This ability does not make your tail a prehensile appendage, and your tail can only wield weapons sized normally for you.

Tailtripper

Your muscular tail sweeps enemies off their feet.

Prerequisites: Lizardfolk, Intelligence 13, Combat Expertise, Improved Trip.

Benefit: Whenever you miss a target with a melee attack, you can perform a trip combat maneuver as a swift action against that target so long as it is within your natural reach. Instead of making a combat maneuver check, make the trip attempt with the same bonus as the attack that missed but with a –5 penalty. If you have a tail attack, you cannot use your tail to attack this round.

Lizardfolk Equipment

Lizardfolk have access to the following equipment.

Filth Bladder

Cost 20 gp; **Weight** —

A filth bladder is a decayed pouch of flesh with a single dose of poison or diseased matter loosely packed into a mudball. In times of war, lizardfolk throw these bags at wounded targets, hoping to infect open wounds. A successful ranged touch attack forces a target who has taken hp damage to make a save against the effect packed into the bladder (which must be a disease or injury poison purchased and acquired separately). Packing diseased flesh exposes anyone who packs, carries, or throws the bladder to the disease (which is most often filth fever).

Honor Tooth Frame

Cost 25 gp; **Weight** —

An honor tooth frame is a leather or metal holder for the teeth of a great ancestor or totem animal. Lizardfolk wear these primitive items in their mouths to gain the combat prowess of great lizardfolk warriors or the beasts of their tribal legends. Once filled with a tooth, the frame allows a lizardfolk wearer to deal damage with her bite attack as if she were one size category larger. Lizardfolk also wear claw bracers (called honor claws) that have a similar effect on claw attacks. Honor weapons like this can be enchanted as magical weapons if crafted as masterwork items, but spells that improve natural attacks have no effect on them.

Kin Net

Cost 30 gp; **Weight** 8 lb.

Kin nets are woven from vines, hair, and similar materials. Pygmy lizardfolk craft them thicker for individual strength while allowing for larger gaps in the net. A kin net operates like a normal net but has 10 hp and a break DC of 27. In addition, Small creatures gain a +4 bonus to Escape Artist checks to evade the net, and escaping is only a standard action for Small creatures proficient with nets.

Throw Stick

Cost 12 gp; **Weight** 1 lb.

Throw sticks are sturdy lengths of wood about 8 inches long tied to a leather strap that is then coiled at the wrist. An aggressive turn of the wrist with the arm extended releases the coil, throwing the stick-weighted strap out to a distance of 5 ft. A creature who fails an Acrobatics check to jump or a Climb check can hurl the thong toward nearby branches or stones as an immediate action, giving it a DC 15 Reflex save to avoid a potentially lethal fall.

Lizardfolk Magic Items

Lizardfolk magic items are crafted with great care and for good purpose. Most become time-honored relics passed down through countless generations. The following are of items made by lizardfolk crafters.

Saurian Skin

Aura moderate transmutation; **CL** 9th
Slot robe; **Price** 15,000 gp; **Weight** 1 lb.

This full-body covering is knit together from the skin of dinosaurs and held together with the bones of lizardfolk heroes. It allows the wearer to transform into any Huge sized dinosaur once per day as *beast shape III*.

Additionally, a wearer with the wild shape class feature can choose, when using that ability, to transform into a dinosaur of one size category larger than normal for her level (up to a maximum of Gargantuan). If the form taken is Gargantuan, the wearer gains a +8 size bonus to Strength, a –4 penalty to Dexterity, and a +8 natural armor bonus.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *beast shape III*; **Cost** 7,500 gp

Talons of Blood

Aura moderate necromancy; **CL** 10th
Slot none; **Price** 35,305 gp; **Weight** 1 lb.

This *+1 wounding spiked gauntlet* is made of claws torn from lizardfolk spellcasters and flayed mammal skin. Once per round, when the talons deal damage, the wielder can choose to make them also deal 1 point of Constitution damage as a swift action. Creatures immune to critical hits are immune to the Constitution damage dealt by this weapon.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, bleed, *inflict critical wounds*; **Cost** 17,805 gp

Viper Mask

Aura faint transmutation; **CL** 3rd
Slot face; **Price** 12,600 gp; **Weight** —

This sinister mask is made from the face skin of a giant viper and decorated with warpaint. The viper mask grants its wearer low-light vision. If the wearer already has lowlight vision, the mask instead grants darkvision out to a range of 30 ft. Three times per day as a standard action, the wearer may activate the viper mask to gain blindsense out to 30 ft. for 1 minute.

Requirements Craft Wondrous Item, *darkvision, see invisibility*; **Cost** 6,300 gp

Lizardfolk Spells

Lizardfolk magic is tied to ancient rituals and practices ignored or forgotten by civilization. Lizardfolk have access to the following spells.

BRUMATION

School necromancy; **Level** druid 3, sorcerer/wizard 3, witch 3
Casting Time 10 minutes
Components V, S
Target personal
Duration permanent

You fall into a deep hibernation, slowing all of your body functions to a standstill until you are awakened. While asleep you do not age, do not need to breath, and do not require food or water. Any ongoing affliction (such as disease or poison) is suppressed for as long as *brumation* persists. While *brumating*, you are rendered helpless. Slapping or wounding awakens you but normal noise does not (as the *sleep* spell).

COLD BLOOD

School transmutation; **Level** druid 4, sorcerer/wizard 4, witch 4
Casting Time 1 standard action
Components V, S, M (a reptilian scale)
Range medium (100 ft. + 10 ft./level)
Target one living creature without the reptilian subtype
Duration 1 hour/level
Saving Throw Fortitude negates; **Spell Resistance** yes

You curse the target with a chill in the blood, and remove the ability to generate body heat. The creature

gains a vulnerability to cold, taking half again as much damage (+50%) from cold damage. When in cold weather (below 40° Fahrenheit), the target must make Fortitude saves (DC 15, +1 per previous check) every minute due to exposure or take 1d6 points of nonlethal damage. In conditions of severe cold or exposure (below 0° Fahrenheit), the target must make a Fortitude save once per round. Extreme cold (below –20° Fahrenheit) deals 1d6 lethal damage every round (no save). A cold weather outfit does not protect an affected creature from cold and exposure damage.

EXTISPICY

School divination; **Level** druid 4, sorcerer/wizard 4, witch 4
Casting Time 10 minutes
Components V, S, F (living creature)
Range personal
Target you
Duration instantaneous

You cut open a sacrificial victim to read the future in their internal organs. The victim must be helpless or willing, and you must target them with a coup de grace attack using a slashing weapon as part of the casting. *Extispicy* provides you with a useful piece of advice in reply to a question on a specific goal, event, or activity. The advice must concern creatures with the same creature type and subtypes as the sacrificed victim and occur within 1 week. The advice granted by the spell can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If you do not act on the information, the conditions might change so that the information is no longer useful.

Extispicy has no percentage chance of failure.

PRIMAL SAVAGERY

School transmutation; **Level** druid 5, ranger 4
Casting Time 1 standard action
Components V, S, F (dinosaur or dire crocodile bone)
Range personal
Target you
Duration 1 round/level (D)

You call upon saurian savagery and grow to massive proportions. Your height immediately doubles, and your weight increases by a factor of eight. This increases your size category one step. You gain a +4 size bonus and a +4 morale bonus (+8 bonus total) to Strength and Constitution and take a –2 penalty to your Dexterity. You gain a +2 enhancement bonus to your natural armor. You cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride), cast spells, or use any ability that requires patience or concentration. At 15th level, the morale bonus to Strength and Constitution increases to +6 (+10 bonus total).

If insufficient room is available for the desired growth, you attain the maximum possible size and may make a Strength check (using your increased Strength) to burst any enclosures in the process. If you fail, you are constrained without harm by the materials enclosing you. The spell cannot crush you by increasing your size.

All equipment you wear or carry is similarly enlarged by the spell. Melee weapons deal more damage. Other magical properties are not affected by this spell. Any enlarged item that leaves your possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical effects that increase size do not stack.

STORIED PAST

School enchantment (compulsion) [mind-affecting]; **Level** bard 4, sorcerer/wizard 6, witch 5
Casting Time 1 hour
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature/level, no two of which can be more than 30 ft. apart
Duration 1 hour/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

Your tales share lessons and inspiration from a long oral tradition. You must speak or sing without interruption to the assembled targets for 1 hour, and the beneficial effects do not set in until this hour is over. The target creatures gain a bonus equal to half your caster level to any single Knowledge skill check you possess ranks in and may make Knowledge skill checks of that type untrained for the spell's duration. They gain a +1 morale bonus for every 3 caster levels (maximum +6) you have to attack rolls and saves. You may not target yourself with this spell.

WASTE NOT

School transmutation; **Level** druid 3, sorcerer/wizard 3, ranger 2, witch 3
Casting Time 10 minutes
Components V, S, M (humanoid corpse)
Range personal
Target you
Duration 1 day/level (D)

You consume the corpse of an enemy or friend for power and sustenance. If the creature was an enemy, it provides you with nourishment, and you are not at risk of starvation or thirst for the duration of the spell. If the corpse consumed was a friend, relation, loved one, or other ally, you are also empowered by their sacrifice. You gain 1d8 temporary hp per Hit Dice of the consumed creature, a +2 enhancement bonus to Strength and Constitution, and your effective caster level goes up by +1,

improving spell effects dependent on caster level for the duration of this spell. This increase in effective caster level does not grant you access to more spells.

Serpent's Tongue Magic

The lizardfolk inherit magical traditions dating back to before mammals learned words. Some even claim that the whispers of the World Serpent inspired the first spellcasters among them. Serpent's tongue magic requires patience, sacrifice, and even death. For the tribes, sacrifice of the one for the many is the highest virtue.

SERPENT'S TONGUE SPELLS

Lizardfolk have access to the following serpent's tongue spells. Each has a new type of material component called "sacrifice." A sacrificial spell requires the caster to lose hp or take Constitution ability damage (as detailed in the spell description). This damage occurs while the lizardfolk is casting the spell and physically manifests as blood loss. It cannot be avoided and is not prevented if the lizardfolk is interrupted while casting. The caster cannot sacrifice more hp or Constitution than his caster level for any single spell. The caster cannot sacrifice hp in excess of his maximum, or points of Constitution in excess of his Constitution score.

Damage sacrificed as part of spellcasting cannot be magically healed except with *greater restoration* or similarly powerful effects, but it can be healed naturally. Ongoing damage sustained by the caster due to sacrificial magic does not cause concentration checks or increase the difficulty of concentration checks.

SERPENT'S BITE

School necromancy [death, poison]; **Level** cleric 7, druid 8, sorcerer/wizard 7, witch 7
Casting Time 1 standard action
Components V, S, M (sacrifice; Constitution)
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration concentration (maximum 10 rounds (D)
Saving Throw Fortitude partial; see text; **Spell Resistance** yes

You inflict a horrible withering curse, resulting in a hideous rotting effect. This catastrophic withering begins on the round the spell is cast and continues for as long as you concentrate. You must sacrifice at least 1 point of Constitution when you cast the spell and an additional 1 point of Constitution each round you continue concentrating. Each round the rot persists, the target takes 4 points of Constitution drain. A successful save reduces the Constitution drain to 2 points of Constitution damage. If the target succeeds at two consecutive saving throws in a row, the spell ends. This is a death and poison effect.

Mythic: The target must succeed on three consecutive saving throws to end the effect.

Augmented (6th): If you expend three uses of mythic power, this bypasses poison immunity. (This doesn't affect poison immunity from having no Constitution score.)

SERPENT'S BLOOD

School transmutation; **Level** druid 3, sorcerer/wizard 3, witch 3
Casting Time 1 minute
Components V, S, M (sacrifice; hp)
Range touch
Target one thrown weapon or projectile
Duration 1 hour/level until discharged (see text)
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You coat a thrown weapon or projectile in corrosive blood. When the thrown weapon or projectile strikes a target, it deals 1d8 points of acid damage per hp sacrificed during spellcasting (maximum 10d8). The weapon or projectile also takes full damage (no saving throw). If the thrown weapon or projectile misses, the magic is not discharged and it can be reused (if it is not destroyed). Once the thrown weapon or projectile deals damage to a target, the spell is discharged.

Mythic: The damage dealt increases to 1d12 points of acid damage per caster level (maximum 10d12).

Augmented (6th): If you expend two uses of mythic power, the maximum damage increases to 20d12, and any acid damage dealt by the spell bypasses acid resistance and acid immunity.

SERPENT'S COIL

School evocation [force]; **Level** cleric 2, druid 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S, M (sacrifice; hp)
Range close (25 ft. + 5 ft./2 levels)
Effect magic python of force
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** yes

A python made of blood-red force manifests immediately and attempts to grapple foes at a distance as you direct it. When determining the python's CMB, use your base attack bonus and add a Strength bonus equal to the hp sacrificed during the spell's casting (maximum +5). A grappled target takes bludgeoning damage each round equal to 1d4 + the hp sacrificed during the spell's casting. At least 1 hp must be sacrificed when casting the spell. Grappled opponents cannot move without first breaking the grapple. The python receives a +5 bonus on grapple checks made against opponents it is already grappling but cannot move foes or pin foes. Each round the python

succeeds on a grapple check, it deals additional damage. The CMD of the python for the purposes of escaping the grapple is equal to 10 + its CMB.

Each round after the first, you can use a move action to redirect the python to a new target. If you do not, the python continues to attempt to grapple the previous round's target. The python cannot be attacked or harmed by physical attacks, but dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it. Its AC against touch attacks is 10.

If an attacked creature has spell resistance, you must make a caster level check (1d20 + caster level) against that spell resistance the first time the python attempts to grapple. If the serpent is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell.

Mythic: Add your mythic tier to the base attack bonus of the force serpent. Before or after an attempt to grapple, you can redirect it to a different target as a swift action instead of a move action.

SERPENT'S SKIN

School transmutation; **Level** cleric 3, druid 3, sorcerer/wizard 3, witch 3
Casting Time 1 minute
Components V, S, M (sacrifice; Constitution)
Range personal
Target you
Duration 10 min./level (D)

Your scales become capable of turning aside any blade. The effect grants an enhancement bonus to your existing natural armor bonus and DR/bludgeoning equal to the points of Constitution damage taken during spellcasting (maximum 5).

The enhancement bonus provided by *serpent's skin* stacks with the target's natural armor bonus but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0.

You may dismiss the spell as a standard action, shedding the thicker scales. This heals you of half the Constitution damage taken during the spell's casting.

Mythic: The mythic version of *serpent's skin* grants DR/epic rather than DR/magic and can be dismissed as a swift action to heal 2d8 points of hp damage per point of Constitution sacrificed. A mythic caster can spend points of mythic power in place of taking Constitution damage.

Augmented (3rd): If you expend one use of mythic power when the spell is cast, then *serpent's skin* can be dismissed to heal you of all Constitution damage taken during the spell's casting as an immediate action.

SERPENT'S TONGUE

School enchantment (compulsion) [language dependent, mind-affecting]; **Level** bard 2, cleric 3, druid 3, sorcerer/wizard 3, witch 3
Casting Time 1 round
Components V, S, M (sacrifice; Constitution)
Range personal
Target you
Duration 1 min./level
Saving Throw Will negates (see below); **Spell Resistance** yes (see below)

All of your words are hypnotically soothing and reasonable to observers. You gain a bonus to all Charisma-based skill checks equal to the number of points of Constitution points sacrificed during spellcasting (maximum +5) for the spell's duration. At least 1 point of Constitution must be sacrificed when casting the spell. You may dismiss the spell as a standard action to cast either a *charm person* or *suggestion* spell even if you do not know or have not prepared either, but the duration of that spell is reduced to the remaining duration of *serpent's tongue*. If *charm person* or *suggestion* aren't on your spell list, treat them as if they are for the purposes of this spell only (and for calculating the spells' DCs when you cast them using *serpent's tongue*).

Mythic: The mythic version of *serpent's tongue* loses the language-dependent descriptor and can be dismissed to target one or more creatures in a 10-ft.-radius burst with either a *charm person* or *suggestion* spell. A mythic caster can spend points of mythic power in place of taking Constitution damage.

SERPENT'S WORD

School evocation [sonic]; **Level** cleric 9, sorcerer/wizard 9
Casting Time 1 standard action
Components V, S, M (sacrifice; Constitution)
Range long (400 ft. + 40 ft./level)
Effect 100-ft.-radius
Duration concentration (maximum 10 rounds) (D)
Saving Throw none; see text; **Spell Resistance** yes

You speak words of destruction echoed by the serpent that encircles the world. You must sacrifice at least 1 point of Constitution and an additional 1 point of Constitution each round you continue concentrating on the spell. Unlike other *serpent's tongue* spells that require a sacrifice material component, Constitution damage taken when casting this spell cannot be healed with *greater restoration*.

While you concentrate, great ghostly coils manifest in the sky and earth. Each creature in the area must succeed on a Fortitude save or be deafened for 1d4 × 10 minutes. Each round you continue to concentrate, the spell generates additional effects as noted below. Each effect occurs on your turn.

2nd Round: The voice of the World Serpent begins echoing your words, dealing 2d4 points of sonic damage (no save) to creatures in the area. This damage increases by 1d4 each following round to a maximum of 11d4 sonic damage after 10 rounds. Crystalline creatures take double damage.

3rd Round: All non-magical objects of crystal, glass, ceramic, or porcelain are destroyed. Attended objects receive a Fortitude save to avoid destruction.

4th Round: The ground begins to quake and crack. Each creature standing in the area must make a DC 15 Reflex save or fall prone. All spellcasters on the ground must make a Concentration check (DC 20 + spell level) or lose any spell they try to cast for the rest of this spell's duration. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (Reflex DC 20 to avoid falling into a fissure). The fissures are 40 ft. deep, dealing 4d6 points of damage to those who fall in them. The entire area is treated as difficult terrain.

5th through 10th Rounds: The unending coils of the World Serpent manifest physically and begin smashing into the ground. Creatures of Huge size or smaller on the ground must succeed on a DC 15 Reflex save or be pinned, automatically taking 4d10+30 bludgeoning damage. Pinned foes take damage each round if they don't escape. The coils are treated as having a CMD of 38 + your caster level. This includes a +20 bonus due to their Strength and a +8 size bonus. The coils cannot be damaged but can be dispelled as normal.

Mythic: The sonic damage dealt increases to 2d8 points of sonic damage and increases by 1d8 each following round. Magical objects (but not artifacts) made of crystal, glass, ceramic, or porcelain with a CL of 10th or less are destroyed. Structures in the area take 1d10 points of damage per round (this damage bypasses hardness). A mythic caster can spend points of mythic power in place of taking Constitution damage.

Augmented (9th): If you expend two uses of mythic power, you and a number of targets equal to your tier are immune to the spell's effects.

Death Magic

Lizardfolk employ ancient magic in desperate times—one powered by the soul when a life is taken. Unfortunately, some individuals and tribes have become rather fond of it.

BLOOD SACRIFICE

A spell cast with a blood sacrifice imitates a mythic version of that spell. The spell uses the mythic version of the spell but doesn't count as a mythic spell for the purposes of effects that interact with the spell. A non-mythic caster cannot employ the augmented version of the mythic spell or use spells that requires the caster to expend uses of mythic power.

To cast a spell in this manner, a number of living and willing humanoids or monstrous humanoids equal to the spell's level must be sacrificed by the caster or allies within line of sight while they are casting the spell. The spellcasting is not complete and the spell does not take effect until the last victim is sacrificed. This increases the spell's casting time to a minimum of 1 full round per sacrificial victim if the caster is not assisted by allies. If the casting is interrupted or the caster loses concentration, then any sacrifices are wasted.

To sacrifice a creature, the caster or allies must perform a successful coup de grace attack on the victim or victims that results in the creature's death. Allies can commit suicide in order to sacrifice themselves for this purpose. The creature's soul is consumed in the process, and they cannot be raised, reincarnated, or resurrected except through a *miracle* or *wish* spell.

Unwilling or magically compelled creatures can be sacrificed in order to empower a spell, but doing so is far less efficient as most of the victim's soul escapes. Ten unwilling or compelled victims count as a single willing victim for the purposes of sacrifice. Unwilling or compelled victims can be brought back to life through the *resurrection* spell or more powerful magic.

MYTHIC SACRIFICE

A mythic spellcaster can sacrifice victims to empower mythic spells. Each victim sacrificed allows the caster to increase his tier by 1 or provides a single point of mythic power for the purposes of casting the spell. If the mythic spellcaster increases his tier for the purposes of the spell, he can cast augmented versions of the mythic spell.

A mythic creature cannot be sacrificed unwillingly. If a mythic creature willingly sacrifices themselves, the spellcaster gains a number of points of mythic power equal to the remaining points in the mythic creature's pool for the purposes of the spell in addition to the normal effects.

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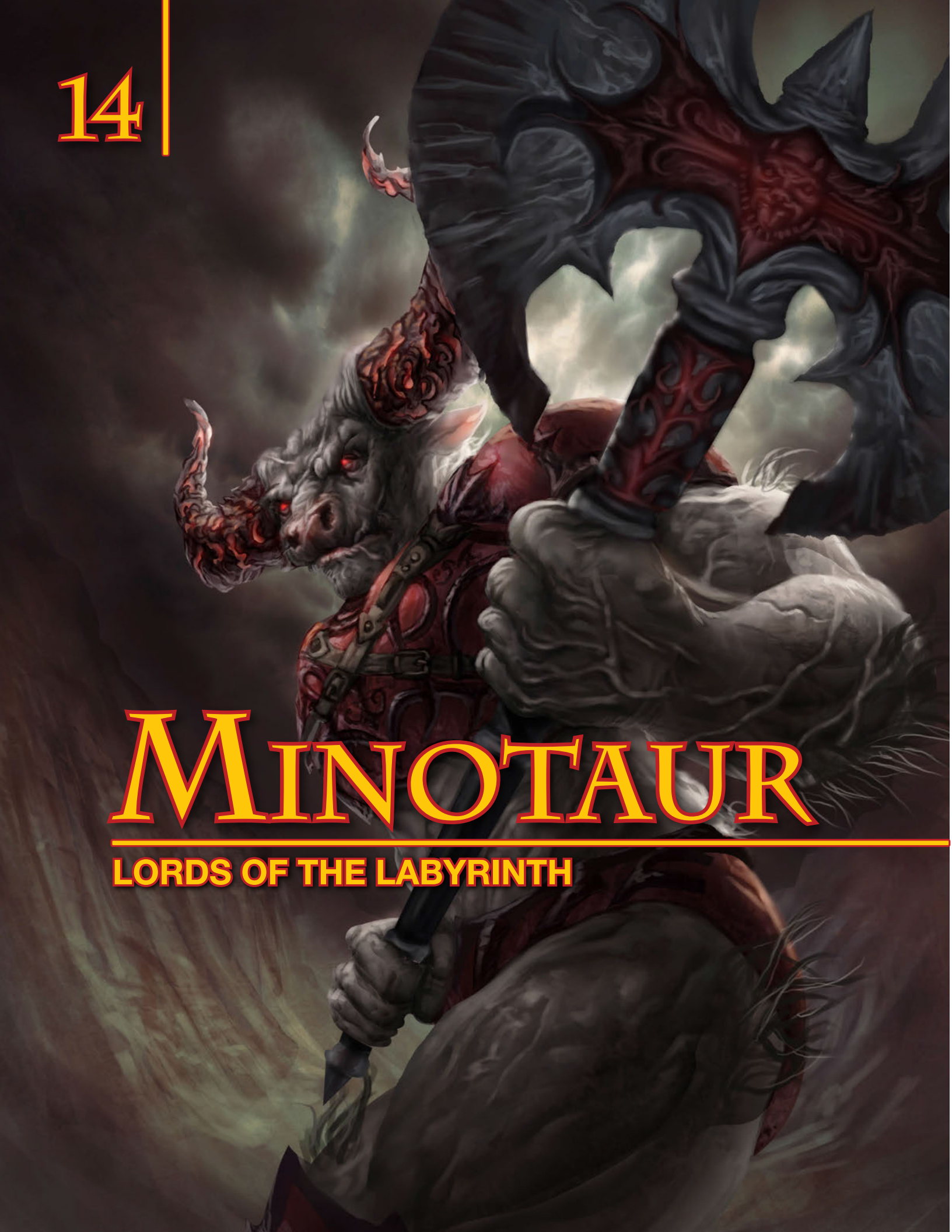

Minotaur

LORDS OF THE LABYRINTH

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Minotaurs are a fierce and diverse race scattered across the coasts and rocky hinterlands. From their bovine horned heads to their humanoid bodies and cloven hooves, they evoke awe in some and nightmares in others. Over centuries of separation from their once-great empire, this impressive race has inserted itself into almost every culture and occupation.

With such a broad range of experiences and influences, the nigrosh, as their own language names them, have a reputation for exceeding the expectations of other humanoids. This chapter describes minotaur NPCs and adventurers in detail, while providing options for making unique minotaur characters within the Midgard setting or any fantasy world.

LANGUAGE AND HISTORY

The minotaur language was developed from an amalgamation of ancient Giant and Elven words—foreshadowing the present daily conflict between civilization and barbarism. Minotaur sages who developed the language did so precisely from a desire to join their cultural dichotomy into a single binding identity. The self-reference nigrosh means "people of the hoof," borrowed from the Elven word for centaurs and given a giantish snarl. The construction of the language evolved into its own guttural form, changing organically as minotaurs spoke in political courts and growled out pirate songs.

Even today, loner nigrosh display a curiosity for unusual words from other languages they encounter. Merchants and diplomats bring these words into their enclaves where they are circulated among various minotaur tribes until new favorites find their way into the racial parlance. In the horned ones native language, there is no real differentiation between races. They are all krigki, an old Giant word that literally translates to "meat that talks." Trasgi, the word for prey, is an unforgivable insult spoken, worse even than fallul (or "brokehorn").

The story of the minotaurs' ascension from ravenous blood thirst to sundry explorers takes many turns. According to legend, the first minotaur created was a unique creature. Neuter and terrible, he wandered the plains, devouring all he encountered. When the hunt for particularly elusive prey brought him to the seashore, he saw a full moon over the vast horizon. Depending on the narrator, he was drenched by waves or captivated by the moonlight and, in either event, lost track of his prey. When he roared and shook in rage at his hunger, the sweat and blood that scattered from his fur became the minotaur people. Many minotaurs name the moon or sea as their mother (or father, as some prefer). Later in the myth cycle, Moon or Sea offers to let himself be hunted if the First gives up his invulnerability, leaving room for the race to grow and thrive outside of his terrible shadow. Traditional believers say the First is not dead because Moon and Sea have not yet been devoured.

Minotaur history tells us that Ragkar, a young red-maned specimen, traveled north looking for food when his family's hunting grounds were depleted. He came back with a pelt white as sea foam. Ragkar's eyes shone silver as the moon, and magical words leapt like fire from his tongue. He spoke of a vision, saying a voice as huge as the sea told him the nigrosh could build a new home. Populated by more than mere nomads, this new city would overflow with food, sating the minotaurs' constant hunger and giving rise to a society of learning and restraint.

Enthralled by his eloquence, many nigrosh flocked to join Ragkar's family, which traveled to the site that would become the heart of the kingdom. Those lands were exceptionally fertile and uninhabited except by the few early human tribes who fled the minotaurs' approach. Those humanoids that remained offered respect to the horned ones and lived with them in relative peace.

The Minotaur Kingdom was a place of beauty and grace. With their gluttony abated, Ragkar's tribes acquired skills in art, magic, and science. They discovered the joy of sailing the sea, reveling in bending the winds to their wills. With their expertise came great wealth as they embraced piracy, then commerce. Their capital city was clothed in illusory magic, and the grand stone labyrinth at its heart baffled visitors from across the world. Nearby ports featured marvels of marble and silver architecture. The prosperity of the nigrosh attracted people of many races, resulting in a kingdom of great diversity.

Greek Origins

In Greek myth, Poseidon created the Minotaur as a punishment when Minos, king of Crete, did not sacrifice a white bull as he had promised. Poseidon caused Pasiphae, Minos's wife, to fall in love with the bull and bear a child by it. This offspring was depicted as having the body of a man with the head and tail of a bull. This poor creature, named Asterion, grew large and dangerous. Unwilling to slay his own son, Minos imprisoned Asterion in a labyrinth below the palace.

After a successful war with Athens, Minos demanded a tribute of seven young men and seven young women to be fed to the minotaur. Theseus, scion to the king of Athens, traveled as part of the third tribute. With the aid of Ariadne, daughter of Minos, he solved the maze and killed the Minotaur.

Minotaurs in Midgard owe much to the real-world myth, but as the pages of Advanced Race: Minotaurs reveal, they are so much more than cursed humanoids doomed to solitary imprisonment.

Every year at the winter solstice, minotaur cities hosted festivals in honor of the First. The grandest event was the Resheig, a hunt through a carefully constructed labyrinth. If the prey (generally a group of criminals or debtors) survived the hunt through the labyrinth in the center of the city, they won their freedom as well as treasure from the heart of the labyrinth itself. The losers were eaten at the solstice feast.

After several wars with competing nations, the nigrosh endured their first great test of resolve to maintain their more civilized ways. The oldest barbarian cults of the First had dwindled quietly as time passed, but exposure to battle and the need to repopulate newly conquered lands opened the door for aggressive traditionalists to gain influence.

Those faithful to the old ways instructed new minotaur soldiers in the dark craft of dunamiphagy, the consumption of an enemy's heart to gain spiritual power. The freedom offered by violence and brutality spoke to many younger nigrosh who'd been tested in battle. As peace settled across their lands, many of these traditionalists found their society to be confusing and weak. Hearkening back to tales of their monstrous progenitor, they wandered in small groups or founded barbarian tribes in order to pursue the hunger reawakened in them. Minotaur society has been evenly divided between veneration of the First and respect for the influence of Moon and Sea ever since.

CULTURE AND FAMILY

Both camps of minotaur society place immense value on family. Even among those who Hunger, children are encouraged to show rigid self-control—a quality engrained in adults. Minotaurs are well known to embrace violence in defense of themselves or their own kind, but half of them prefer to begin with parley in order to reach a mutually edifying arrangement. Whether leading packs or guiding communities, nigrosh leaders must continuously prove themselves through deeds and wisdom. Those who cannot are deemed unfit to rule. Challenges are frequent and often bloody, though the challenged determines the contest, which typically play to their strength. If a competitor loses, he must wait a full cycle of the moon before confronting anyone again. If a contender fails three times over the course of his life, he is banished. A banished minotaur dare not show his face in a nigrosh city unless he can prove he defeated the object of his disgrace abroad. This has the practical effect of minotaur politicians working for the banishment of rivals and then refusing to leave the city except in extreme circumstances. Because of this, small villages of sequestered minotaurs sometimes spring up out of a call for justice against corrupt bureaucrats.

To be considered an adult, a minotaur must successfully hunt a challenging creature, solve a difficult riddle, win a choral contest, or somehow prove their intellectual and spiritual worth. Again, the manner in which a youth secures his reputation is determined largely by the settlement's degree of devotion to the old ways.

Minotaurs have hot tempers and voracious appetites. The pacified tribes maintain a careful culture of manners and customs to counteract this, though these customs do allow for occasional release. The nigrosh are acutely aware of their darker urges and redirect them into less harmful endeavors, such as physical sport and the construction of architectural wonders. Though some groups utilize codified laws more than others, every camp, enclave, society, and tribe punishes law breakers harshly.

ART AND ENTERTAINMENT

Music and theater play a vital role in this culture. Both allow artists to convey the wide range of emotions all minotaurs experience, giving traditionalists and civilized nigrosh a common understanding of their shared history. Minotaurs in social settlements also love to cook, combining science and art in a medium that allows them to explore flavor without indulging the Hunger.

Magic and architecture are among the highest pursuits in minotaur society. Illusion magic is associated with Sea, divination with Moon, and every gathering of traditionalists is likely to feature a maze or labyrinth of sorts as well.

APPEARANCE AND STYLE

Most minotaur hides are short haired or shaggy, but some have hair that grows long enough to be considered a mane around their head and back. This hair is thick but can be surprisingly soft when maintained. Coloring varies wildly with most being one color and a minority being spotted. Coats are most often red or brown, though gold and black are not uncommon. The rarest color is unblemished white.

Albinos are more charismatic than ordinary minotaurs, owing to rumors of great destiny. Traditionalists expect much and give them great respect. However, these white-furred nigrosh are considered bad luck by civilized stock—their red eyes a disturbing reminder of the fury that lives in each of them.

Minotaur horns are a source of pride and vanity, often carved with symbols of their owner's success and sometimes gilded, engraved, or pierced as well. Having a damaged or missing horn is a source of ridicule and shame, so those who lose horns in battle mask their shame with jewels, trophies, or metal caps. Infrequently, a minotaur rises above his broken horns, driven by the obvious symbol of shame, and achieves great fame despite his disadvantage.

Clothing and jewelry are frequently exuberant among the nigrosh, who fully embrace the opportunity for self-expression. Formal gatherings witness considerable energy devoted to the style of important individuals. A remarkable outfit for a minotaur at court includes vibrant colors and textures, combined with the dynamics of the minotaur's hide. Wearing colors or patterns that do not compliment one's own hide sets up the unfortunate individual for lasting ridicule.

MAJOR RELIGIONS

The nigrosh are so scattered that fully half of them have little or no exposure to their assembled cousins or their traditional cultures. As a result, minotaurs tend toward very individualized beliefs. A single nigrosh may embrace a religion that compels him based on his life experience or may follow no religion at all.

Minotaurs with traditional beliefs jointly observe two holy days in addition to others celebrated by their major faiths. The first is the winter solstice, celebrated

Minotaurs in Midgard

The Empire of the Moon and Sea was called Roshgazi, nestled in the expansive Southlands. Roshgazi thrived many years before being destroyed by the nascent Dragon Empire.

The ruins of Roshgazi are extremely dangerous. Minotaurs who abandon the dreams of their ancestors walk streets steeped in curdled magic. Devolved into barbarism, they feed on adventurers seeking to steal ancestral treasures. Dangerous illusions abound, a deadly complement to the ancient traps that lie unsprung. Some say the central labyrinth, never navigated by the invading dragons, still holds legendary treasures. The surrounding grounds lie despoiled and barren, sown with salt as the invaders withdrew.

Across Midgard, the Minotaur language is called Rue-Thothka, and their modern homeland is Kyprion. Visitors tread carefully, since the old ways are observed in parts of the city—sentient beings are even used for sacrifices, normally in the form of condemned criminals. The palace lies at the center of a labyrinth, befitting the race's ancestors. In the amphitheater, tauric troubadours sing their petitions to the queen, a converted priestess of Hecate and scourge of the cult of Bastet. Cults of the Hunger, led by subtle oracles and witches, have license to worship as long as they draw no notice.

Sages across Midgard presume that the Hunger is a mask of Vardesain/Mordiggian or the Hunter. Sudvall (see the Southlands Campaign Setting book) minotaurs are loyal followers of the Hunger. The horned ones of Cindass, Kyprion, and the Seven Cities, however, are less enamored with the Hunger, but devotees can be found wherever minotaurs settle and build their labyrinths.

The city of Triolo maintains a minotaur quarter under nigrosh law. The residents maintain good relations with the city government, but the harsh justice the inhabitants dispense to thieves and dissemblers leads to occasional friction. The race gains increased respect in political courts now that a horned one has been elected first admiral.

from sundown to dawn. Wintermeet, as it is called, commemorates the night the First took advent in the world. Most minotaurs consume raw meat on this night, indulging the savagery of their origin myth to one degree or another. During this rivalry, the nigrosh throw off restraint and obey instinct. Minotaur settlements develop rules for conduct during this unhinged time, but those rules deal more with the aftermath of violence or property destruction as their citizens abandon civility. Other humanoids might attend Wintermeet but are generally better served avoiding minotaur populations for the night.

The summer solstice is the second celebration, the day that Ragkar returned to offer his race an alternate path. Markedly different in approach, this is a day of meditation, fasting, and gift giving. It is called the Festival of Rebirth.

The paradox of proud individualism and shared culture allows for a significant degree of respect among the two primary minotaur religions. However, there has always been some tension between those who feel they are born of Moon and Sea and those who honor the old ways. Tribes where the First is honored may or may not welcome other beliefs. Where they do, traditional shaman or oracles do not veil criticism of the "weaker beliefs." Priests of Moon and Sea point to the greatness of minotaur society but try not to draw attention to the race's status as "once great."

The place where the two factions encounter irreconcilable conflict is over the traditionalist practice of dunamiphagy. Those faithful to the old ways claim the practice of taking divine power from the vanquished demonstrates the active Hunger in every minotaur. Clergy of the more modern beliefs claim the practice is little more than necromancy and borders on universally evil. Without doubt, nigrosh who eat the heart of the fallen, or otherwise consume the divine power of once-living creatures, fully engage in their Hunger and claim it gives them great personal strength.

Minotaur Adventurers

While older nigrosh civilizations once flourished, the race now exists as exotic members of other cultures or throwback enclaves to the world that was. As a result, minotaurs frequently take to the adventuring life, most often to find those like them or to spend time with others who have no true home. Minotaurs of any alignment are possible, but they tend heavily toward lawful or chaotic neutral, depending on whether they embrace their culture's self-disciplined life or indulge their deep emotions as loners.

Minotaur Racial Traits

Most player character minotaurs have the following racial traits.

+4 Strength, –2 Dexterity, –2 Charisma: Minotaurs have a powerful physique but are ungainly with short tempers.

Medium Size: Minotaurs are Medium creatures and have no bonuses or penalties associated with size.

Normal Speed: Minotaurs have a base speed of 30 ft.

Darkvision: Minotaurs can see in the dark up to 60 ft.

Powerful Charge: Whenever a minotaur makes a gore attack on a charge, it deals double the normal dice of damage for the attack plus 1-1/2 its Strength bonus.

Natural Cunning: Minotaurs are never caught flat-footed.

Surveyor: Minotaurs are sharp-eyed surveyors and gain a +1 racial bonus on Perception and Profession (sailor) checks.

Loner: Minotaurs gain a +2 racial bonus on Survival checks, and Survival is always a class skill for them.

Horns: Minotaurs have a natural gore attack with their horns. This is a primary attack that deals 1d4 points of damage for Medium minotaurs (or 1d6 for Large).

Languages: Minotaurs begin play speaking Common and Giant (or Rue-Thothka in Midgard). Minotaurs with high Intelligence scores can choose from the following: Draconic, Dwarven, Gnome, and Terran.

Minotaur Alternate Racial Traits

Behemoth: Owing to their progenitors, minotaurs are frequently Large in size. Such imposing figures gain the Large size trait[ARG] in addition to their racial ability score modifiers. This racial trait replaces the surveyor trait. Behemoth minotaurs take an additional –2 racial penalty to Intelligence and Charisma scores.

Child of the First: Some minotaurs have powerful jaws, giving them a bite attack that deals 1d6 points of damage. This replaces natural cunning and surveyor.

Moonborn: A minotaur sorcerer with the delirium[DM] or ocean[DM] bloodlines or an oracle with the moon[DM] mystery treats her Charisma score as 2 points higher for all sorcerer or oracle class abilities. This racial trait replaces natural cunning.

Natural Swimmer: The minotaur may hold his breath for a number of rounds equal to 3 × his Constitution before he risks drowning. He also gains a +4 racial

bonus on Swim checks. This racial trait replaces powerful charge.

Seaswept: Some minotaurs display an ancestral gift for illusions and maze magic. They cast *confusion* and *maze* spells at +1 caster level. This racial trait replaces loner.

Favored Class Options

Barbarian: Add +1 to the barbarian's total number of rage rounds per day.

Battle Scion: Add +1 to concentration checks when casting battle scion spells.

Cleric: Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds +1/2 to the number of uses per day of that domain power

Fighter: Add +1/2 to the fighter's CMB when attempting a bull rush.

Ranger: Add +1 hp to the ranger's animal companion. If the ranger ever replaces his animal companion, the new animal companion gains these bonus hp.

Sorcerer: Add +1/2 point of damage to any illusion spells of the shadow subschool cast by the sorcerer

Swashbuckler: Add +1/3 to the swashbuckler's initiative bonus.

Witch: Add +1/6 of a new hex the witch learns.

Minotaur Archetypes

Minotaurs remain among the more diverse and unique adventurers in the world. Their approaches to traditional adventuring occupations are no less peculiar.

FREEBOOTER (FIGHTER)

Known for their strength and rage, some minotaurs are also successful as mercenaries and capable of disciplined combat. They are especially valued as marine warriors, leading successful ship-to-ship actions by sheer weight and main strength.

A freebooter specializes in boarding actions and other shipboard combat. A freebooter might be a brave marine, a loyal sailor, or a hotheaded pirate.

Weapon and Armor Proficiency: A freebooter is not proficient with heavy armor or tower shields.

Skills: Add Acrobatics and Knowledge (nature) to the freebooter's list of class skills. Remove Ride and Knowledge (dungeoneering) from the list.

Deck Fighter (Ex): At 1st level, a freebooter becomes skilled at shifting his opponent's position on the deck. The freebooter gains a +1 bonus on bull rush, drag, reposition, and trip combat maneuver checks. The freebooter also gains a +1 bonus to CMD against these same maneuvers. This ability replaces the bonus feat fighters normally gain at 1st level.

Random Starting Ages

Race	Adulthood	Intuitive[1]	Self-Taught[2]	Trained[3]
Minotaur	15 years	+1d4	+1d6	+2d6

1 This category includes barbarians, bloodragers, oracles, rogues, sorcerers, and swashbucklers.

2 This category includes bards, battle scions, brawlers, cavaliers, fighters, gunslingers, hunters, paladins, rangers, shamans, skalds, slayers, shadowsworn, spell-less rangers, summoners, and witches.

3 This category includes alchemists, arcanists, clerics, druids, inquisitors, investigators, magi, monks, theurges, warpriests, white necromancers, and wizards.

Aging Effects

Race	Middle Age[1]	Old[2]	Venerable[3]	Maximum Age
Minotaur	35 years	53 years	70 years	70 + 2d20 years

1 At middle age, –1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

2 At old age, –2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

3 At venerable age, –3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

Random Height and Weight

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Minotaur, male	6 ft. 3 in.	+2d6	240 lb	×7 lb.
Minotaur, female	6 ft. 0 in.	+2d6	215 lb.	×7 lb.

Old Salt: At 1st level, the freebooter gains a +1 bonus on Acrobatics checks made on or leaping from a ship. He also gains this bonus on Swim checks made to swim while wearing armor. This bonus increases by +1 at 6th level and again at every 4th level beyond 6th (to a maximum of +5 at 18th level). This ability replaces bravery.

Close Quarters (Ex): At 11th level, a freebooter learns to close off escapes and defend his ground. He gains a +2 bonus on attack rolls when making attacks of opportunity provoked by an enemy combatant moving through his threatened squares. At 15th level, the freebooter can take spend an immediate action to take an attack against a creature that takes a 5-ft. step or attempts to withdraw within his reach. This counts as the freebooter's attack of opportunity for the turn. This ability replaces armor training 3 and 4.

MAZE HUNTER (RANGER)

Some rangers form a bond with the spirit of the hunt, and can infuse that spirit into the net with which they take their prey. This fusion creates a companion of animated rope or metal, who aids in taking live prey. Often, these are brought for others to hunt through the labyrinth.

A maze hunter has the following class features.

Class Skills: A maze hunter replaces Handle Animal and Knowledge (geography) with Knowledge (religion) and Knowledge (arcana) on its list of class skills.

Net Companion (Su): At 1st level, a maze hunter ranger forms a close bond with a hunt spirit. This ability functions similarly to the druid animal companion ability, though commands require a successful Charisma check (DC 10 + 1/2 Hit Dice) of the companion. The hunt spirit animates a net, built as an animated object of Medium size with 1 construction point. The maze can build this animated net at character creation for free. At 3rd and every other level after that, the animated object gains 2 construction points. This ability replaces Hunter's Bond.

Net Fighter (Ex): At 1st level, a maze hunter ranger gains Exotic Weapon Proficiency (net) as a bonus feat. At 3rd level, the maze hunter receives Net Adept (*Pathfinder Roleplaying Game*: *Ultimate Combat*) as a bonus feat. This ability replaces endurance.

Improved Net Fighter: At 4th level, the maze hunter selects either Net and Trident or Net Maneuvering (both found in *Pathfinder Roleplaying Game*: *Ultimate Combat*) as a bonus feat. He must meet prerequisites for these feats. This ability replaces wild empathy.

Quarry (Ex): At 11th level, a maze hunter's net companion can benefit from his quarry ability. The net companion may not activate the ability or choose the quarry itself, but gains these benefits only when the maze hunter ranger activates the ability. The net companion must remain within 30 ft. of the maze hunter ranger's, and must be able sense him to benefit from this ability.

Empathic Link (Su): At 12th level, a maze hunter ranger's connection with his net becomes so strong that they can communicate empathically with each other to a distance of 1 mile. Because of the link's limited nature, only general emotions can be shared. Both he and the net companion receive a +4 bonus to any skill check used to track or otherwise locate each other. This ability replaces camouflage.

Improved Quarry (Ex): At 19th level, the net companion may also benefit from the improved quarry ability. The net companion may not activate the ability or choose the quarry itself, but gains these benefits only when the maze hunter activates the ability. The net companion must remain within 30 ft. of you and must be able to see, hear, or otherwise sense the maze hunter in order to benefit from this ability.

MOONHEART (WITCH)

A moonheart's affinities are tied to the moon and its phases. Prophecy and lunacy are her birthright.

Patron: A moonheart cannot choose a patron whose interests or theme opposes that of Moon: for example, fire or light.

Spells: A moonheart replaces some of her patron spells with the following: 2nd—*augury*, 8th—*moonstruck*[APG], 12th—*starry vision*[DM], 18th—*foresight*.

Dark of the Moon (Ex): Beginning at 1st level, the witch gains lowlight vision, seeing 4 × as far in dim light as humans. At 10th level, the range of her darkvision increases to 120 ft. This ability replaces the witch's hex normally gained at 1st level.

Lunacy (Su): Beginning at 6th level, the witch gains a touch attack that affects a creature with *lesser confusion*. A successful Will save negates this effect. At 12th level, the target is affected as if by *confusion*. This ability replaces the witch's hex normally gained at 6th level.

Illumination (Su): Beginning at 10th level, a moonheart increases any bonuses gained from one divination spell by 1/2. She elects to increase the bonus as she casts the spell. This increase does not affect the spell's caster level or duration and has no effect on divination spells that do not grant bonuses. She can use this ability once per day at 10th level and once again at 16th level. This ability replaces the hex normally gained at 10th level.

Hexes: The following witch hexes complement the moonheart archetype: disguise, fortune, healing.

Major Hexes: The following major hexes complement the moonheart archetype: hidden home, major healing, vision.

Grand Hexes: The following grand hex complements the moonheart archetype: death curse, dire prophecy, lifegiver.

Consumption patron

Moonhearts or other witches may gain power from their partnership with the Hunger or a similar mask of Vardesain. The patron of consumption is available to such witches regardless of races.

Consumption: 2nd—*decompose corpse*[UM], 4th—*blood lure*[DM], 6th—*ravenous urge*[DM], 8th—*touch of slime*[UM], 10th—*feast on fear*[ACG], 12th—*circle of death*,14th—*cannibal compulsion*[DM], 16th—*horrid wilting*, 18th—*imprisonment*.

RAGING MAULER (BARBARIAN)

While most minotaurs are civilized, those that live in small clans or as loners in the wilderness often make powerful barbarians, engines of furious destruction worshipped by goblins, and even primitive humans.

Some minotaurs prefer to use the weapons they were born with. The raging mauler enjoys the thrill of rending, biting, and goring her opponents.

Weapon and Armor Proficiency: A raging mauler is proficient with any natural weapons she has or develops. She is also proficient in all simple weapons and takes no attack or damage penalties when using simple weapons made from primitive materials. Raging maulers are proficient with light and medium armors but not shields.

Make a Hole (Ex): At 2nd level, a raging mauler's gore attack deals damage as if she were one size category larger. At 8th level, the damage dice for her second natural attack increases by one size category as well. At 14th level, damage dice for the raging mauler's remaining natural weapon improves by one size category. These increases stack with the Improved Natural Attack feat. This ability replaces the rage powers normally gained at 2nd, 8th, and 14th levels.

Rough Hide (Ex): Beginning at 3rd level, a raging mauler gains DR 1/–. The value of this damage reduction increases by 1 every 3rd level, to a maximum of 6/– at 18th level. This ability replaces trap sense.

Rend the Flesh (Ex): At 5th level, a raging mauler gains a primary natural attack in addition to her gore attack whenever she rages. The raging mauler chooses from a bite or either claw, and she attacks normally with that natural weapon so long as she does not wield a manufactured weapon. At 7th level, she gains an additional primary natural attack from the remaining options. At 10th level, she adds the final remaining attack to her suite of primary natural attacks (so that she has a bite, a gore, and 2 claws available). This ability replaces improved uncanny dodge and the damage reduction ability normally gained at 7th and 10th level.

Rage Powers: The following rage powers complement the raging mauler archetype: beast totem, beast totem (lesser), beast totem (greater), increased damage reduction, primal scent, scent, superstition, witch hunter.

MINOTAUR SORCERERS

Minotaurs have relatively few sorcerers, but those they do have understand certain secrets that might destroy a lesser student of the arcane.

Delirium Bloodline

The influence of Moon touched one of your ancestors. Though your immediate family may have been unremarkable, you have always known perception is a prison. Your birthright is the magic you use to escape that cell.

Class Skill: Sleight of Hand.

Bonus Spells: *face of deception*[DM] (3rd), *misdirection* (5th), *displacement* (7th), *illusory wall* (9th), *seeming* (11th), *true seeing* (13th), *circle of clarity*[UM] (15th), *mind blank* (17th), *weird* (19th).

Bonus Feats: Deceitful, Deft Hands, Dodge, Empower Spell, Greater Spell Focus (illusion), Iron Will, Quick Draw, Spell Focus (illusion).

Bloodline Arcana: Whenever you cast a spell of the glamer subschool, increase the duration of the spell by 50% (minimum 1 round). This bonus does not stack with the increase granted by the Extend Spell feat.

Bloodline Powers: You call upon the illusory power of your ancestor's patron, giving you the power to deceive or cloud your enemies' senses.

Distracting Touch (Sp): At 1st level, you can cause a creature to become distracted for 1 round as a melee touch attack. A distracted creature can only take a move action but can defend itself normally. Once a creature has been affected by distracting touch, it is immune to its effects for 24 hours. You can use this ability a number of times per day equal to 3 + your Charisma modifier. This is a mind-affecting effect.

Mind's Master (Su): At 3rd level, you can dispel or counter spell a mind-affecting spell by sacrificing a spell slot of the same level. Spell-like abilities are vulnerable to your dispelling power, but supernatural abilities are not.

Beguiling Moment (Sp): At 9th level, you can entrance creatures with your illusions. You gain the ability to fascinate with an illusion you have cast. This acts as the bardic performance fascinate, except your subjects must be able to see an active illusion spell cast by you. The effect lasts for a number of rounds equal to your sorcerer level and does not require concentration unless the illusion spell requires concentration to maintain. If the illusion is dispelled or otherwise ends, the fascinate effect ends immediately. You may use this ability twice per day at 9th level, three times per day at 13th level, and four times per day at 17th level.

Question Reality (Su): At 15th level, your illusion spells become more difficult to disbelieve. When any subject affected by your illusion spell rolls a Will save or attempts to disbelieve, you can (as an immediate action) force that subject to roll two twice and take the worst result. You can use this ability once per day at 15th level and twice per day at 19th level.

Illusion's Master (Su): At 20th level, your illusions are almost real. Your shadow subtype spells that mimic conjuration or evocation spells are 80% real. Other shadow spells are cast at +1 caster level. Illusion spells you cast that produce variable numbers of illusions (such as mirror image) gain an additional image.

MINOTAUR ORACLES

Their long history with Moon and Sea leaves many minotaurs with insight and power as oracles. They claim that they were the first to teach the hunt mystery, and certainly, it is more common among the nigrosh than almost anywhere else.

Hunt Mystery

Deities: The Hunger, the Hunter, Mordiggian, Wotan.

Class Skills: An oracle with the hunt mystery adds Knowledge (nature), Perception, Stealth, and Survival to her list of class skills.

Bonus Spells: *longstrider* (2nd), *acute senses* (4th), *locate weakness*[UC] (6th), *seeker's arrow*[DM] (8th), *aspect of the wolf*[APG] (10th), *hunter's shot*[DM] (12th), *transformation* (14th), *resonating word*[UM] (16th), *greater maze*[DM] (18th).

Revelations: An oracle with the hunt mystery can choose from any of the following revelations.

A Good Kill (Ex): Whenever you kill a living creature, your instincts and senses sharpen. You gain a +2 morale bonus on Wisdom-based skills and checks for 1 hour. At 10th level and every 5th level thereafter, this bonus increases by +1 to a maximum of +5 at 20th level.

Dread Mark (Su): The fear you instill in your prey makes them increasingly vulnerable to you. You gain a +1 bonus to attack and damage rolls against creatures that gained the shaken condition from one of your spells or abilities. This bonus increases to +2 if the subject is frightened and +3 if the subject is panicked.

Ferocious Stamina (Su): You gain the Endurance feat and a +1 bonus on Fortitude saves. At 8th level, and again at 12th level, this bonus increases by +1.

I Hunt Alone (Ex): You are self-reliant in both combat and wilderness travel. You gain the Self-Sufficient feat. At 7th level, you gain a +1 dodge bonus to AC whenever more than one enemy creature threatens your space. The bonus only applies to attacks from creatures adjacent to you that you can see. At 15th level, this dodge bonus increases to +2.

Loyal Companion (Ex): You gain an animal companion as the ranger class feature. Use your oracle level to determine your effective ranger level for this ability. You can choose this mystery an additional time to use your oracle level as your effective druid level for the same ability.

Predator's Lope (Ex): Your base speed increases by 10 ft. At 7th level, you are no longer affected by natural difficult terrain, though collapsed rubble or other unnatural formations do impede you. Oracles with the lame oracle curse cannot select this revelation.

Preysense (Su): You can locate any creature you have dealt hp damage to within the last 24 hours, as with the spell *locate creature*. At 11th level, you gain the lifesense universal monster rule (*Pathfinder Roleplaying Game*: *Bestiary 2*) within 30 ft. You must be at least 7th level to choose this revelation.

Spirit of the Hunt (Ex): Your divine connection to the hunt gives you supreme confidence. You add your Charisma modifier instead of your Wisdom modifier on Perception and Survival checks. You add your Charisma modifier to Steath rolls instead of your Dexterity modifier.

Tracking (Ex): You gain a bonus to Survival checks to follow tracks equal to half your oracle level. At 7th level, you no longer leave tracks through natural terrain unless you choose to. At 11th level, you can move your normal speed while tracking without taking a –5 penalty on your Survival checks.

Who's Hunting Whom (Su): At 11th level, you are the supreme predator, and even aggressive beasts sense it. When you confirm a critical hit with a melee or ranged weapon, your target must succeed at a Will save (DC 10 + 1/2 your oracle level + your Charisma modifier) or become shaken for 1 minute. At 15th level, creatures who fail this save become frightened.

Final Revelation: Upon reaching 20th level, you become a true lord of the hunt. You can move up to your speed and still take a full-attack action. You may move before the attack but not after. You automatically stabilize if reduced below 0 hp and are immune to fatigue and exhaustion effects.

The Hunger

AL: CE

Domains: Hunger[MCS], Labyrinth[DM], Predator[SL], Strength, Trickery

Subdomains: Deception, Ferocity

Favored Weapon: Natural Attack (bite or gore)

Symbol: An unbroken horn stained by blood.

The original minotaur god grants spells or other favors wherever the First is revered. His voice echoes in the deep places of the earth, and his followers growl back in unison. In areas where a small group of horned ones roar out as one, wise governors suspect a cult and prepare for violence.

In Midgard, his influence is felt as the patron of consumption and in the revelations of the hunt mystery. Wealthy minotaur adventurers host hunts as secret sacrifices, cleverly involving the renowned and powerful in their subtle worship. The slums of the world might well host a cult to the First, its gathering places marked by a bloody hoof print.

Minotaur Equipment

Minotaurs make surprisingly light blades and craft small and clever devices when the mood suits them.

Horn Blades

Price 25 gp or more; **Weight** 3 lb.

Horn blades gain their name from their earliest version, though modern versions may not feature actual blades. These adornments fit snugly atop a minotaur's horns. They can feature blades, points, or blunt ends in order to change the minotaur's gore damage to slashing, piercing, or bludgeoning, respectively. Horn blades are sometimes made from special materials to assist in overcoming damage reduction. A horn blade made from a special material confers a masterwork bonus on attack rolls and costs half the normal price for a weapon made of that material. Horn blades can be removed or attached as a full round action. Because a minotaur's gore attack still depends on his natural horns, horn blades cannot bear enchantments to make the gore attack magical.

Horn Caps

Price 10gp **Weight** —

These attach to horns and create a base or hook from which the wearer can suspend an item with negligible weight (such as a candle or potion bottle). The wearer can retrieve the suspended item as a free action.

Weapon	Cost	Damage (S)	Damage (M)	Damage (L)	Crit	Range	Weight	Type	Special
Rungu	8 gp	1d4	1d6	1d8	×2	10 ft.	3 lb.	B	—
Labrys	70 gp	1d8/1d8	1d10/1d10	2d6/2d6	×2			S	double weapon

Minotaur Weapons

Minotaur weapons tend to be large, heavy and deadly.

Labrys

A labrys is a symmetrical double headed axe, only practical for warriors with great strength and superior balance. A wielder with a Strength or Dexterity score under 13 suffers a nonproficiency penalty due to the weapon's thickness and great bulk.

Proficiency: Exotic, Two-Handed Melee Weapons

Rungu

This is a hunting and fighting club. Rungus used by minotaurs are typically over 2 ft. in length with a long narrow shaft for a handle and heavy knob or bulb at each end. They are usually made of wood and are well-balanced for throwing.

Proficiency: Martial, One-Handed Melee Weapons

New Magic Items

Many magic items have been created centered on a minotaurs' unique anatomy and faith.

Bloodscent Ring

Aura faint enchantment; **CL** 5th
Slot none; **Price** 28,000 gp; **Weight** —

A *bloodscent ring* is fashioned from a thick copper circle with a sharp point at one end of the loop. The ring fits through the wearer's septum and hangs over the upper lip. It constantly confers the scent universal monster rule on the wearer. Each round the wearer of the ring rages, she can choose to store 1 round of her rage ability inside the ring for future use. The wearer can use stored rounds of rage as if they were part of her normal pool of rage rounds per day. The wearer can only store rage rounds while raging and can only store 1 round per turn. Removing the ring causes it to drip blood and expends all rage rounds stored in the ring.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *rage*; **Cost** 14,000 gp

Cloak of Cattle

Aura moderate transmutation; **CL** 7th
Slot feet; **Price** 8,000 gp; **Weight** 1 lb.

This thick cloak of cured animal hide grants its wearer a +1 enhancement bonus to her natural armor. Once per day as a free action, the wearer can transform into a Large auroch or bison as if under the spell *beast shape II*. This effect lasts for 7 minutes or until the owner resumes her normal form.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *beast shape II*; **Cost** 4,000 gp

Seafarer's Shoes

Aura faint transmutation; **CL** 5th
Slot feet; **Price** 16,000 gp; **Weight** 1 lb.

These shoes are designed to be worn by a hooved humanoid with two legs. They broaden the base of the wearer's hooves for additional balance and make swimming easier. The wearer gains a +2 bonus on Acrobatics checks when moving across a solid surface. In water, he gains a swim speed of 20 ft. and breathes air or water equally.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *touch of the sea, water breathing*; **Cost** 8,000 gp

Temple Guard Labrys

Aura moderate conjuration; **CL** 9th;
Slot none; **Price** 10,000 gp; **Weight** 1 lb.

As functional as it is ceremonial, the official weapon of Moon and Sea temple guards is a +2 labrys. Once per day, as a free action, the bearer can empower the labrys with his own faith, adding his full Strength bonus to damage rolls on all attacks made with the weapon until the beginning of his next turn.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, *bull's strength*; **Cost** 5,000 gp

Tow Harness

Aura moderate transmutation; **CL** 9th
Slot chest; **Price** 10,000 gp; **Weight** 3 lb.

This rough leather harness comes equipped with ropes or chains that can be secured to a ship or other heavy vehicle. When worn, the wearer can drag up to 60 × his maximum load. This does not affect the wearer's encumbrance from other equipped items. The harness also grants a swim speed of 30 ft. and water breathing if secured to a load that is floating on or submerged in water.

CONSTRUCTION

Requirements: Craft Wondrous Item, *ant haul, water breathing*; **Cost** 5,000 gp

Minotaur Feats

The following options are available to minotaurs. At the GM's discretion, other appropriate races may also make use of some of these.

Bull Ring

Your destiny resonates with the signature adornment of your ancestors.

Prerequisite: Minotaur, 6+ Hit Dice.

Benefit: You gain a nose ring wondrous item slot. This slot accommodates magical rings as well as wondrous items that take the form of magical jewelry. A ring attached to your snout functions normally even if you are wearing another magic ring on each hand.

Normal: A humanoid can normally only gain the benefit of two magic rings.

Compelling Curse

Whether a magical curse or social anathema, your tauric nature compels others to feel sorry for you.

Prerequisite: Minotaur, Charisma 13+.

Benefit: Whenever combat begins, all intelligent opponents in the combat must make a Will save (DC 10 + 1/2 your Hit Dice + your Charisma modifier). Those who fail pity your unique misfortune (or perhaps covet your monstrous nature). Each time a creature that fails this save deals damage to you with a melee or range weapon, an amount of damage equal to your Charisma modifier is nonlethal damage. This ability has no effect if a creature intentionally deals nonlethal damage to you. Creatures who successfully save against this ability and creatures you attack are immune to this ability for 24 hours. This is a mind-affecting effect.

Death From Below

You have learned how to fight creatures that have the high ground.

Prerequisite: Humanoid or monstrous humanoid type, Acrobatics 4 ranks.

Benefit: As a standard action, you can make a single melee attack against a flying or swimming creature that currently gains a bonus against you for fighting from higher ground. Your reach for this attack increases by 5 ft. If you deal damage with this attack, the creature loses its high ground bonus against you until the beginning of your next turn.

Dunamiphagy

You absorb the divine strength of your fallen enemies.

Prerequisites: Minotaur, Iron Will.

Benefit: When you attack a creature with a divine spellcasting ability (including an outsider with spell-like abilities), each time you confirm a critical hit with a melee attack or reduce that creature to below 0 hp, you gain a +2 morale bonus to your Strength score and 5 temporary hp. These bonuses last for 1 minute.

Additional strikes that grant you these bonuses do not stack but do extend the duration of the bonuses.

Steering Strike

Your strong neck and back allow you to push your enemies around.

Prerequisites: Gore attack.

Benefit: When you confirm a critical hit with your gore attack, you may attempt a reposition combat maneuver without provoking an attack of opportunity.

Minotaur Spells

Minotaur magic features themes of blood thirst, deception, and destiny, among both arcane and divine spells. True to their storied reputations, minotaurs also exhibit magical powers related to the timeless roles of predator and prey. The spells below exemplify nigrosh magic. Spells marked by an (*) may only be learned and cast by members of the minotaur race.

ALBINO BULL*

School transmutation (polymorph); **Level** antipaladin 3, cleric 5, druid 5, inquisitor 6, oracle 5, paladin 3, shaman 5, witch 5
Casting Time 1 standard action
Components V, S, M
Range personal
Target you
Duration 1 round/level
Saving Throw Will negates (harmless); **Spell Resistance** no

You invoke the form of a fabled minotaur ancestor, imposing your will on the destiny of your race. You become one size category larger, as with enlarge self, with the exception that you gain a +4 size bonus to Strength instead of +2.

While this spell affects you, you cast spells from the enchantment, divination, and illusion schools at +1 caster level. You gain a +4 bonus on Bluff, Diplomacy, and Intimidate checks made to influence other members of the minotaur race.

FALTER

School abjuration; **Level** bard 3, druid 4, inquisitor 3, ranger 2, shaman 4, sorcerer/wizard 4, witch 4
Casting Time 1 immediate action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration instantaneous
Saving Throw Will negates; **Spell Resistance** no

You cause a fast-moving creature to stumble or otherwise disrupt its own charge or other action. Choose a creature making a charge attack, performing a flyby or spring attack, or attempting to run faster than twice its normal speed. If the target fails its save, that action fails to produce its normal result. A charging creature is unable to make an attack at the end of its charge but still moves to within its reach of its intended target. A flying creature loses 10 ft. of altitude and continues moving in its initial direction. A running creature stumbles and fails to move more than twice its normal speed while it recovers.

HORNS

School evocation (force); **Level** antipaladin 2, bloodrager 3, druid 3, shaman 4, sorcerer/wizard 4, witch 4
Casting Time 1 standard action
Components V, S, M
Range touch
Target one willing creature
Duration 1 min./level
Saving Throw Will negates (harmless); **Spell Resistance** no

A pair of shimmering horns manifests atop the subject's head for the duration of the spell. These horns provide a primary natural attack with a +1 enhancement bonus or every 4 caster levels you possess. The gore attack deals damage as a creature one size category larger than you (1d6 for Medium casters) plus 1-1/2 × your Strength modifier, regardless of the number of natural attacks you normally possess. As with other natural attacks, the subject may make this gore attack in addition to other attacks with manufactured weapons by taking a –5 penalty with the horns.

INTERRUPTED STEP

School conjuration (creation); **Level** bloodrager 1, cleric/oracle 1, druid 1, ranger 1, sorcerer/wizard 1, witch 1
Casting Time 1 immediate action
Components V, S, M (a bit of stone)
Range long (400 ft. + 40 ft./level)
Target one moving creature
Duration instantaneous
Saving Throw Reflex negates; **Spell Resistance** yes

You conjure a small obstacle that can impede the target's movement. You must cast this while the target is moving. If the target fails a Reflex save, it must stop moving in the square in which you conjure the object.

MOON MAD GUIDE

School enchantment (compulsion) [curse, mind affecting]; **Level** bard 3, sorcerer/wizard 4, witch 4
Casting Time 1 full round
Components V, S, M
Range close (25 ft. + 5 ft./2 levels)

Target one intelligent living creature
Duration 1 hour/level (see text)
Saving Throw Will negates (see text); **Spell Resistance** yes

You speak the name or a brief description of a location you have personally seen before. If the subject fails its save, it immediately becomes convinced that relatively safe treasure lies waiting at that location. The subject barters favors or recruits porters for the duration of the spell, unless he has the means to go there directly with minimal support. The subject does not wholly ignore his other duties but is distracted, taking a –4 penalty to saves, skills, and checks until he can focus on retrieving his treasure. These penalties do not apply while the subject of the spell is in combat.

If the location you name is particularly life-threatening or impossible to reach, the spell fails. If the subject is involved in matters that demand his immediate attention, he gains a +4 bonus on the save. The subject gains a new save at the beginning of each hour he is under the spell. When he successfully saves or the spell's duration expires, he realizes the compulsion was magical.

SEE RED*

School enchantment (compulsion); **Level** antipaladin 1, bard 2, bloodrager 1, cleric 3, druid 2, inquisitor 2, ranger 1, oracle 3, skald 2, sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Components V, S, M/DF
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round (see below)
Saving Throw Will negates; **Spell Resistance** yes

As you complete the spell, you call out a target for the spell's subject. If the subject fails her save, she charges toward the target at the beginning of her next combat turn (or immediately if outside of combat) and makes a single melee attack. The subject stops moving after the attack but can take free or swift actions if she so desires. The victim of the spell attacks in her usual manner, employing feats and special abilities that apply to her charge attacks normally. If she is normally inclined to bull rush, overrun, or trample a target, she may choose to do so instead of (or in addition to, if rules permit) making a regular melee attack.

SHIFTING HEART

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 5
Casting Time 1 standard action
Components V, S, M (a bit of bat fur)
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round/level (D)
Saving Throw Will negates; **Spell Resistance** yes

The spell causes indecision in the target, making it very difficult for it to know what it wants to do. While this spell is in effect, each round there is a 25% chance the target has the paralyzed condition. The rest of the time, the target can act, but with a –2 morale penalty on attack, damage, and skill checks. Determine whether the target is paralyzed each round on its turn.

SUREST PATH

School divination; **Level** cleric 1, druid 1, paladin 1, ranger 1, sorcerer/wizard 1, witch 1
Casting Time 1 standard action
Components V, S, M (a length of yarn)
Range close (25 ft. + 5 ft./2 levels)
Duration concentration + 2 rounds (D)
Saving Throw none; **Spell Resistance** no

This spell only functions within natural cave systems or mazes. When cast, it animates a ball of yarn that unwinds in a direction that leads to an unblocked route to an exit or to a desired location. The location must be clearly named and described. The yarn unravels on the ground for up to 20 ft. (but stops if obstructed). It leads to the closest unobstructed path, though not a route that the caster can necessarily travel (such as underwater, or a ventilation shaft are acceptable routes.

SWITCHCHASE

School enchantment (compulsion); **Level** bard 2, cleric 3, druid 3 inquisitor 2, ranger 1, oracle 3, witch 3
Casting Time 1 swift action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round/level (see below)
Saving Throw Will negates; **Spell Resistance** yes

You cause a creature pursuing you to suddenly believe you are chasing it instead. The creature instantly runs from your direction at its best speed, though it is not shaken or otherwise magically afraid of you. The creature can still take actions during its flight, such as knocking over obstacles or attacking other threats, but it must spend at least a move action fleeing away from your last known location or to a place of relative safety.

If the subject of the spell begins its turn and cannot sense you, it receives a new saving throw to end the spell. The spell automatically ends if you come within 30 ft. of the subject.

TRAP UNSEEN

School Illusion (glamer); **Level** bard 2, ranger 2, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M
Range 30 ft.
Target 1 trap in an area smaller than 5 sq. ft. per level
Duration 1 hour/level (see text)
Saving Throw Will negates (see text); **Spell Resistance** no

You cover the trapped area with an illusion that makes detecting the target trap more difficult. The illusion displays auditory, tactile, and visual components to make the disguised surfaces seem in keeping with their surroundings. Attempts to locate the trap with the Perception skill suffer a –1 penalty for every 4 caster levels you possess. The spell ends when the trap is triggered or its duration expires.

Trap unseen incorporates elements of the *magic aura* spell. The magic aura of the spell cannot be detected by divination spells of 3rd level or lower.

Minotaur Relics

The long and winding tale that is minotaur might and magic has led to several powerful artefacts.

First's Labyrinth

Aura strong conjuration; **CL** 20th
Slot none; **Weight** 1 lb.

This elaborate puzzle box is carved from the bones of sentient beings, then gilded and dyed. Solving the puzzle box requires a successful DC 20 Intelligence check without the assistance of other creatures or divination magic. A creature may only make this check once each day. If the check fails, the creature cannot solve the puzzle that day regardless of how long he works at it. Once the puzzle is solved, the box grants the following spell-like abilities, each usable once per day: *dimensional lock, find the path, freedom, imprisonment, maze, true seeing.*

Only a creature that has personally solved the puzzle without assistance may use its powers. Each night, if a spell-like ability from the box was used, the puzzle box reforms and must be solved again before it can be activated. The DC of successive checks is 20 + 1 for each spell-like ability used the day the box reformed its puzzle. The puzzle changes every time to prevent recording patterns or gaining other methods of help. If the creature trying to solve the box fails the check by more than 5, he is immediately transported to a *greater maze*[DM] inside the box, where traps and creatures damage him every round he does not escape. The maze lasts for 18 minutes or until the creature dies.

Destruction: The First's Labyrinth cannot be destroyed as long as living creatures still worship the Hunger. However, if it is in the possession of a minotaur that dies while within a greater maze effect, the puzzle box remains inside that *greater maze* indefinitely. The next minotaur affected by a *greater maze* spell reappears with the puzzle box on his person.

The Soul-Eating Tome

Aura strong necromancy; **CL** 18th
Slot none; **Weight** 3 lb.

Called Dunamiphagia in the oldest legends, this thin book is comprised of several pages of stretched skin bound to thin bronze frames. The outer cover of the tome is made from an ancient minotaur hide, covered in dense black fur. The stained-skin pages inside the book describe acts of violence and outline a message of mortal strength gained through immortal blood.

The bearer of the Soul-Eating Tome gains Dunamiphagy as a bonus feat with the exception that the feat confers its benefits regardless of how the bearer damages her enemies. She also gains a +1 bonus to caster level when casting divine spells. The book's most coveted power, however, is granted when the bearer takes the life of a divine spellcaster or an outsider with spell-like abilities. If the bearer of the Dunamiphagia casts a divine spell that kills such a creature, that spell or spell slot is instantly renewed as if it had not been cast.

The Soul-Eating Tome comes with an unbreakable curse for any who possess it. Individuals suffer a –8 penalty to any skill checks related to social interaction with minotaurs, and those within 60 ft. of the bearer automatically shift to a hostile attitude. Good and neutral minotaurs revile the bearer while evil ones covet their power. The curse manifests itself even if others are unaware of the book's presence.

Sages debate the origin and purpose of this blasphemous book, but there are insufficient records to determine when or why it was created, much less by whom.

Destruction: Unknown to any but the most obsessed loremasters, the Dunamiphagia can only be destroyed when the last two living minotaurs on any plane fight to the death. The pages must be soaked in the blood of the loser, causing their horrid images to wash away in the new stains.

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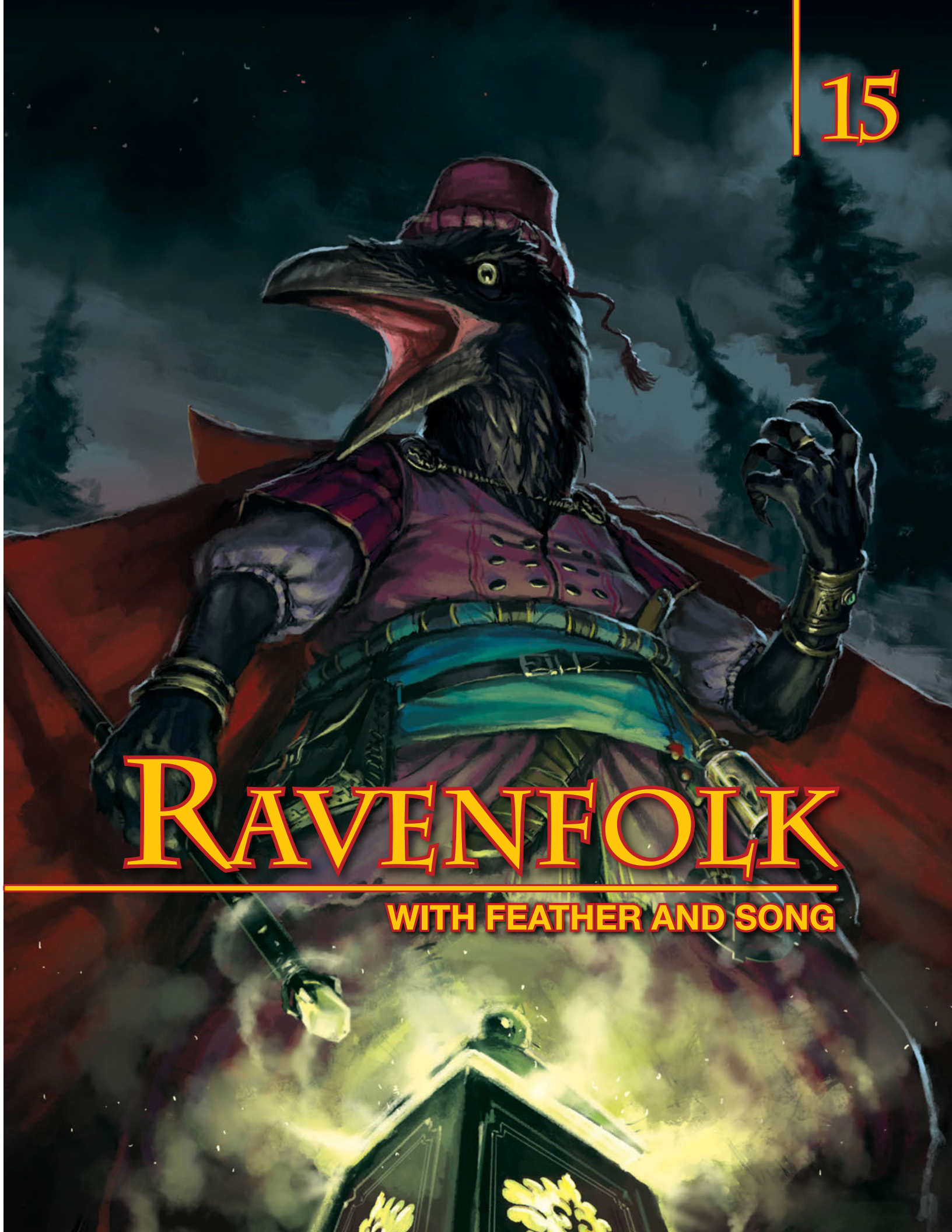

Ravenfolk

With Feather and Song

Sharp is the blade that's drawn in the morning,
Dark is the form of the watcher above.
Bright is the blood on the swift-striking talon,
Keen is the hearing, all-seeing the eye.
—Song of the Ravenfolk (traditional, Ironcrags)

Few races in Midgard live amid so much rumor, suspicion, and outright falsehood as the ravenfolk. Known as heruti in the South and huginn everywhere else, they make their rookeries in every major city. Depending on whom you ask, the ravenfolk might be condemned as solitary wanderers bearing misfortune or praised as messengers from the gods. They are loyal comrades and treacherous thieves, brave warriors and contemptible cowards. They are despised for their strange and secretive culture and criticized for having no true culture of their own. These truths, half-truths, and lies conceal a greater mystery that very few outsiders know.

Culture & Society

"The ravens sit on his shoulders and say into his ear all the tidings which they see or hear. They are called thus: Huginn and Muninn. He sends them at day-break to fly about all the world, and they come back at undern-meal; thus he is acquainted with many tidings. Therefore men call him Raven-God…"

—Prose Edda, Snorri Sturluson
(translated by Arthur Gilchrist Brodeur)

The ravenfolk of Midgard are an odd, avian race of scoundrels, schemers and sneaks—and they are much more than that. Long ago when Wotan brokered the truce that brought peace among the gods, the wily deity magically created the ravenfolk from feathers plucked from his ravens Huginn (Thought) and Muninn (Memory.) He placed this new race into the world alongside elves, dwarves, humans, and others to be his spies.

To this day, the ravenfolk are Wotan's agents among the races of Midgard and embody his thought and memory. They are thieves of objects, yes, but primarily, they are thieves of secrets.

If the ravenfolk of Midgard have a homeland, it is in Beldestan to the east, on a branch of Wotan's tree in the north, or on a high cliff of Horus's hidden temple in the south. They have settlements in Trollheim, Vidim, Domovogrod, Nuria Natal, and the Dragon Empire, but none of these are large.

Their black feathers and long beaks are spotted on the road from place to place, trading information or helping to hatch plots. They are widely viewed as spies, informers, thieves, and troublemakers, but when the ravenfolk swear an oath, they abide by it. They avoid the West and the Seven Cities most of the time and are most honored in Nuria Natal, where they serve the temples of Horus as sworn guardians, assassins, and seekers of lost arcana.

In the Northlands, the huginn are living bridges between this world and the realm of the gods. They share the northern gods' knowledge of Yggdrasil's paths and are secret allies of the dwarf Illuminated Brotherhood. To those who dwell in the harsh, unforgiving lands of the north, the huginn starkly symbolize both the will of the gods and the reality of death in battle.

Far to the south, the heruti hold their heads high as they bravely serve gods who wear their faces. The falcon-god Horus's most fanatical believers are heru. They are wandering desert mystics, sword masters, and dispensers of the god's fury and justice. The Talons of Heru are holy slayers of the falcon god's foes, and the Wingless One is their grandmaster.

Some southern heruti become tomb-delving wizards and rogues. Their patron is Thoth-Hermes, the crane-headed god of knowledge and the arcane, and his ravenfolk followers preserve his ancient hermetic traditions. They claim that both Horus and Thoth-Hermes are masks of Wotan.

Ravenfolk Physiology

The common ravenfolk is a bipedal humanoid with avian features, including a large beak, taloned hands and feet, and a thick covering of feathers. A huginn's face resembles that of a great raven or crow, but it lacks wings and has a much more solid frame. Most are pitch-black although a smattering has been seen with white and red flecks. Rumors of rare albinos appear to be just that—rumors.

Ravenfolk stand roughly 5 ft. tall and, because of their hollow bones, weigh just 95–105 lb. Though they have no wings and normally cannot fly, their physiology is strikingly similar to that of true avians.

Ravenfolk will eat almost anything, but they prefer raw meat and field grains, such as corn, soy, and alfalfa. They even scavenge days-old carrion, though this practice repulses most other humanoids.

Hatching, Mating and Nesting

Ravenfolk hatch from eggs. Their inaccessible nests are built by the father, preferably atop a high building, abandoned structure, or tall tree. Most ravenfolk are good climbers by the time they are old enough to mate.

Mating happens in the spring and lasts for a season. If no offspring result, the pair usually separates. After conceiving, a woman immediately knows of her pregnancy. The man then builds her a new nest in a location of her choosing within the 7–9 weeks between conception and egg laying. During this time, the female rarely lets the male huginn rest until the nest is to her liking. This can take three or four attempts if the male is inexperienced in nest-building, but huginn are persistent when it comes to pleasing their mates.

Once the nest is made and the woman has laid her 1–5 eggs, they hatch 3–4 weeks later. Immediately after hatching, the infant huginn can speak simple words, move clumsily, and climb somewhat more smoothly due to their well-developed talons. The huginn parents are especially aggressive and unwelcoming to strangers while nesting. They tend to drive visitors away with pelted stones or loud cries until the young are fledged.

LEAVING THE NEST

Before a juvenile huginn can climb away from its nest at around 12 or 13 years of age, it is given a shard of glass or metal or a piece of mirror, and its father provokes it into a rage, inciting the youth into attacking (women can certainly incite this rage as well, but the duty traditionally falls to the men in most huginn rookeries). When a cut has been made—the "first cut"—the juvenile huginn may leave the roost and other adult ravenfolk teach it the skills of blade-fighting.

First cut is the first time huginn manage a cut against their parents or mentors once given their first blade. They often keep this small edged item throughout their lives as a memento of the day they earned their freedom from the roost. Some huginn discard their first blade out of either spite or apathy, but all huginn keep a blade of some form on their person.

Huginn mature to adulthood within 10 years and can live to be up to 110 years old. A huginn's life revolves around several milestones: its birth, first cut, first fall, and the annual celebration of its "rebirth" from its first fall. The first fall is any fall that breaks a limb. somewhat similar to one's birth, it is a celebration of death and rebirth. Annual rebirth ceremonies of important huginn or a flock elder can mean great jubilation, festivities, amazing contests of skill and combat, and performances.

Huginn which have murdered another huginn, those who abandon their roosting mates, and those who have slain with their first cut or never made a cut could all find themselves exiled or stuck on the very outskirts of huginn society. Exile from a huginn flock is shameful, and these outcasts often become vengeful bandits among their own kind.

RAVENFOLK PERSONALITY

Because personalities vary as much as in any other race, huginn can have any alignment. They adapt to any local urban or natural region they occupy although their presence in cities is not always welcome. They frequently take on local customs, traditions, and beliefs to fit in with their surrounding community.

Heroic huginn favor defensive fighting styles while evil huginn often employ more vicious and deadly tactics. The huginn are masters of words and have access to ancient and supernatural languages unknown to most. They can easily decipher strange texts and translate foreign languages, and since their ability to quickly pick up new

languages is unrivalled among the humanoid races, they often serve as translators. Huginn take great delight in learning strange and archaic languages not in common use.

LANGUAGES

The ravenfolk's spoken language is called Huginn's Speech in the north and Ghuraab in the south. Given how far-flung the ravenfolk are, it is remarkably consistent across regions. Its complex subtlety makes it attractive to rogues as a thieves' cant.

The ravenfolk have another language which they may use instead of, or in conjunction with, their spoken tongue: the language of feathers, also known as Feather Speech or Pinion. Huginn and heruti can communicate volumes without speaking a word through the dyeing, arrangement, preening, and rustling of their plumage. This language is inherent to ravenfolk and doesn't require spending an extra language slot to use—it is considered part of learning the language.

Some non-ravenfolk in the Northlands, Nuria Natal, and the Rothenian Plains understand at least a few phrases in Feather Speech. A handful of people in Zobeck do as well. Shamans and high-level initiates in the secret societies of the dwarf cantons are fluent in it and have developed a sign language that is recognizable to ravenfolk as Feather Speech. This lets them communicate with huginn on roughly the same level. Non-huginn with access to such a mentor may learn Feather Speech as a language via linguistics.

Rookeries and Ghettoes

Ravenfolk prefer to settle among or near other humanoid races. Outsiders uncharitably claim that this is so that huginn don't have to go far in order to steal, but in truth, this is part of their nature as creatures of Wotan. The All-Father learns more of events in Midgard if his agents live among others—particularly in large settlements—than he does if they keep to themselves out in the wilderness.

Some examples of concepts conveyed through Feather Speech

I need help but cannot speak openly of it.

Please, leave me alone for this amount of time.

Leave me alone, period.

I would be glad of company.

I will pay for this.

I do not have enough funds to pay for this.

This item is mine, but I may be persuaded to part with it.

This item is mine. I will defend it fiercely and avenge its loss.

*I will "pick this up later."**

I am interested but skeptical.

I am skeptical but interested.

I have a bad feeling about this.

That person is lying.

That person/statement is foolish.

This is not the whole story.

What I am telling you now is false.

Well done!

Oh, that was embarrassing.

*This is the funny part of the story.***

Hear me out!

This conversation is over.

Let's resume this at a later time.

I apologize.

Thank you.

You're welcome.

It's nothing.

The Norns have decreed it.

I mark this creature's death and ask the gods to accord it a place of honor in the realms beyond life.

* Untranslatable. Ravenfolk draw a distinction—baffling to other races—between stealing an item and acquiring through stealth and cunning an item that the huginn has laid claim to in his or her mind but which currently belongs to someone else. To them, the former is a criminal act, and the latter is a legitimate transfer of property. The ravenfolk continue to be perplexed that other races don't understand this concept.

** Ravenfolk never have to ask another huginn if they're joking. When storytellers relate a humorous tale or anecdote, they ruffle their feathers in a certain way. There are subtleties within this gesture. For example, a storyteller might indicate through feather speech that the events being related could be taken as funny, but the tragedy of the situation makes it inappropriate to laugh.

Rookeries are sprawling, complex structures built high off the ground. They comprise individual nests, shops, shrines, and meeting places connected by bridges and ladders made of wood and rope. If this is not possible, a rookery might be built on tall, strong poles, wooden beams, treetops, or on high rock formations. Currently, no city or town in Midgard contains more than one rookery: the cities aren't large enough or the ravenfolk aren't numerous enough. Some ravenfolk live outside their local rookeries—usually exiles, hermits, and ne'er do wells.

The ravenfolk design rookeries so that their full extent isn't obvious to ground-level dwellers: many humanoids who ascend into rookeries are astonished to see how strong a presence the huginn actually have in their city. The ravenfolk's habit of mimicking their host cultures sometimes extends to planning their rookeries. Zobeck's rookery, for example, is constructed in a shape that looks like a map of the city when viewed from above.

Whenever possible, ravenfolk use found materials to build their rookeries. Anyone can buy lumber and nails, but only highly intelligent and resourceful huginn can build a fine home solely from things they've gotten for free. Huginn in the midst of a building project will tirelessly canvass a city looking for cast-off wood, metal, and anything else they can use. They pester local tradespeople daily to see if they have anything lying around they'd be willing to part with, and they sometimes "borrow" materials that no one seems to want.

The beauty of rookeries is not immediately obvious to non-ravenfolk. Huginn believe that every stick, pottery shard, and clump of hay has a particular place and find it hard to rest until they've determined exactly where that is. Working on the rookery is one of a huginn's chief pleasures. Ravenfolk adventurers can drive their companions to distraction by constantly moving things around in a campsite.

Midgard's largest rookeries exist in Vidim, Zobeck, Domovogrod, the Khanate of the Khazzaki, Tanserhall, Thunder Mountain, the Free City of Siwal, and the River Kingdom Nuria Natal, as well as Makuria, the Citadel of Winged Truth in the Southlands.

HUGINN OF VIDIM

The Tsar of Vidim—a small but influential Rothenian state—depends on two groups to maintain his rule: the boyars and the huginn. The boyars are his nobles and vassals, the knights and judges of the realm who possess land, and serfs given to them by the tsar. The huginn are his soldiers and spies. They inhabit the Perch of the Huginn, a rookery near the tsar's Scarlet Palace and the Temple of Wotan. Their chieftain is Ukwak, a gray-feathered warrior. Their most notorious spy, Viryeshka Krasny, has taken a human name, and she sometimes disguises herself as a human, so good is her mimicry.

A NOTE ON TERMS

Throughout this book, "ravenfolk" and "huginn" are used interchangeably to refer to any member of the ravenfolk race. In context, "huginn" may also refer specifically to ravenfolk living in the Northlands. When "heru" or "heruti" is used (the terms are interchangeable), it always refers to a member of the ravenfolk race living in the deserts of the South.

Most boyars and huginn do not trust each other, and the Perch of the Huginn is sometimes the site of duels, murders, and outright assassinations. The tsar seems unable to control both sides strongly enough to bring an end to the heated rivalry.

HUGINN OF ZOBECK

Most huginn of Zobeck dwell in the Free City Rookery, known as "Robber's Roost" to those who don't care much for the ravenfolk. There is some truth to the name: many of the huginn's most accomplished spies, scoundrels, and smugglers are drawn to Zobeck. Opportunities are plentiful for someone with a quick wit, light fingers, and a swift blade—qualities that describe the ravenfolk perfectly. But in truth, most huginn in the rookery are decent folk who honor the flock's traditions and keep their word, using their talents for legitimate ventures. The huginn who use their talents for crime tend to live outside the rookery in Ashmill or the Docks.

Rumor has it that the huginn chieftain T'chak Silverspur recently made overtures to the Mouse King, lord of all rodents and a powerful figure in Zobeck's criminal underworld. T'chak supposedly suggested that their two peoples could come to an arrangement. With the Mouse King's people gathering secrets at ground level and below, and the ravenfolk spying from their high perches, they could join forces to create an unrivaled intelligence network. Whether the Mouse King will accept this proposal is unknown, but his difficulties with the rival Spyglass Guild surely make it an offer worth considering.

HUGINN OF NURIA NATAL

Like most citizens of Nuria Natal, the heruti of the River Kingdom fervently pursue the arts of warfare, magic, and worship. The cleric Ukwa Ushteq, Beloved of Horus, and the deadly warrior known only as the Wingless One, Grandmaster of the Talons of Heru, lead the ravenfolk population—an astounding 130,000 heru. The heruti are viewed by the God-King Thutmoses as vitally important to the life and defense of this ancient realm.

Nuria Natal's rookery, known as the City in the Sky, sits near the temples of Horus and Thoth-Hermes. Over

the years, devotees of these gods have offered objects of gold, silver, polished wood, glass, fine fabrics, and semi-precious stones to the ravenfolk for use in building their nests. As a result, the City in the Sky glitters in the sun during the day and gleams with the reflected lights of torches and lanterns at night.

Ravenfolk Racial Traits

+2 Dexterity, +2 Wisdom, –2 Constitution: Ravenfolk are fast and observant but relatively fragile and delicate.

Tengu: Ravenfolk are humanoids with the tengu subtype.

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

Normal Speed: Ravenfolk have a base speed of 30 ft.

Senses: Ravenfolk have low-light vision.

Sneaky: Ravenfolk gain a +2 racial bonus on Perception and Stealth checks.

Gifted Linguist: Ravenfolk gain a +4 racial bonus on Linguistics checks and learn two languages each time they gain a rank in Linguistics rather than one language.

Swordtrained: Ravenfolk are trained from birth in swordplay and, as a result, are automatically proficient with sword-like 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 ravenfolk has a bite attack that deals 1d3 points of damage. If a ravenfolk is otherwise unarmed, it is a primary attack. Otherwise, it is a secondary attack.

Languages: Ravenfolk begin play speaking Common and Feather Speech. Ravenfolk with high Intelligence scores can choose any languages they want (except for secret languages, such as Druidic).

Alternate Racial Traits

Over generations, some ravenfolk flocks that live among other races adopt traits similar to those races. Others revere mysticism and harbor a deep connection with their race's supernatural origins. Such ravenfolk often possess different racial traits than more traditional huginn and heru.

At the discretion of your GM, you can use the following ravenfolk racial traits instead of existing racial traits.

Brother/Sister to Gulls: The call of the sea drew you to a life of adventure as a privateer, raider, or explorer. You dart through the rigging like a bird in flight, swim like a seal, and have a keen eye for the value of treasure. You gain a +1 racial bonus to Appraise, Swim, and Climb checks. This racial trait replaces the sneaky racial trait.

Random Starting Ages

Race	Adulthood	Intuitive[1]	Self-Taught[2]	Trained[3]
Ravenfolk	15 years	+1d4 years	+1d6 years	+2d6 years

1 This category includes barbarians, bloodragers, oracles, rogues, sorcerers, and swashbucklers.
2 This category includes bards, battle scions, brawlers, cavaliers, fighters, gunslingers, hunters, paladins, rangers, shamans, skalds, slayers, shadowsworn, spell-less rangers, summoners, and witches.
3 This category includes alchemists, arcanists, clerics, druids, inquisitors, investigators, magi, monks, theurges, warpriests, white necromancers, and wizards.

Aging Effects

Race	Middle Age[1]	Old[2]	Venerable[3]	Maximum Age
Ravenfolk	35 years	53 years	70 years	70 + 2d20

1 At middle age, –1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
2 At old age, –2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
3 At venerable age, –3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

Random Height and Weight

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Ravenfolk, male	4 ft. 0 in.	+2d6	65 lb.	2d6×3 lb.
Ravenfolk, female	3 ft. 10 in.	+2d6	55 lb.	2d6×3 lb.

Edgeborn: While all huginn are comfortable with swords, you have a natural talent for bladework. Pick one particular type of sword (like longsword, shortsword, and so on). You deal +1 precision damage when successfully attacking with that weapon. This damage is not multiplied by critical hits or other mechanics. It is only added to the total damage after all other modifiers. This racial trait replaces the sneaky racial trait.

Gifted Vocalist: Your nimble tongue and clever voice skills serve you well. You gain a +1 racial bonus to Bluff and Disguise checks made to deceive someone while you are in costume or while you are unseen as well as when making Perform (oratory) checks. Disguise is always a class skill for you. This racial trait replaces the gifted linguist racial trait.

Horus-Blessed: The eye of Horus shone on you as a fledgling, marking you as one destined to challenge creatures that lurk in the dark. Heru with this trait gain a +1 racial bonus to skill checks made in conditions of dim light and darkness. This racial trait replaces the sneaky racial trait.

Ironclaw: While most ravenfolk train from an early age with blades of varying lengths, you did not have access to such weaponry. Nevertheless, the instinct to master a martial form is rooted deep within the ravenfolk spirit. Ravenfolk with this racial trait gain a single claw attack as a primary natural weapon that inflicts 1d8 points of slashing damage on a successful hit. Ravenfolk with this alternate racial trait are treated as having the Improved Unarmed Strike feat for the purpose of prerequisites. This racial trait replaces the swordtrained racial trait.

Northern Mystic: You possess a special link with the sacred ravens of Wotan, the Hanged God of wisdom and secrets. Huginn with this racial trait gain a +2 racial bonus on Knowledge (planes). Huginn with a Charisma score of 10 or higher can cast *guidance* once per day as a spell-like ability. Huginn with a Charisma score of 13 or higher can cast *speak with* dead once per week as a spell-like ability. The caster level for these effects is equal to the huginn's level (DC 10 + spell's level + Charisma modifier). This racial trait replaces the gifted linguist racial trait.

Skybound: Your avian appearance is a clear sign that your race was meant to soar the skies. Known for spending hours or days atop trees, buildings, mountains, or any other structure of any height, eyes to the sun, feeling the wind play across your feathers, you long to float among the clouds. Ravenfolk with this racial trait gain Fly as a class skill, can take ranks in Fly without having a natural fly speed, and can use Fly to negate falling damage (see Fly skill) without having a fly speed. This racial trait replaces low-light vision and sneaky.

Scaling the Ravenfolk's Power-Level

Ravenfolk are balanced against the core races. They should not provide any difficulty when using a conservative power level for races. If you're looking for a slightly stronger version approximately on par with planetouched races, consider adding the following alternate racial traits to their repertoire without exchanging them for basic racial traits:

Skybound
Northern or **Southern Mystic**
Wotan-Blessed (such a huginn may still choose the Wotan-blessed alternate racial trait. The effects stack.)

For greater power, consider granting a choice of either the Born of Huginn, Born of Munin, or Scion of Horus feats as a 1st-level racial bonus feat. Also add this line to the skybound alternate racial trait: "Starting at 5th-level, your wings have become strong enough to carry you through the skies, and you receive a fly speed of 60 ft. (average)."

Southern Mystic: You possess a link with Thoth-Hermes, god of knowledge and the arcane. Heru with this racial trait gain a +2 racial bonus on Knowledge (arcana). Huginn with a Charisma score of 10 or higher can cast *read magic* once per day as a spell-like ability. Huginn with a Charisma score of 13 or higher can cast *arcane sight* once per week as a spell-like ability. The caster level for these effects is equal to the heru's level (DC 10 + spell's level + Charisma modifier). This racial trait replaces the gifted linguist racial trait.

Strong Climber: Most ravenfolk climb well, but a few are especially strong climbers. Heru with this racial trait may use Strength instead of Dexterity while climbing and always gain Climb as a class skill. This racial trait replaces the gifted linguist racial trait.

Subtle: As your rookery grew, your humanoid neighbors developed a mistrust of the ravenfolk. Rather than remain invisible to the community at large and in order to better appease their curiously distrustful neighbors, your people go to great efforts to mask their numbers within the community, purposely passing as humans, dwarves, elves, or whatever race they live near. Ravenfolk with this trait gain a +2 racial bonus on Bluff and Disguise to pass as another race or person. This racial trait replaces the sneaky racial trait.

Trustworthy: Other humanoid races are often intolerant and territorial. By managing to live peacefully

alongside such races, you've become a natural diplomat and negotiator. Huginn with this racial trait gain a +2 racial bonus to Diplomacy and Sense Motive. This racial trait replaces the sneaky racial trait.

Well-Traveled: Your home rookery included a huginn fluent in a secret language. You may learn this language at character creation or after an appropriate return and visit there (as well as spending the requisite skill points). You gain a +1 circumstance bonus to Diplomacy and Sense Motive checks made with speakers of this language. This racial trait expands on the existing Gifted Linguist trait but requires being trained in Linguistics.

Wotan-Blessed: You have an instinctive sense for the flow of the fates. Once per day, you may choose to retroactively add a +1 racial bonus to a d20 roll after you know the outcome. One of your eyes is a disconcerting milky white, giving you a –1 penalty to Diplomacy checks made to alter others' attitudes. This racial trait replaces natural weapon.

Favored Class Options

The following options are available to all ravenfolk who have the listed favored class, and the bonus applies each time you select the listed favored class reward.

Bard: Add one spell known from the bard spell list. This spell must be at least 1 level below the highest spell level the bard can cast.

Mystic Archer[NPC]: Add +1/4 hp to the damage dealt using the mystic archer's precision feature.

Oracle: Add 1/6 of a new revelation from the oracle's mystery.

Rogue: Add +1/4 to the rogue's trapsense ability and to Disable Device checks to disarm traps.

Shaman[NPC]: The shaman gains 1/6 of a new totem secret.

Wizard: The wizard gains 1/6 of a bonus item creation or metamagic feat.

Ravenfolk Archetypes

The ravenfolk have a few particular kinds of oracles, fighters, wizards, rogues, and shaman among their ranks. Full details of the shaman class can be found in the *New Paths Compendium*.

Black Feather (Shaman[NPC])

These shamans of the plains mystically commune with creatures that soar upon its fierce winds. Their spirit guides are typically avian creatures, most often corvids. Croaking and muttering their sacred chants, black feather shamans see through the physical things of the world into realms beyond. A black feather has the following class features.

Bonus Spells: In addition to the spells learned as they gain levels, a black feather learns additional bonus spells. These bonus spells are added as soon as the black feather is capable of casting them and cannot be exchanged for different spells at higher levels. The spells are as follows: *ill omen* (2nd), *steal voice* (4th), *screech* (6th), *contact other plane* (10th), *summon flight of eagles* (12th).

Drifting Feather (Sp): At 1st level, a black feather can use *feather fall* at will as a spell-like ability, using the black feather's shaman level as the caster level.

Animal Whisperer (Ex): At 2nd level, a black feather receives a +4 insight bonus to Handle Animals checks and gains Animal Affinity as a bonus feat. This bonus increases to +6 if the animal is a bird. This ability replaces woodland step.

Summon Flock (Sp): At 3rd level, a black feather can cast *summon swarm* once per day to summon a flock of birds that attacks all other creatures in its area, using the black feather's shaman level as the caster level. (Treat the flock as a Bat Swarm, minus the blindsense and wounding extraordinary abilities.)

Avian Shape (Su): At 4th level, a black feather gains the ability to use a limited form of wild shape once per day in order to turn into a small natural bird such as eagle, raven, sparrow, or owl. A black feather can use this ability an additional time per day for every 6 levels thereafter. At 10th level, the black feather may also assume the form of tiny birds. In all other ways, this functions identically to the wild shape class feature of a druid of the same level as the shaman.

Flight (Sp): At 5th level, a black feather with the glide or skybound alternate racial trait gains Tengu Wings as a bonus feat.

New Spirit Guide: **Corvid** (Raven/Crow/Jackdaw) **Small**; Speed 10 ft., fly 80 ft. (average); **AC** +1 natural armor; **Attack** bite (1d4); **Str** 10, **Dex** 15, **Con** 12, **Int** 15, **Wis** 13, **Cha** 10; **SQ** low-light vision. **Totem Spell Granted**: *share language*

DOOM CROAKER (ORACLE)

These oracles of Wotan wander the Northlands and Rothenian Plain. Their visions come from the World Tree, and they sing the doom of gods and mortals. A doom croaker has the following class features.

Class Skills: A doom croaker adds Knowledge (arcana), Knowledge (religion), Knowledge (planes), and Intimidate to her list of class skills. These replace the additional skills from her mystery.

Alignment: Any neutral.

Recommended Mysteries: ancestor, battle, bones, fate, fire, lore, metal, moon, nature, stone, time, wood.

Bonus Spells: The doom croaker may choose the following alternate bonus spells instead of the oracle's mystery bonus spells at these levels: *comprehend languages* (2nd), *crushing despair* (4th), *phantom steed* (6th), *fear* (8th), *legend lore* (12th), *resonating word* (14th), *prediction of failure* (16th), *astral projection* (18th).

Revelation of Runes (Su): The doom croaker may choose to master two runes instead of learning a revelation, receiving the benefits of the mastery bonuses of the chosen runes ((See *Northlands* or *Deep Magic*)).

Raven's Eye (Sp): Starting at 7th level, a doom croaker can use *clairvoyance/clairaudience* as a spell-like ability, using the doom croaker's oracle level as the caster level. The doom croaker can use this ability for a number of rounds per day equal to twice the doom croaker's oracle level. These rounds do not need to be consecutive. The doom croaker must take this revelation at 7th level and cannot exchange it via revelation of runes.

Wotan's Eye (Sp): Starting at 11th level, a doom croaker can use *contact other planes* once per day as a spell-like ability, using the doom croaker's oracle level as the caster level. The doom croaker must take this revelation at 11th level and cannot exchange it via revelation of runes.

Final Revelation: Upon reaching 20th level, a doom croaker becomes mystically united with Yggdrasil, the World Tree. The doom croaker may cast *legend lore* at will without paying a material component cost as a spell-like ability, using the doom croaker's oracle level as the caster level. The doom croaker automatically stabilizes if reduced below 0 hp and is immune to fear effects.

Should the doom croaker die, her spirit hangs on the World Tree for 3 days. When the 3 days are ended, a huginn egg appears at the site of the doom croaker's death and hatches. The doom croaker is reborn in a new fledgling body, which matures over 7 days (treat this as the *reincarnate* spell with a caster level of 20). This ability can be used once per month. This replaces the final revelation of the doom croaker's mystery.

SEA RAVEN (FIGHTER)

Ravenfolk love swords, travel, wind, and treasure. It's not surprising that those who take to the sea quickly fall in love with the world of salt spray, billowing sails, and swashbuckling adventure.

Fledgling Sea Raven: At 1st level, a sea raven adds Acrobatics and Profession (sailor) to his list of class skills and removes Knowledge (dungeoneering) and Knowledge (engineering) from his list of class skills.

Seasoned Sea Raven (Ex): At 3rd level, a sea raven gains a +2 circumstance bonus on Appraise and

Knowledge (geography) checks, and a +4 circumstance bonus to initiative, Perception, Stealth, and Survival skill checks when on or under a body of water. This ability replaces armor training 1.

Strike Your Colors (Ex): At 5th level, whenever a sea raven hits an opponent, as a free action, he can choose to deal only strength modifier damage to make a free Intimidate check to demoralize the foe struck. This choice has to be made before damage is rolled. This replaces the bonus feat gained at 5th level.

Weather Eye (Ex): At 6th level, a sea raven knows the stars and weather patterns like the back of his hand, gaining a +4 circumstance bonus to Survival checks when outdoors.

Swift Talon (Ex): At 10th level, a sea raven can combine a full-attack action with a single move. He must forgo the attack at his highest base attack bonus but may take the remaining attacks at any point during his movement. This movement provokes attacks of opportunity as normal. This replaces the bonus feat and modifies bravery +3 gained at that level. The sea raven gains bravery +3 at 14th level and bravery +4 at 18th level instead.

THIEF OF SECRETS (ROGUE)

One of the smaller sects of ravenfolk in Nuria Natal follows Thoth-Hermes, a southern god and rune-master among the magocracy. Thoth-Hermes grants these devout rogues magical abilities to help them gather spells, items, and lorebooks for his priests, who consider the ravenfolk a blessed race. Given the reputation they have elsewhere, it's no surprise that the ravenfolk find this attitude refreshing. By tradition, thieves of secrets prefer staves as weapons to symbolize their connection to the arcane arts.

Weapon and Armor Proficiency: Thieves of secrets are proficient with all simple weapons plus the sap, shortbow, and short sword. They are proficient with light armor but not with shields. This modifies weapon and armor proficiency.

Staff Expert: At 1st level, thieves of secrets receive Weapon Focus (quarterstaff) as a bonus feat. This replaces the lost weapon proficiencies.

Acolyte of Thoth-Hermes: At 2nd level, a thief of secrets adds Knowledge (religion) and Knowledge (arcana) to his list of class skills. A thief of secrets can also use *read magic* and *detect magic* at will as a spell-like ability with a caster level equal to the thief of secret's character level. These abilities replace the rogue talent gained at 2nd level.

Illuminating Whispers of Thoth-Hermes (Ex): At 4th level, a thief of secrets constantly listens to Thoth-Hermes' whispers and warnings. The thief of secrets gains a wits pool equal to half her thief of secrets level plus her Intelligence modifier (minimum 1). A thief of secrets may spend one point from her wits pool as part of any skill check to gain a +2 circumstance bonus to that skill check. At 10th level, this bonus increases to +4.

Furthermore, a thief of secrets may spend 1 point from her wits pool as an immediate action to grant herself a +1 dodge bonus to her AC and Reflex saves until the end of her turn. For every 4 class levels beyond 4th the thief of secrets possesses, this bonus increases by +1 to a maximum of +5 at 20th level. The wits pool is replenished each morning after 8 hours of rest or meditation. These hours do not need to be consecutive. This ability replaces the rogue talent gained at 4th level.

Hermetic Mists of Thoth-Hermes (Sp): At 6th level, a thief of secrets can use *obscuring mist* once per day as a spell-like ability with a caster level equal to her rogue level. The thief of secrets may use this ability an additional time per day for every 2 class levels beyond the 6th. This ability replaces the rogue talent gained at that level.

Kindly Instruction of Thoth-Hermes (Ex): At 8th level, a thief of secrets receives Weapon Specialization (quarterstaff) or Quarterstaff Master as a bonus feat, even if she does not fulfill the prerequisites. This ability replaces the rogue talent gained at 8th level.

Sacred Key of Thoth-Hermes (Sp): At 10th level, a thief of secrets can use *passwall* once per day as a spell-like ability with a caster level equal to her rogue level. The thief of secrets may use this ability an additional time per day for every 5 class levels beyond the 10th. This ability replaces the rogue talent gained at 10th level.

TOMB RAVEN (WIZARD)

Far to the south, myriad cults and secret societies dedicate themselves to the mysteries of the dead. A tomb raven is a heru cult initiate who explores crypts, tombs, and burial grounds in search of dark knowledge.

Bonus spells: In addition to the spells learned as they gain levels, a tomb raven learns additional bonus spells. These bonus spells are added to the spellbook as soon as the tomb raven is capable of casting them and cannot be exchanged for different spells at higher levels. The spells are as follows: *hide from undead* (7th), *speak with dead* (9th), *death ward* (12th).

Thou Art Dust (Ex): At 5th level, the tomb raven increases all variable, numeric effects of his spells by half, including bonuses to those dice rolls, but only when calculating the effects on creatures of the undead type. Saving throws and opposed rolls are not affected, nor are spells without random variables. This

ability does not stack with Empower Spell and does not increase the spell's level but otherwise works like Empower Spell. This ability replaces the bonus feat gained at that level.

The Grave Shall Not Have You (Ex): At 10th level, the tomb raven may cast a single prepared spell with a casting time of a standard action or less as an immediate action whenever an ally within line of sight is reduced to 0 hp or below by an enemy. This ability can be used each day a number of times equal to the tomb raven's Intelligence modifier (minimum 1).

Ravenfolk Equipment

Ravenfolk equipment is generally light and of good quality. They also produce a few items that members of other races consider simply odd. A few of these items are also found among the distant tengu.

False Flesh

Price 35 gp; **Weight** 1 lb.

Only one huginn family knows the secret formula for this rubbery, malleable, and resilient putty that lets ravenfolk disguise their faces and hands to resemble the featherless flesh of other humanoid races. Normally pale gray in color, a parcel of false flesh includes dyes and powders used to produce the desired skin hue. A parcel of false flesh may be used once to add a +4 alchemical bonus to Disguise checks. If used twice, that bonus drops to +2, then +1. After that, it is unusable.

Feather Dyes and Bleaches

Price 4 gp; **Weight** 1/2 lb.

As a part of Feather Speech, ravenfolk dye or bleach certain feathers to indicate an intention or to signal others about their status or condition. A single 1/2 lb. bottle can be used 10 times.

Feather color	Meaning
Scarlet	*I'm looking for a fight.*
Golden yellow	*I'm looking for a mate.*
Deep blue	*I have a mate, so please, don't approach me.*
Pale blue	*I have a mate, but you may flirt harmlessly with me if you wish.*
Purple	*I'm in mourning.*
Pearl gray	*I'm available for work.*
Deep gray	*I'm available for dangerous work.*
Light green	*I'm new to this place, so please, assume that I don't know directions or local customs yet.*

Golden Tongue Lozenges

Price 15 gp; **Weight** 1/2 lb.

Ravenfolk are skilled at disguise, but it takes an effort to change their raspy, cawing voices. When placed on or under the tongue, these pale golden lozenges affect the vocal chords, making it easier to alter one's voice. One lozenge gives disguised creatures +1 circumstance bonus to Disguise checks involving the voice for 1 hour. This does not stack with itself. A 1/2 lb. pouch of golden tongue lozenges contains 50 lozenges.

Guide To Feather Speech

Price 40 gp; **Weight** 4 lb.

The full title of this tome is *A True and Reliable Dictionary of the Sign Language of the Ravenfolk, Commonly Known as Feather Speech or Pinion.* Written in Common by an unknown author who lived among the huginn, this book allows non-ravenfolk to understand the basics of Feather Speech. When referenced for 1d4 minutes within an hour of encountering huginn, the book provides a +2 insight bonus to any Diplomacy, Linguistics, or Sense Motive check when dealing with the huginn.

Message feather

Price 50–500 gp; **Weight** 1/2 lb.

Ravenfolk like to issue formal declarations of war, peace, love, and enmity on large, decorated feathers. These feathers might be from a huginn's own plumage or taken from some other feathered avian creature. A message feather has elaborate carvings on the quill and calligraphy, artwork, and sometimes gold leaf on the barbs (depending on the occasion and the finances of the sender). Knotted leather cords with bright beads and bits of glass hang from the quill. For truly momentous proclamations, a small family heirloom or item of national or clan significance might be tied to a cord, and the feather will come from a rare or dangerous creature. A message sent using a very common or poor-quality feather, when the sender could clearly do better, is a sign of contempt and often leads to a duel.

A skilled artisan can make a very good living crafting message feathers for the ravenfolk.

Wodenscloak

Price 75 gp; **Weight** 2 lb.

This heavy cloak provides better-than-normal protection against cold, rain, snow, and sleet, giving the wearer a +2 resistance bonus to Survival checks and saves against the effects of exposure in such conditions. It's also cleverly designed with stout cords and flexible, strong wooden rods carried within its inner pockets, allowing the cloak to be set up as a small tent. Two Medium creatures can take snug-but-comfortable shelter in the tent. The Survival bonus extends to all creatures inside the tent.

Weapon	Cost	Dam (S)	Dam (M)	Crit	Weight	Type	Special
Beak Razor	1d3	1d3	1d4	19–20 ×2	1 lb.	Exotic, Piercing	See text
Fighting Spur	1d3	1d3	1d4	×3	1 lb.	Exotic, Piercing	See text
Wing Razor	1d3	1d3	1d4	19–20 ×2	1/2 lb.	Exotic, Slashing	See text

Ravenfolk Weapons

Ravenfolk love blades in all forms and varieties, especially those that enhance their own limbs and features.

Beak Razor

This metal sheath affixes to a huginn's beak, giving it a deadly pecking attack. However, using it as a weapon leaves the wielder's head vulnerable.

Special When the wielder makes a critical hit on a called head shot with the beak razor, the target is blinded for 1d4+Str rounds in addition to the usual effects with a Fortitude save (equal to 10 + 1/2 character level + Strength modifier) to negate. However, when the wielder makes a melee attack with a beak razor, all called shots targeting his own head are an easy called shot rather than the normal tricky called shot until the start of his next turn.

Note: See *Pathfinder Roleplaying Game*: *Ultimate Combat* for rules regarding called shots. If you are not using called shot rules in your game, the beak razor grants a +1 to hit against a target without a helmet or other type of armor (natural or otherwise) protecting its head.

Fighting Spur

This vicious weapon is a leather anklet with a curved spike made of hardwood, bone, or metal. Ravenfolk may wield fighting spurs at any time, but they're most often used when engaging in ritual combat, illicit fighting contests, or when heading into battles where the odds are poor and the cost of failure is great.

Special: When a wielder with the Bleeding Critical feat confirms a critical hit against a target using a fighting spur or when using fighting spurs while using the Ironclaw Dance feat, she adds +1 damage per level to the bleed damage. However, each time the wielder makes a melee attack with a fighting spur, the amount of attacks of opportunity the wielder can execute this round decreases by 1 (minimum 0).

Wing Razor

These thin, keen blades may be hidden among the feathers on a huginn's arm (or any feathered avian creature's wing), turning a punch or buffet into a surprise slashing attack. Opponents must succeed in a DC 15 Perception check or opposed Sleight of Hand to spot the weapon.

Special: The wielder may apply his full Strength bonus to off-hand attacks made with a wing razor.

Magic Items

Ravenfolk magic items are sometimes stolen, forged by dwarves to a huginn's specification, or otherwise of strange provenance. A few are said to be gifts from valkyries or the gods of Valhalla, but as with so much the ravenfolk say, this is best viewed with at least a little suspicion.

Spear of the Sun Hawk

Aura strong evocation; **CL** 10th
Slot none; **Price** 60,000 gp; **Weight** 9 lb.

Cousin to the sun blade, in normal combat this enchanted weapon is equal to a *+2 longspear.* Against evil creatures, its enhancement bonus rises to +4. Against undead creatures, the spear deals double damage.

Once per day, as a move action that provokes attacks of opportunity, the wielder can whirl the spear above his head while speaking a command word. The spear of the sun hawk then sheds a bright yellow radiance that acts like bright light and affects creatures susceptible to light as if it were natural sunlight. The radiance begins shining in a 10-ft. radius around the spear wielder and extends outward at 5 ft. per round for 10 rounds thereafter to create a globe of light with a 60-ft. radius.

When the wielder stops whirling the spear, the radiance fades to a dim glow that persists for another minute before disappearing entirely. All spears of the sun hawk are infused with the power of goodness and purity, and any evil creature attempting to wield one gains 1 negative level. The negative level remains as long as the spear is in hand and disappears when the spear is no longer wielded. This negative level cannot be overcome in any way (including by *restoration* spells) while the spear is wielded. The most powerful ability of these spears can only be activated by good-aligned creatures of the tengu subtype.

Limitless reach of Horus: The wielder can transform the *spear of the sun hawk* into a shaft of light and throw it at any target within line of sight regardless of range without penalty to the attack roll. On a hit or miss, the spear instantly returns to the wielder's hand and

resumes its normal form. When used in this manner, the *spear of the sun hawk t*emporarily expends all of its magic power and becomes a non-magical masterwork longspear for three days after which its powers return. If the wielder attempts to use this ability again before the 3 days have passed, it will work, but the spear will be permanently destroyed, leaving nothing behind.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, *daylight*, creator must be good; **Cost** 30,000 gp

Sword of the Sea Raven

Aura moderate divination; **CL** 9th
Slot none; **Price** 64,000 gp; **Weight** 3 lb.

This *+2 longsword* bears the seal of a legendary sea raven pirate on its pommel. It is a deadly instrument in anyone's hands, but when wielded by a ravenfolk, it tells its bearer whether a ship within visible range carries a significant amount of treasure. If a creature with the tengu subtype points the sword in the direction of a single visible seagoing vessel and concentrates for 1 full round, it will give the wielder a sense of whether the vessel carries no treasure, little treasure (a hoard 1 level lower than the PCs' average level), some treasure (matches the PCs' average level), or much treasure (one to three levels higher). Activating the sword is a standard action.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, *locate object*; **Cost** 32,000 gp

Thief of Many Things (Minor Artifact)

Aura strong enchantment and transmutation; **CL** 20th
Slot none; **Weight** 1 lb.

Once per day, the bearer of this small, carved wooden raven (hardness 5) can whisper a command word to animate it. The *Thief of Many Things* immediately flies out of sight and returns within 1d6 × 10 minutes carrying a Small to Medium random object it found within a 1-mile radius of its bearer. The Thief of Many Things cannot be instructed to seek out a specific item or search within a specific place. It is not attracted to any particular type of object—it might bring back something beautiful or ugly, shiny or dull.

Determine the found object's nature by a d20 roll on the accompanying table.

Wotan's Whisperer

Aura moderate enchantment and transmutation; **CL** 6th
Slot none; **Price** 3,800 gp; **Weight** 1 lb.

Once per day, when the bearer of this small stone raven (hardness 8) whispers a message of 25 words or fewer to it for a designated recipient, it animates and flies to wherever that recipient is within 1d6 × 10 minutes, traveling by way of the World Tree. When it arrives, it whispers the message to the recipient in the sender's voice and immediately flies back, returning to the sender in another 1d6 × 10 minutes.

Wotan's whisperer cannot be grabbed or shot down. No one but the recipient can hear the message. If the recipient dies before the item takes flight, the item will do nothing. If the recipient dies while the item is in transit, it will return to the sender immediately.

Precise directions are not necessary: this item's connection with Wotan's ravens enables it to find its destination unerringly. The sender does not have to have visited or seen the recipient's location before but does need to precisely identify the recipient: for example, "the current ruler of the centaur tribes" could be interpreted in different ways if the succession is in doubt, and it is beyond the item's power to determine who the sender means. "The man in the green cloak who I met at the tavern yesterday," would be sufficient.

Wotan's whisperer cannot carry messages back, travel to worlds or planes other than Midgard, or carry out any other commands.

Whenever *Wotan's whisperer* travels the branches of the World Tree it has a 5% chance of attracting the attention of a planar creature of the GM's choice, which follows the item to its destination out of curiosity.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *animal messenger*; **Cost** 1,900 gp

D20	Result
1	Item that endangers the PCs to a high degree (for example, the ancestral sword of the supreme commander of an empire's armies, a rampaging clockwork construct, or an outlawed item that would get the owner a prison term or death sentence)
2–3	Item that endangers the PCs to a moderate degree (for example, a local official's ceremonial badge of office, an unstable alchemical compound, or an outlawed item that would get the owner a large fine or jail time)
4–5	Item that endangers the PCs to a small degree (for example, a local tough's favorite knife, a hornet's nest, or an outlawed item that would earn the owner a small fine)
6–10	Item not at all applicable to the PC's current situation
11–16	Item moderately useful to the PCs in their current situation
17–20	Item highly useful to the PCs in their current situation

Ravenfolk Feats

The ravenfolk have access to the following feats.

Born of Huginn

You trace your lineage back to Huginn, Wotan's raven who embodies thought. You are not easily lulled or controlled by magic that affects the mind.

Prerequisite: Tengu subtype.

Benefit: Once per day, you may re-roll a failed saving throw against an enchantment spell or effect.

Special: You may not take this feat if you have taken the Born of Muninn or Scion of Horus feat.

Born of Muninn

You trace your lineage back to Muninn, Wotan's raven who embodies memory. Your sense of self is unshakeable, even when assailed by powerful magic.

Prerequisite: Tengu subtype.

Benefit: Once per day, you may re-roll a failed saving throw against a transmutation spell or effect.

Special: You may not take this feat if you have taken the Born of Huginn or Scion of Horus feat.

Carrion Crow

At one time, you embraced the aspect of ravens as heralds of death and went to dwell among undead. You returned with terrible knowledge.

Prerequisite: Tengu subtype.

Benefits: You gain a +2 competence bonus to Knowledge skill checks related to undead, the Morgau and Doresh, and the Ghoul Imperium. You also gain a +2 racial bonus to saving throws against necromancy spells and effects.

Dwarf-Friend

You have spent much time among the dwarf secret societies and learned some of their mysteries.

Prerequisite: Tengu subtype.

Benefits: You gain a +2 insight bonus to Craft skill checks and a +2 circumstance bonus to Diplomacy checks when dealing with dwarves. You may also treat a weapon of your choice with the word "dwarven" in its name as a martial weapon.

Ironclaw Dance (Combat)

Your ironclaw martial arts may inflict horrible wounds.

Prerequisites: Ironclaw Style, ki pool class feature.

Benefits: If you successfully execute an attack with your ironclaw while in ironclaw style, you may expend 1 point of ki as a free action to make a free 5-ft. step that does not provoke attacks of opportunity and does not count against your movement. Additionally, you may spend 1 point of ki as a free action before executing an attack with your ironclaw. If you successfully hit your target, you deal +1 bleed damage to the target in addition to the damage dealt by the attack.

Special: This feat does not stack with itself, but does stack with the effects of the Bleeding Critical feat.

Ironclaw Reaver (Combat)

Your ironclaw strikes can be truly devastating.

Prerequisites: Ironclaw Dance, base attack bonus +7.

Benefit: Whenever you score a critical hit with your ironclaw while in Ironclaw Style, you may apply two critical feats in addition to the damage dealt.

Special: This feat is treated as the Critical Mastery feat for the purpose of prerequisites. Its effects do not stack with Critical Mastery.

Normal: You can only apply the effects of one critical feat to a given critical hit in addition to the damage dealt.

Ironclaw Style (Style)

You've learned to blend your deadly claw with martial arts.

Prerequisites: Tengu subtype, ironclaw alternate racial trait, unarmed strike class feature.

Benefit: Upon entering this style, your claw attacks granted by the ironclaw alternate racial trait are treated as an unarmed attack for purposes of feats and abilities. The base damage of your ironclaw increases as if it were an unarmed attack. For example, 4th-level monks increase the base damage of their ironclaw to 1d10.

Special: You still only have one ironclaw. Your other limbs adhere to the regular base damage scaling of the unarmed strike class feature.

Scion of Horus

You claim kinship with the hawk-headed god Horus, princely foe of ancient abominations and their cults.

Prerequisite: Tengu subtype.

Benefits: You gain a +2 insight bonus to Knowledge skill checks related to aberrations and a +2 sacred bonus to attacks against aberrations.

Special: You may not take this feat if you have taken the Born of Huginn or Born of Muninn feat.

Spy Among the Scaly Folf

As an agent of the warm-blooded, you infiltrated the lands of dragons, learning their ways and collecting their secrets.

Prerequisite: Tengu subtype.

Benefit: You gain a +2 insight bonus to Knowledge skill checks related to dragons and reptilian creatures such as drakes and lizardfolk. You also gain a +2 circumstance bonus to Bluff and Diplomacy skill checks when dealing with draconic creatures and creatures with the dragon type or reptilian subtype.

Special: You are treated as if you had the reptilian subtype in addition to the tengu subtype for the purpose of spells and effects. If a spell or effect would usually affect scales, it instead affects your plumage.

Ravenfolk Spells

Ravenfolk magic focuses on trickery and oracular elements and is often cast with sly invocation of Wotan or Horus, even by wizards. The ravenfolk know who first gave them magical runes and are grateful for the gift.

Ravenfolk Spells

The following spells from *Deep Magic* are common among ravenfolk. Other races may also make use of them with GM approval.

Corvid's Cunning
Corvid's Cunning, mass
Drink Deep from Mimir's Well
Mine!
Raven's Revocation
Shrieking Flock

16

Sahuagin

Blood and the Sea

Where is your heart?

You give your blood to each thing in turn

Carrying, you do not carry it ...

To give your blood is to give your soul

To spill blood from an enemy is to know strength

There is much blood to spill—everyone is your enemy

—from the sahuagin Cal'mecac ("sayings of the old")

Ravenous and cruel, the sahuagin—known as sea devils and the devil men of the deep—are unfortunately among the most prosperous of oceanic races. Great cities raised by these creatures darken the deep ocean trenches, and many are the near-coastal fortresses where they launch endless raids against their air-breathing enemies that dwell near the shore.

Culture and Society

Sahuagin are a highly organized and civilized race with keen intellects who crave order and structure. Their kings hold sway over their cities beneath the waves, and the most powerful of these barons are given the title Lord of Blood and Battle.

Cruel sea predators, sahuagin are the natural enemies of aquatic elves—wars between sahuagin and aquatic elves are often prolonged and bloody. Precisely why these two races hate each other so much is unknown. Perhaps even more mysterious is why the presence of an aquatic elf community within several miles of a sahuagin community occasionally causes some sahuagin to be born as malenti: mutants who resemble aquatic elves. (The sahuagin hatred toward tritons is only slightly less extreme.)

The malenti are normally killed at birth although a few are occasionally allowed to survive to act as spies or assassins among the hated aquatic elves. Malenti are disliked by normal sahuagin, but their unusual ability to pass among their racial enemies also means they live something of a privileged, if isolated, life. They often serve as spies and assassins for sahuagin rulers, but rumors of all-malenti tribes in remote reaches of the sea continue to persist.

Sahuagin life is cruel and brutal with the strongest bullying the weak. Their laws are strict and unbending, and their punishments are harsh and severe. They kill those of their number who are injured, ill, or weak, feeding them to the sharks or eating them themselves. Duels—always fought with teeth and claw alone—are preferred for settling disputes and determining social rank.

Even mating is complex and violent, often resulting in bite and claw scars. Such intentional wounds can also occur during courtship as the men often bite women to show interest. Women have even developed slightly thicker skin to better withstand these bites. Mating typically occurs for pleasure, power, or out of mutual respect but rarely for what other races would call love. Although sahuagin society places little value on family or familial loyalties in the traditional sense, a great amount of value is placed on blood ties, blood lines, and important lineages. A sahuagin might place only marginal importance in his relationship to his father or siblings while being extremely reverent of his mother if he can trace a direct bloodline through her to a famous and powerful sahuagin warrior of old.

As soon as the young hatch, they enter a harsh life. Sahuagin punish any seen as weak or lacking the proper aggressive tendencies—such young are normally eaten by the parents or other members of the tribe. In fact, sahuagin are fixated on all aspects of consumption and are eager to weed out anything they see as weak or unworthy. Savage in every action, sahuagin ask for and give no quarter. They ally closely with sharks and always have sharks living near their lairs. (And much like sharks, a sahuagin's eyes remain open and it continues to swim slowly in place while sleeping.)

Sahuagin have long, possibly unlimited life spans—some elders have been known to live hundreds of years. Their bodies do not decline with age. (This may be due to their love of kraken and giant squid flesh. Perhaps not.) Particularly old sahuagin are significantly larger than their younger kin (growing into Large creatures as they age). All ages despise infirmity and attempt to excise it from their midst with atavistic, violent action.

Sahuagin society is divided into two main castes: the noble or elite class and the commoners. (Their craftsmen are renowned for their elaborately carved obsidian: primarily idols and daggers and spears.) However, all young sahuagin, regardless of social caste, receive the same mandatory education. Much of this education involves learning to fight intelligently, tactically, and ruthlessly. Another important element of every sahuagin's education centers on learning the Cal'mecac (or "sayings of the old"), which is the very embodiment of sahuagin history, knowledge and religion.

ARENAS

Battle is the song of a thousand cries
Let yours sound loudest
Your beating heart the most sought after prize
To give it, the most sacred gift

—from the Cal'mecac

Most sahuagin settlements have a central arena for battle training, gladiatorial style fights, and even death matches between various captured sea creatures. Typically, these large spherical chambers are entered via various tunnels leading into smaller side chambers. Carved stone sharks often protrude from the stone walls like frightening aquatic gargoyles.

During these gladiatorial contests, rowdy and jeering sahuagin spectators remain close to the walls, ceiling and floor and watch the battles taking place in the center of the arena. Occasionally, combatants receive spear and trident thrusts from the spectators if they swim too close.

LIVING CHAMBERS

Sahuagin settlements and cities have a number of communal living areas where most sahuagin of the lower caste live.

Thick beds of kelp and seaweed, often as tall as 5 ft. high, grow from the floors of these living areas, which are covered with layers of sand and other organic matter. In addition to providing an ongoing source of food, many sahuagin prefer to sleep within these beds of kelp and seaweed.

Sahuagin are very spartan in their tastes, and these chambers tend to be sparsely furnished.

HATCHERIES

The world is a grave and none escape it
A warrior hastens to send blood to the
vast realm of the gods.
Once exulted in pride, majesty, and power,
Nothing recalls a warrior when gone
but his deeds.

—from the Cal'mecac

Young sahuagin are born into clutches of up to 200 eggs in well-protected egg chambers or hatcheries. The moment a newborn sahuagin breaks from its egg, it immediately begins to learn the cruel lessons of life among its kind.

The hatcheries serve as the primary place for designated female sahuagin to communally look after those newly hatched sahuagin who prove clever, fast, or strong enough to survive their first few days in the hatchery. These female sahuagin guardians protect and instruct the sahuagin young for the good of the tribe and often preside over life and death altercations between infant sahuagin. Fought only with claws and teeth, these battles are cruel and viscious. The female guardians ensure that the other young sahuagin carefully observe such battles so they can learn crucial life-lessons and skill.

Cal'mecac teachings are always carved onto the walls of sahuagin hatcheries, as are images of sahuagin slaying kraken, dolphins, and whales.

ENVIRONMENT

Sahuagin dwell in warm bodies of salt water at depths of at least 100 ft. Although sahuagin can thrive at any depth or temperature, most dislike fresh water. All sahuagin think of the extreme ocean depths as a frightening and otherworldly place in which nothing living can exist. Their lairs are villages, towns and mighty cities normally constructed of stone. Inhabitants of a sahuagin settlement often range up to 50 miles from home on hunting and raiding excursions.

Sahuagin lairs are honeycombed with spherical chambers and cylindrical tunnels. Most tunnels are large enough for sharks to swim through.

PHYSICAL DESCRIPTION

A typical sahuagin stands 7 ft. tall and weighs about 250 lb. They are usually green skinned, darker on the back and lighter on the belly. Many have dark stripes, bands, or spots, but these tend to fade with age. Sahuagin are highly fish-like with webbed feet and hands, gills, and a finned tail. There is additional webbing down their back and at the elbows and ears.

Sahuagin avoid bright light, but their senses are otherwise remarkably sharp and keen. They can walk on land for short periods of time, normally a few hours at most, though many sahuagin are born with mutations that allow them to survive out of water for longer periods.

Sahuagin are prone to beneficial mutations, and when a mutant is born, it almost always rises to the society's nobility or rulership. The most common sahuagin mutation is an extra pair of arms (granting two additional claw attacks or the opportunity to wield more weapons).

Although rare, sahuagin can be infected by lycanthropy. The resulting sahuagin weresharks are viewed with great respect and awe.

LANGUAGE

Sahuagin do not have a unique, native language. They speak a complex and unique dialect of Aquan when among their own kind and Common when conversing with those not of their race.

Sahuagin possess a single, complex name which can morph or change as he or she ages. This name is normally comprised of elements which include a personal name, ancestral lineage, notable personal qualities or deeds, and tribal leader.

Typical examples of sahuagin names include: No'chilok, Tesozomoc, Anhual, Vol'Ocaan, Shalekol, Ultolnnok, Toltacayotl , Xoltalol , and Analtalon.

RELATIONS WITH OTHER RACES

Where is your heart?
You give your blood to each thing in turn
Carrying, you do not carry it...
To give your blood is to give your soul
To spill blood from an enemy is to know strength
There is much blood to spill—everyone is your enemy

—from the Cal'mecac

Warlike and proud, sahuagin rarely ally with others, and they view most other aquatic races, such as the aboleths, sea elves, merfolk, and their ilk, as competitors. The only creatures they seem to respect and adore apart from their own kind are sharks, for in these relentless predators, the sahuagin see much of themselves.

RELIGION

Blinding light and flowing dark,
Life, death, strength, weakness, blood and stone
From the Time of the Seven Caves,
to the Time of the End ... and all is for us!

—from the Cal'mecac

The priestesses of every sahuagin city or settlement maintain the tlalloc (or "chronicle of the ages"), an ancient and extremely accurate calendar that is intricately tied to sahuagin religion. Every sahuagin temple or shrine has a large circular tlalloc, most often carved of stone, coral, or shell, which serves as an alter for religious contemplation and study.

According to the tlalloc, one of the most important and sacred religious times is Nemaltem, a five-day holy period that occurs once every 152 years. The sahuagin believe that during one of the Nemaltem cycles, the entire world will be consumed by the sea. When this happens, the sahuagin will rise up and either kill or enslave every living creature.

Sahuagin religion relates that the first shark men came from a strange place in the deepest part of the ocean known as Chaltlastoc ("the place of the seven caves"). These ancient sahuagin are said to have brought the first tlalloc calendar stone with them when they emerged into the open oceans.

Sharks are seen as holy creatures to the sahuagin. Shark teeth are considered sacred objects and are often enchanted with protective or other divine magic. Dolphins, conversely, are hated for their friendship with

Seggotan Mystery Cult

In Midgard, Seggotan is the neutral Lord of the Ocean and Eternity, Keeper of Time, Oathbinder, Counter of the Stars, the Water Dragon, Patron of the Sea Drakes.

He is an ancient power who claims to have seen the beginning and the end of time. All oaths sworn to Seggotan must be kept, for he never forgets. Mortals might dare to bargain with Seggotan and his servants, though such bargains are fulfilled in mysterious ways or have unintended consequences. Enigmatic and unpredictable, Seggotan holds the sea and all in it as his for eternity.

A mystery cult dedicated to Seggotan is quietly gaining a foothold among some sahuagin, who are drawn to the Water Dragon. These sahuagin embrace Seggotan's more balanced view of good and evil. They also believe that Seggotan is the true creator of the first tlalloc and that sahuagin culture has become corrupted and forgotten this over the ages.

aquatic elves—dolphin bones are prized trophies that are often carved into spear heads or worn as battle totems. The sahuagin make regular, living sacrifices to their gods, typically drawing the creature's blood and then feeding the creature to the sharks that are drawn to it.

Sahuagin clergy are always female and include clerics, oracles, and druids. They are initiated in painful rites that leave them sterile at a young age. They act as teachers and holders of sacred lore, controlling every aspect of religious life. Like all sahuagin, these priestesses determine rank within the clergy through physical combat.

Sahuagin have complex religious beliefs and practices, most involving sharks and ritual blood sacrifice. Sahuagin religion teaches that a living creature's soul is contained in its blood.

Sepulcher of Bones

The most sacred of all holy places in any sahuagin temple, the sepulcher of bones is a shrine in which the bones of a sahuagin tribe's honored dead are kept. The bones are reverently tended by the hopaal (or "keeper of the sacred bones"), whose task is to keep the memory and lore associated with each of the bones alive in the hearts and minds of the tribe.

A sepulcher of bones is typically a large, spherical chamber filled with a mass of sahuagin bones and the jaw bones of various species of shark. The majority of these bones have a combination of specific sahuagin names and impressive or otherwise noteworthy deeds carefully carved into them.

A bizarre sculpture of interlocking bones, often measuring more than 15 ft. in diameter, is always attached to a wall opposite the sepulcher's opening. The hopaal periodically removes certain bones and replaces them with others, based on complex religious tenets and dogma only he understands.

Cal'mecac Chamber

No one comes to the world to stay
Not stone, not gods, not bone or sea
Yet blood is eternal,
Soul and forever, flowing like fire in the deep.

—from the Cal'mecac

After the sepulcher of bones, the Cal'mecac Chamber is the second most sacred place in a sahuagin temple, for it houses the tribe's tlalloc. Sahuagin learn to master the Cal'mecac here. Every last inch of stone in this chamber is intricately carved with Cal'mecac teachings, wisdom, and laws, which radiate outward from the huge, circular tlalloc which is situated at the very center. Although no two tlalloc are exactly the same, a typical tlalloc consists of strange writing, symbols, and pictograms, all delicately arranged within carved spiraling rings and dividing lines.

Sahuagin Adventurers

Sahuagin rarely venture on their own or among surface dwellers. However, banishment or extreme need can drive them to a more nomadic or vagabond lifestyle. Sahuagin adventurers tend toward martial or religious roles.

Racial Traits

Sahuagin with the following racial traits balance well with other player character races. The following traits create a sahuagin with no racial Hit Dice.

+2 Strength, +2 Constitution, –2 Charisma: Sahuagin are physically powerful but predatory and dismissive.

Medium: Sahuagin are Medium creatures, and they have no bonuses or penalties due to their size.

Aquatic: Sahuagin are monstrous humanoids with the aquatic subtype.

Speed: Sahuagin have a base speed of 30 ft. and a swim speed of 40 ft. They gain a +8 bonus on Swim checks and always treat Swim as a class skill.

Darkvision: Sahuagin have darkvision 60 ft.

Blood Frenzy (Ex): Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength but

takes a –2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Natural Armor: Sahuagin have a +2 natural armor bonus.

Natural Attacks: Sahuagin have a bite (1d4 points of damage) and two claw (1d4 points of damage each) primary natural attacks.

Speak with Sharks (Su): A sahuagin can communicate telepathically with sharks to a distance of 150 ft. This communication is limited to simple concepts, such as "come here," "defend me," or "attack this target."

Water Sense: Sahuagin have blindsense 30 ft. against creatures touching the same body of water as them.

Light Blindness (Ex): Sahuagin are blinded for 1 round if exposed to bright light, such as sunlight or the *daylight* spell. Such creatures are dazzled as long as they remain in areas of bright light.

Languages: Sahuagin begin play speaking Common and Aquan. They can also communicate telepathically with sharks. Those with high Intelligence can choose any additional bonus languages.

VARIANT SAHUAGIN

The following racial traits replace existing sahuagin racial traits.

Air Breather: Sahuagin born close to the coast or surface frequently develop gills that process air as easily as water but lose their feel for minor fluctuations in deeper currents. These specimens have the amphibious racial trait. This replaces water sense.

Deep Dweller: Sahuagin hatched more than 300 ft. below water necessarily develop resistance to very cold temperatures. These variants have cold resistance 5, but their land and swim speeds are each reduced by 10.

Fin Spines: Some sahuagin bear strong fins and spines at their major joints. Those who do are trained as warriors without exception. They gain an additional +1 natural armor bonus and a +2 bonus to damage rolls made while they control a grapple. This racial trait replaces water sense and blood frenzy.

Four Arms: Among the most honored mutations among sahuagin warriors is an extra pair of arms complete with clawed hands. Sahuagin with additional arms do not have water sense and reduce their natural armor bonus by 1.

Merhuagin: A merhuagin has a long fish tail instead of legs. These tortured wretches have a land speed of 5 ft. and an increased swim speed of 60 ft.

MALENTI RACIAL TRAITS

The malenti are legendary among sahuagin, beautiful humanoids with cool demeanors and natural intellect. A malenti has the following racial traits.

+4 Strength, –2 Con, +2 Int, +2 Wis, +2 Cha: Malenti bear deceptive physical strength and powerful minds but are more fragile than their cousins.

Medium: Malenti are Medium-sized creatures with no bonuses or penalties for size.

Aquatic: Malenti have the outsider type and the aquatic and native subtypes.

Amphibious: Malenti breathe both water and air.

The Legend of Itzapalotl

Itzapalotl was a young sahuagin xok utal who became trapped in a coastal sea cave after a sudden cave-in. He was partially buried under rocks and suffered grave injuries. Itzapalotl was eventually discovered by an old human sailor who had also been trapped in the cave. Although terrified at first to be alone in a cave with a sahuagin, the old human quickly realized how severely Itzapalotl was injured, and against his better instincts, the old man did his best to tend to the wounds.

The two remained alone in the sea cave for many days. The old man gathered and caught what sustenance he could and always shared. Occasionally, the old man told Itzapalotl stories of his village or even of his gods. When the people of the old man's village finally found the two, they instantly reacted in terror at the sight of the sahuagin and wanted to kill him at once. The old man intervened, however, putting himself in the middle.

Reluctantly, the villagers allowed Itzapalotl to go free. The sahuagin did not return to his people, however. The time Itzapalotl had spent with the kind old man had changed something within him. Instead, Itzapalotl remained near the village and created a spartan living chamber for himself in the sea cave. The old man came and visited Itzapalotl often, telling him stories of fantastic, far-away empires and sharing more with him about his gods. Even long after the old sailor died, Itzapalotl remained in his sea cave and secretly protected the village. After the kindness and respect the old man had showed him, it was the least Itzapalotl could do.

Speed: Malenti have a base speed of 30 ft. and a swim speed of 30 ft. They gain a +8 bonus on Swim checks and always treat Swim as a class skill.

Darkvision: Malenti have darkvision 60 ft.

Energy Resistance: Malenti have cold and fire resistance 5.

Silver Tongued: Malenti gain a +2 racial bonus to Bluff and Diplomacy checks. In addition, whenever they use the Diplomacy skill to shift a creature's attitude, they can do so up to three steps up rather than just two.

Blood Frenzy (Ex): Once per day, a sahuagin that takes damage in combat can fly into a frenzy in the following round. It gains +2 Constitution and +2 Strength but takes a –2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter.

Speak with Sharks (Su): A sahuagin can communicate telepathically with sharks to a distance of 150 ft. This communication is limited to simple concepts, such as "come here," "defend me," or "attack this target."

Water Sense: Sahuagin have blindsense 30 ft. against creatures touching the same body of water as them.

Sorcerer Affinity: Malenti sorcerers with the fire, infernal, or water bloodlines treat their Charisma scores as 2 points higher for all sorcerer spells and class abilities.

Favored Class Options

The following options are available to sahuagin who have the listed favored class. Unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Druid: Increase the number of times the druid can wild shape each day by 1/4.

Fighter: Add a +1 to the fighter's CMD against a specific combat maneuver. The same or a different combat maneuver can be chosen at each fighter level.

Oracle: Add one spell known from the oracle spell list. This spell must be at least 1 level below the highest spell level the oracle can cast.

Ranger/Spell-Less Ranger[NPC]: Add +1 hp or +1 skill rank to the ranger's animal companion. If the ranger ever replaces his companion, the new companion gains these bonus hp or skill ranks.

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.

Summoner: Add 1 ft. to one of the eidolon's movement speeds. This does not change its speed except to increase it by 5 ft. once the same type of movement has been taken 5 times.

Random Starting Ages

Race	Adulthood	Intuitive[1]	Self-Taught[2]	Trained[3]
Sahuagin	17 years	+1d6 years	+2d6 years	+3d6 years

1 This category includes barbarians, bloodragers, oracles, rogues, sorcerers, and swashbucklers.

2 This category includes bards, battle scions, brawlers, cavaliers, fighters, gunslingers, hunters, paladins, rangers, shamans, skalds, slayers, shadowsworn, spell-less rangers, summoners, and witches.

3 This category includes alchemists, arcanists, clerics, druids, inquisitors, investigators, magi, monks, theurges, warpriests, white necromancers, and wizards.

Aging Effects

Race	Middle Age[1]	Old[2]	Venerable[3]	Maximum Age
Sahuagin	40 years	80 years	140 years	unknown

1 At middle age, –1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

2 At old age, –2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

3 At venerable age, –3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

Random Height and Weight

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Sahuagin, male	6 ft. 6 in.	+2d6 in.	120 lb.	×2 lb.
Sahuagin, female	6 ft. 2 in.	+2d6 in.	110 lb.	×2 lb.

Sahuagin Archetypes

Sahuagin excel in adapting traditional adventuring and military occupations to their way of life. Though other races might make use of the class options below, sahuagin culture features them all.

Bloodbound (Bloodrager)

The blood of those sahuagin influenced by gelugons runs cold as ice.

Bloodlines: The following bloodlines are appropriate for the bloodbound archetype: destined, elemental (fire or water), infernal.

Bloodline Powers: The following bloodline powers are modified by the bloodbound class, regardless of which bloodline the bloodbound chooses.

Bonus Feats: The bloodbound chooses bonus feats from the following list: Combat Casting, Great Fortitude, Intensify Spell[APG], Iron Will, Skill Focus (Swim), Toughness, Weapon Focus

Bonus Spells: *icicle dagger*[UM] (4th), *frigid touch*[UM] (8th), *sleet storm* (12th), *cone of cold* (16th).

Cold Resistance (Su): At 4th level, you gain cold resistance 10. At 8th level, this improves to cold resistance 15. At 12th level, you become immune to cold damage. This replaces the normal bloodline power gained at 4th level.

Steadfast Soldier (Ex): The lawful nature of infernal influence instills loyalty in even the most barbaric troops. Beginning at 3rd level, a bloodbound gains a +4 bonus on saving throws against compulsions or other effects that would cause him to act against his allies or principles. This bonus only applies while the bloodbound is raging. This ability replaces blood sanctuary.

Reliable Rage (Su): Beginning at 14th level, a bloodbound is immune to enchantment effects while raging. This immunity does not extend to harmless spells or effects. This replaces indomitable will.

Sea Shifter (Monk)

The body of a sea shifter evolves into a deadly and wondrous weapon.

Beneficial Mutation (Su): Beginning at 1st level, a sahuagin sea shifter gains a measure of control over his body's physical features, accelerating physical mutations as he trains for them. At 1st level, he chooses one mutation from the evolutions of a summoner's eidolon (see *Pathfinder Roleplaying Game*: *Advanced Player's Guide*). He can choose from the climb, gore, pincers, scent, sting, tail, tail slap, or tentacle evolutions. At 4th level, and every 4th level thereafter, the sea shifter can choose another evolution from the same list.

Beginning at 8th level, the sea shifter adds the blindsense, constrict, grab, limbs, pounce, resistance, rake, and rend evolutions to the list of available mutations.

At 12th level, the sea shifter adds breath weapon, damage reduction, large, poison, and spell resistance to the list of available mutations.

Any effects or requirements of these mutations must be met as if the sea shifter were an eidolon. Mutations do not count as evolutions for other spells or effects, so they cannot be added or removed by spells or feats. This ability replaces flurry of blows and improved unarmed strike.

Fast Movement (Ex): A sea shifter's fast movement ability applies to his swim speed.

Sea Hunter (Ex): Beginning at 4th level, a sea shifter gains a bonus equal to half his level on Swim and Survival checks in water. This ability replaces slow fall.

Curved Charge (Ex): At 5th level, the sea shifter uses fluid motion to propel himself toward a desired target. The sea shifter may begin a charge or run by swimming in a straight line from his starting square and change his line of approach up to 5 ft. to the left or right. He can make this shift up to twice in order to avoid a hard corner or to curve around a Medium or smaller obstacle (including an ally). While charging, his movement provokes attacks of opportunity normally. The sea shifter must still be able to see the object of his charge before the charge begins. This ability replaces high jump.

Ocean Step (Ex): A 12th level or higher, a sea shifter gains the ability to move into any body of water and emerge from a different location within that same body of water. This functions as the *dimension door* spell, except that the sea shifter must move in a straight line and need not see his destination. He must still have line of effect to his arrival point and is still disoriented once he appears at his new location. This ability modifies abundant step.

Trident Master (Fighter)

Sahuagin trident masters maximize use of their preferred melee weapon.

Armor Proficiency: A trident master does not gain proficiency in heavy armor. They are proficient with bucklers but not shields.

Trident Expert (Ex): At 5th level, the trident master gains a +1 bonus on attack and damage rolls made with tridents. This bonus increases by +1 for every 4 levels beyond 5th to a maximum of +4 at 17th level. This ability replaces weapon training 1.

Trident Thrower (Ex): Beginning at 7th level, the range increment for throwing a trident increases to 20 ft. At 11th level, the penalty for throwing a trident beyond each range increment is reduced to –1. At 15th level, the trident master adds 1.5 × his Strength bonus on damage rolls made when throwing a trident. This replaces armor training 2, 3, and 4.

Trident Style (Ex): Beginning at 9th level, a trident wielded by a trident master gains the disarm weapon quality. The trident master also gains a +2 bonus to his CMD when resisting any disarm attempt while wielding a trident. This ability replaces weapon training 2.

Mancatcher (Ex): At 13th level, a trident master becomes adept at controlling his opponent's movements with his trident. He gains a +2 bonus on reposition combat maneuver checks made while wielding a trident. In addition, if he confirms a critical hit with his trident in melee, he can make a free reposition attempt against the target of the attack. This ability replaces weapon training 3.

Long Trident (Ex): At 17th level, the trident master learns maneuvers that increase his reach by 5 ft. when making attacks with a trident. Additionally, any movement from a trident master's threatened squares provokes an attack of opportunity, even a 5-ft. step or attempt to withdraw from combat. This replaces weapon training 4.

Weapon Mastery (Ex): At 20th level, a trident master must choose the trident for this ability.

TSUNAMI LORD (DRUID)

A tsunami lord gains her power from the strength of earth and water.

Wild Empathy: A tsunami lord's wild empathy functions only on aquatic creatures that have a swim speed or elementals with the earth or water subtype.

Deep Senses: At 2nd level, the range of a tsunami lord's darkvision from racial traits increases by 30 ft. It increases by another 30 ft. at 11th level. If the tsunami lord does not have darkvision as a racial trait, her racial darkvision counts as 0 before these increases. This ability replaces woodland stride.

Wild Shape: A tsunami lord gains the wild shape ability at 6th level. For all shapes other than earth or water elementals, the tsunami lord's effective druid level is equal to her levels in tsunami lord –2.

Earthshaker (Su): Once per day, as a standard action, the tsunami lord can cause the ground to shake, deep water to become turbulent, or the air to fill with hard rain and crashing waves. This turns all terrain within 30 ft. of the tsunami lord into difficult terrain, except that the area counts as difficult terrain regardless of a creature's mode of movement. This ability replaces venom immunity.

Crashing Wave (Sp): At 13th level, the tsunami lord gains the ability to cast *hydraulic push*[APG] as a spell-like ability at will. The tsunami lord's caster level for this ability equals her druid level, and she uses her druid level plus Wisdom bonus to determine her CMB. This ability replaces a thousand faces.

Wall of Water (Su): As a move action, a tsunami lord can call into being a wall of rushing water that obscures vision and buffets those passing through it. This wall has up to the same dimensions and duration as a *wall of fire* with a caster level equal to the tsunami lord's hit dice. The wall deals no damage unless a creature attempts to move through it, in which case the creature takes 2d6 points of bludgeoning damage, plus one additional point of damage for each druid level the tsunami lord possesses. The wall provides both cover and concealment, though the tsunami lord can see or move through it with no effect. The tsunami lord may use this ability once per day at 15th level, and twice per day beginning at 20th level. This ability replaces timeless body.

Sahuagin Oracles

All sahuagin magic stems from the sea.

THE DEEP (ORACLE MYSTERY)

Oracles of the Deep understand the mystic strength of the ocean floor and the horrors that live there.

Class Skills: An oracle with the deep mystery adds Intimidate, Knowledge (nature), Swim, and Survival to her list of class skills.

Bonus Spells: *air bubble*[UC] (2nd), *wave shield*[ACG] (4th), *deeper darkness* (6th), *abated breath** (8th), *suffocate*[APG] (10th), *the bends**, (12th), *vortex*[APG] (14th), *earthquake* (16th), *call of the deep** (18th).

Revelations: An oracle with the deep mystery can choose from any of the following revelations.

Aquatic Conqueror (Su): You can march on land-dwelling or undersea settlements with equal ease. You gain the amphibious and aquatic subtypes. This revelation does not grant you a swim speed, but Swim is always a class skill for you.

Crushing Depths (Su): As a standard action, you can impose on your subject the crushing weight of the deep. This ability has a range of 60 ft. and affects an area with a 30-ft. radius. Creatures within this area

take 1d6 points of bludgeoning damage for each level you possess. A successful fortitude save halves the damage. You can use this ability once per day plus an additional time per day at 15th and 20th level. You must be at least 11th level to take this revelation.

Fluid Motion (Ex): You gain a swim speed equal to your normal land speed. You gain a +8 racial bonus to Swim checks and can take 10 on Swim checks even if threatened.

Horrors of the Deep (Su): Whenever you cast a conjuration spell to summon an aquatic creature or elemental with the water subtype, that creature gains damage reduction 2/– and a +1 enhancement bonus on attack and damage rolls. At 11th level, and every 4th level afterwards, these numbers increase by +1, to a maximum damage reduction of 5/– and a maximum bonus of +4 at 19th level. You must be at least 7th level to take this revelation.

Lightless Realm (Su): You gain darkvision to a range of 60 ft. At 10th level, this range increases to 120 ft.

Luring Light (Su): Once per day, as a standard action, you can evoke a soft light within 30 ft. that penetrates even magical darkness. This light is visible to creatures within 60 ft. but does not shed light beyond its own 5-ft. square or change the level of illumination in any way. Creatures with darkvision who see the light must succeed at a Will save or become fascinated until the beginning of your next turn. This ability does not function except in areas of dim light, darkness, or total darkness. You can use this ability an additional time per day each at 10th, 15th, and 20th level.

Ocean Chill (Ex): You are accustomed to the cold waters of the ocean's floor. You gain cold resistance 5. At 6th level, this resistance increases to 10. At 11th level, the resistance increases again to 15. At 16th level, you are immune to cold damage.

Undercurrent (Su): Your form is strong and dense like the darkest waters of the sea. You gain a +2 bonus to your CMD when resisting bull rush, grapple, reposition, and trip combat maneuvers. At 7th level, you gain Improved Bull Rush, Improved Grapple, Improved Reposition, or Improved Trip as a bonus feat. You need not meet any prerequisites for this bonus feat.

Under Pressure (Su): You are accustomed to the crushing pressure of deep water. You gain DR 5/piercing or slashing. At 10th level and again at 15th level, the value of this damage reduction increases by 5. You must be at least 7th level to choose this revelation.

Wave Magic (Su): Any spells with the word "wave" in its name gains the strength of ocean tides. You cast every such spell (such as waves of fatigue or worldwave) at +1 caster level. If the spell has the [water] descriptor, the spell adds your Charisma modifier to your caster level to determine duration.

Final Revelation: Upon reaching 20th level, you become one with the deep. You are immune to bludgeoning or crushing damage of any kind, including abilities like crush or trample. You gain the ability to see normally in darkness. Any spell you cast that would move another creature (like hydraulic torrent or telekinesis) gains the water descriptor and gains a either +2 bonus to rolls to move objects or creatures or a +2 bonus to save DCs if they allow a saving throw.

Prestige Class

Among the sahuagin, there are none more honored than the Xok Utal.

XOK UTAL

The rocks shake, the seas boil
Blood is divine wine poured out by teeth, by spear and claw
Fight, vanquish, triumph - die with no fear
Brothers in blood, we live and die as one

—from the Cal'mecac

The Xok Utal (literally, "*brotherhood of the shark*") are a force of elite sahuagin warriors sworn to protect their tribe and, more importantly, the baron of the tribe himself. Xok Utal are exclusively sahuagin—the warlike race's elite undersea cavalry and royal guard.

Upon joining the brotherhood, each new Xok Utal gets a ring of triangular-shaped shark's teeth tattooed with a mixture of squid ink, shark blood and ground obsidian dust. These are tattooed around both of the sahuagin's forearms in order to signify that he is forever bound to the protection of his baron, his tribe, and the other members of the brotherhood.

The Xok Utal possesses a unique bond to a specific shark. The warrior and his shark live, hunt, and fight together as one.

Xok Utal are almost always rangers, spell-less rangers, or hunters.

Role: A Xok Utal is master of his watery environment. They focus their tactics on fighting alongside their shark companion, making a deadly and formidable team. They are consummate scouts and versatile warriors, willing to give their lives in the protection of their charges.

Table: Xok Utal

Level	BAB	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+1	+1	Bonded shark, coordinated companion
2nd	+2	+1	+1	+1	Shark senses
3rd	+3	+2	+2	+2	Aquatic harmony
4th	+4	+2	+2	+2	Teamwork
5th	+5	+3	+3	+3	No fear
6th	+6	+3	+3	+3	Fleet swimmer
7th	+7	+4	+4	+4	Scourge of the deep
8th	+8	+4	+4	+4	Titan of the deep
9th	+9	+5	+5	+5	Brothers in blood
10th	+10	+5	+5	+5	Soul of the Sshark

Alignment: Although most are evil, in truth any sahuagin can enter the brotherhood if they have sufficient courage and skill.

Hit Die: d10.

Requirements

To qualify to become a Xok Utal, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Race: Sahuagin or sahuagin variant.

Skills: Handle Animal 5 ranks, Knowledge (geography) 5 ranks, Knowledge (nature) 5 ranks, Survival 5 ranks.

Special: Animal companion class feature (animal must be a shark), must have a swim speed.

Class Skills

The Xok Utal's class skills are Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Survival (Wis), and Swim (Str).

Skill Ranks at Each Level: 4 + Int modifier.

Class Features

The following are features of the Xok Utal prestige class.

Weapon and Armor Proficiency: A Xok Utal gains no proficiency with any weapon or armor.

Bonded Shark (Ex): A Xok Utal's class levels stack with levels in all classes that grant an animal companion for the purpose of determining his shark companion's abilities. The Xok Utal and his shark companion have an empathic link with each other up to 1 mile. The Xok Utal can communicate empathically with his shark, but cannot see through its eyes. Because of the link's limited nature, only general emotions can be shared. The Xok Utal has the same connection to an item or place that his shark companion does.

Coordinated Companion (Ex): At 1st level, the Xok Utal receives Coordinated Companion as a bonus feat.

Shark Senses (Su): Beginning at 2nd level, the Xok Utal can see through his shark's eyes and benefits from the shark's keen scent, as long as they are within 1 mile of each other. As a swift action, the Xok Utal sees and smells what the shark sees and smells, though the Xok Utal cannot see or smell his own surroundings until he ends this ability (requiring a free action).

Aquatic Harmony (Su): At 3rd level, a Xok Utal receives a +2 competence bonus on Swim checks.

Teamwork (Ex): At 4th level, due to the deep connection and constant training with his shark companion, the Xok Utal receives a teamwork feat as a bonus feat. He must meet the prerequisites for this feat. His shark gains any teamwork feat the the Xok Utal has.

The Xok Utal's may select an additional bonus teamwork feat at 6th and 8th level.

No Fear (Ex): At 5th level, the Xok Utal becomes immune to the shaken and frightened conditions as long as he is within 60 ft. of his shark companion.

Fleet Swimmer (Su): At 6th level, a Xok Utal can take 10 on Acrobatics checks in water even while distracted or threatened, and can take 20 on an Acrobatics check once per day for every five Xok Utal levels he possesses. His swim speed also increases by +20 ft.

Scourge of the Deep (Sp): Beginning at 7th level, the Xok Utal's shark companion gains the advanced simple template.

Titan of the Deep (Ex): At 8th level, the Xok Utal's shark companion gains a third animal companion advancement category:

Size Large; **AC** +2 natural armor; **Attack** bite (1d8); **Ability Scores Str** +2, **Dex** –1, **Con** +2.

Brothers in Blood (Su): At 9th level, the Xok Utal and his shark companion can transfer some of their life essence to one another as long as they are within 30 ft. of each other. As an immediate action, three times per day, the Xok Utal can sacrifice an amount of his own hp to transfer to his shark, or vice versa. The number of hp able to be transferred in this way equals 10 + the Xok Utal's Constitution score + the Xok Utal's level. These hp immediately heal the subject but cannot raise the subject's hp higher than its normal hp total.

Soul of the Shark (Su): At 10th level, a Xok Utal's bond with his shark companion is so strong that it transcends distance and even death. The shark's devotion ability increases to a +8 morale bonus on Will saves against enchantment spells and effects. If his shark dies, he can revive it with an 8-hour ritual; this is treated as as *raise dead*, except the only material component required is a drop of Xok Utal's blood and the companion does not gain any negative levels from the ordeal.

Sahuagin Feats

Sahuagin have many talents and tricks to aid them above and below the waves.

Aquatic Advantage

Foes without a swim speed provoke attacks of opportunity from you underwater.

Prerequisites: Combat Reflexes, swim speed.

Benefits: A creature that lacks a swim speed provokes an attack of opportunity from you when it attacks you underwater. You don't get an attack of opportunity if the attacker is under the effects of *freedom of movement* or otherwise not inconvenienced by submersion.

Aquatic Invisibility

Your illusion spells account for displacement of water.

Prerequisite: Aquatic subtype, minimum one spell that confers invisibility known.

Benefit: Whenever you cast a spell that makes yourself or another creature invisible, that creature gains full concealment even when submerged.

Blood Tide

In the throes of blood frenzy, you can unleash a whirlwind of claws and teeth against your foes.

Prerequisites: Sahuagin, combat Expertise, Greater Blood Frenzy*, base attack bonus +6, blood frenzy ability.

Benefits: When you make a full attack while in a blood frenzy, you can give up your regular attacks to instead make one melee attack at your highest base attack bonus against each bleeding or wounded opponent within reach. You must use a natural weapon with these attacks, and you must make a separate attack roll against each opponent. You do not need to use the same natural weapon against each opponent.

When you use Blood Tide, you also forfeit any extra attacks granted by other feats, spells, or abilities.

Coordinated Companion

You are able to coordinate with your animal companion extraordinarily well during combat.

Prerequisite: Hunter's bond, nature's bond, or similar class feature; you must have an animal companion.

Benefit: Your animal companion is considered to have any teamwork feat you possess. Your animal companion must remain within 30 ft. of you and must be able to see you, hear you, or otherwise be aware of your position in order to benefit from this feat. Your animal companion can only coordinate with you in this way.

Coral Skin

A beneficial mutation grows protective living coral from your flesh.

Prerequisite: Aquatic subtype, +2 or higher natural armor bonus.

Benefit: You natural armor increases by +1, and your existing damage reduction from racial traits improves by +1. If you have no racial damage reduction, you gain DR 1/– instead.

Special: You cannot benefit from armor heavier than light armor once you take this feat.

Greater Blood Frenzy

Your wounds move you into a deeper frenzy.

Prerequisites: Sahuagin, blood frenzy racial trait.

Benefits: You no longer take a penalty to AC while in a blood frenzy. In addition, if you are reduced below 0 hp, you remain conscious and active for your next turn, even if the damage you take before that turn is enough to kill you. You become unconscious or die normally at the end of your turn.

Swim-By Attack

This creature can swim up to a foe, attack, and then quickly swim away before the foe can

Prerequisite: Swim speed.

Benefit: As a full-round action, the creature can move up to its swim speed and make a single melee attack without provoking any attacks of opportunity from the target of the attack. The creature can move both before and after the attack, but it must move at least 10 ft. before the attack and the total distance that it moves cannot be greater than its speed. The creature cannot use this ability to attack a foe that is adjacent to it at the start of its turn.

Normal: Without this feat, the creature cannot move before and after an attack.

Sahuagin Spells

The sahuagin embrace the mysticism of the lightless ocean floor where temples and towers teach powerful magic focused on domination and conquest.

ABATED BREATH

School necromancy (curse)
Level bard 4, cleric 5, druid 5, oracle 5, sorcerer/wizard 5, witch 5
Casting Time 1 standard action
Components V, S, M (a bit of natural sponge)
Range close (25 ft. plus 5 ft./2 levels)
Area 30-ft.-radius emanation
Duration 1 round/level
Saving Throw Fort negates; **Spell Resistance** yes

Your curse causes the pressure and current in a sphere of water to fluctuate, buffeting swimmers and pulling or squeezing air from their lungs. Air-breathing creatures that hold their breath in this area use an additional round of breath every round they remain in the area of effect. Once a creature uses all available rounds, the creature begins to suffocate normally. (The spell does not accelerate drowning or suffocation.) This spell has no effect on creatures that can breathe water.

CALL OF THE DEEP

School conjuration (summoning)
Level cleric 9, druid 8, oracle 9, sorcerer/wizard 9
Casting Time 1 round
Components V, S, F/DF
Range medium (100 ft. + 10 ft./level)
Effect one summoned creature
Duration 1 min./level
Saving Throw none; **Spell Resistance** no

You call forth an aquatic animal or magical beast available from any *summon nature's ally* or *summon monster* list. The creature behaves in all ways as if summoned by one of those spells, but the summoned creature is one size category larger than normal. Creatures use the appropriate version of the *beast shape* spell to determine size or other modifications to the summoned creature (up to beast *shape III* for changing

Large animals to Huge or *beast shape IV* for changing Medium magical beasts to Large). A normally Huge animal or Large magical beast increases in size and gains a +8 size bonus to Strength, a +6 size bonus to Constitution, and +4 to its natural armor.

INK CLOUD

School conjuration (teleport)
Level alchemist 3, druid 3, ranger 4, sorcerer/wizard 3
Casting Time 1 standard action
Components S, V
Range medium (100 ft. + 10 ft./level)
Effect cloud of ink filling one 5-ft. cube/level
Duration 1 round
Saving Throw none; **Spell Resistance** no

You vanish in an opaque cloud of ink, not unlike a giant octopus. This ink fills a submerged area just as a *fog cloud* spell for 1 round. You reappear at a point within sight of your original location but are disoriented and cannot take additional actions the round you cast this spell. You are affected by the ink cloud if you choose to remain in its area of effect.

INK CLOUD, GREATER

School conjuration (teleport)
Level alchemist 5, druid 5, ranger 6, sorcerer/wizard 6
Casting Time 1 standard action
Duration 1 round/level

This spell functions like ink cloud, except that the cloud of ink remains for 1 round per caster level and obscures sight exactly as the *fog cloud* spell.

SCHOOL OF SHARKS

School evocation (force)
Level cleric 5, druid 4, ranger 4, sorcerer/wizard 5, oracle 5, witch 4
Casting Time 1 standard action
Components V, S, F/DF (a collection of shark's teeth from different donors)
Range close (25 ft. + 5 ft./2 levels)
Target one creature/level, no two of which can be farther than 30 ft. apart
Duration instantaneous
Saving Throw Reflex half (see below); **Spell Resistance** yes

You unleash a school of shimmering sharks on your enemies. A shark attacks each creature in the area of effect, automatically hitting and dealing 1d4 points of force damage per caster level, to a maximum of 10d4 at 10th level. If this spell is cast underwater, creatures without a swim speed, freedom of movement, or similar effects take a –2 penalty on the saving throw.

SINK

School transmutation
Level druid 6, sorcerer/wizard 6, witch 6
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Target one object or creature
Duration 1 round/level
Saving Throw Will special; **Spell Resistance** yes

You choose one floating or submerged target and cause it to sink. A Large floating object sinks 5 ft. on the turn you cast the spell and again at the beginning of your turn each round. Objects receive no saving throw against this spell unless they are boarded or otherwise attended, in which case they save as attended objects. For every 3 caster levels over 10th, you can affect an object one size larger until you can sink a Colossal object at 19th level.

Regardless of size, swimming creatures sink a total of 5 ft. plus 5 ft. for every 3 caster levels over 10th, to a maximum of 20 ft. per round at 19th level. Affected characters can act normally on their turn, including toward the bottom.

At the beginning of your turn each round, the target makes a new saving throw or sinks again. The spell ends when its duration expires or the subject succeeds on two consecutive saving throws.

THE BENDS

School transmutation
Level cleric 7, druid 7, sorcerer/wizard 7, witch 7
Casting Time 1 standard action
Components V, S, M (a vial of foamy blood)
Range medium (100 ft. + 10 ft./level)
Target 1 living creature/level in a 60-ft.-radius area
Duration 1 round/level
Saving Throw Fortitude partial; **Spell Resistance** yes

You cause your targets to experience painful swelling from bubbles in their blood. Creatures affected by the spell gain the nauseated condition and takes 1d6 points of Dexterity damage. A successful save halves the Dexterity damage and instead reduces the nauseated condition to sickened. At the spell's conclusion, the Dexterity damage remains and heals normally.

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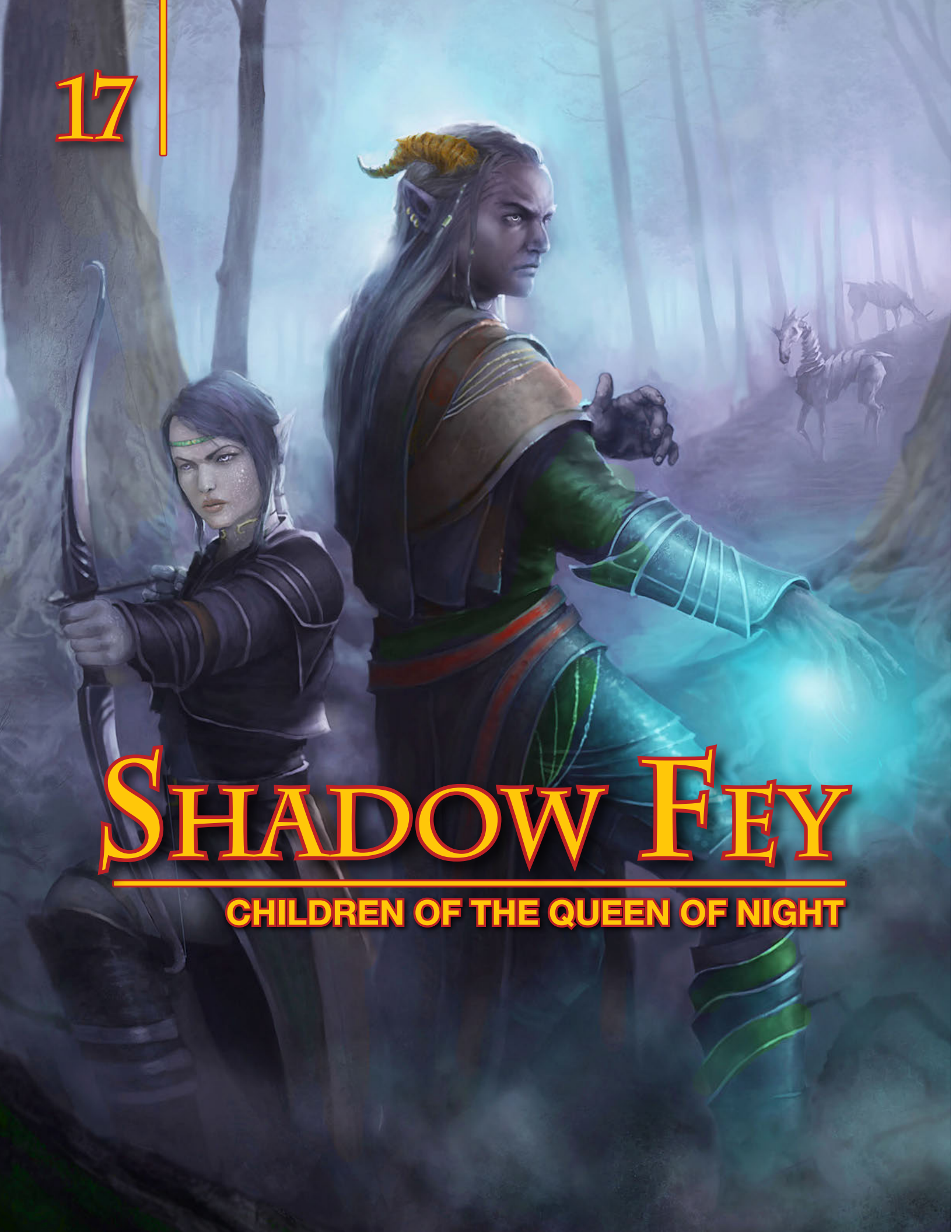


Shadow Fey

Children of the Queen of Night

The enigmatic shadow fey dwell in their ebon spires and moonlit keeps, encroaching on the mortal world in places where barriers between the planes are thin. They prowl the darkest recesses of the forest, hunting mortal prey. They dance in the darkly luminous halls of their shadow palaces, the lords and ladies of twilight. They keep their history shrouded in mystery and their actions filled with contradictions. They seek to throw their observers off-guard, for anyone and everyone are potential enemies.

Although a beautiful race, they are described as combining the worst features of elves and goblins. They are at turns benign and cruel, purposeful and whimsical. They vanish from the world and reappear apparently at random, professing shock at the changes that have occurred in their absence. To some, their actions seem mad, but there is always a method in them. They advance their goals subtly, and their victims are overtaken before they become aware.

While the shadow fey are often antagonists and usually described as malevolent, they are not inherently evil. Neither are they inherently good. They are fey. Like all fey, mortals must be wary with their interactions or pay a steep price. Loyalty. Devotion. Wealth. Memories. Lives. Souls. The shadow fey deal in all of these things. And the shadow fey are stirring once more.

ORIGINS OF THE SHADOW FEY

Even to most shadow fey, their history is secret, and many stories of their origins exist. The most prevalent story says that the shadow fey were elves who made pacts with forces of darkness centuries ago, most likely during the Black Sorceress's Revolt when a group of beleaguered elves turned to those powers out of desperation.

The official history of the Shadow Courts assumes this version of events, and the Shadow Reckoning calendar begins at that time. Sarastra, the Queen of Night and Magic, is featured as both the divine patron and the founder of the shadow fey in this tale, a fact which she is pleased to exploit as necessary. It is certain that there is some truth to this story. Both the records and the memories of ancient elves support this particular version of those events as they are commonly recalled.

While the submission to dark magics is acknowledged, other tales seem to deny this as the sole origin of the shadow fey. The Queen of Night and Magic existed long before the once-elven princess Sarastra came to rule the shadow fey, and stories of their exploits exist dating centuries prior to the Black Sorceress's Revolt. Indeed, many shadow fey seem more closely related to fey than to elves, despite the relatively short span of time since their supposed separation. Mentions of alternate planes, chaos, and time magic—particularly in the environs of Zobeck and Castle Shadowcrag—only contribute to the confusion.

In the end, only the gods know the true origins of the shadow fey. Speculation is rampant but not often shared. As is commonly said in the Summer Court, it is unwise to argue with a goddess. Sarastra's accounting of events suffices for most individuals.

PHYSICAL DESCRIPTION

Shadow fey resemble elves physically with a few striking differences. Their skin color tends toward alabaster white, ebon black, or subtle greys. A few have scintillating, shimmering skin. Many shadow fey have horns, from subtle nubs to large and obvious protrusions, either satyr or fiend-like depending on the chronicler. Some shadow fey have dangerously sharp teeth. And while most shadow fey are Medium, a few are Small.

Use the values for elves in Tables 7-1, 7-2, and 7-3 of the *Pathfinder Roleplaying Game Core Rulebook* to determine starting ages, aging effects, and the heights and weights of most shadow fey. That stated, one of the defining characteristics of the shadow fey is their great physical variance, so individuals may differ greatly. Some shadow fey even appear to be effectively immortal, showing no signs of aging.

Shadow Fey Characters

Players have many racial options available to them. The "standard" shadow fey is a misnomer. The shadow fey have had different statistics and descriptions over time as editions have changed and the *Midgard Campaign Setting* has evolved. The most recent stat blocks for the shadow fey can be found in the *Midgard Bestiary* and the *Courts of the Shadow Fey* adventure. While it may be appropriate for a high-level game, that depiction of the shadow fey is too powerful for a 1st-level player character in a typical game. Creating a PC race based on these variables—a scaled-down iconic version and earlier depictions—provides players many options as they progress in the world, eventually developing into something like the "standard" shadow fey or into a character entirely of their own making.

Shadow fey are closely related to elves. Players may elect to use the standard racial traits and abilities for elves while altering their appearance to resemble shadow fey. These players can select regional traits from the Shadow Courts and choose archetypes usually restricted to the shadow fey. These characters are treated as elves and have all of the options normally available to elves. However, other game features are restricted to the shadow fey race (such as racial traits, feats, and alternate racial features). All shadow fey qualify for the elven archer class (see *New Paths Compendium*) whether or not they use this method of character creation.

What's in a name?

The shadow fey are referred to as the scathsidhè, shadow elves, dark elves, shadow folk, lords and ladies, dark fey and, occasionally, the unseelie. Confusingly, these terms are also sometimes used to refer collectively to denizens of the Shadow Courts, whether or not they are of the shadow fey race. The shadow fey accept this equivocation, unless they gain some advantage by feigning offense.

Players can also elect to use the shadow fey racial traits available here.

SHADOW FEY RACIAL TRAITS

+2 Dexterity +2 Charisma, –2 Constitution: Shadow fey are graceful and alluring but relatively frail.

Fey: Shadow fey are creatures of the fey type.

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

Speed: Shadow fey have a base speed of 30 ft.

Senses: Shadow fey have darkvision 60 ft. and low-light vision.

Light Sensitivity: Shadow fey are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.

Secretive: Shadow fey are taught to conceal themselves almost from birth. Bluff and Stealth are always class skills for shadow fey.

Sneaky: Shadow fey receive a +2 racial bonus on stealth checks.

Spell-Like Abilities: Shadow fey can cast *shadow jump* once per day as a spell-like ability, using their character level as their caster level.

Status: Shadow fey receive a +2 racial adjustment to their starting status if status rules are used (see Midgard Campaign Setting). Shadow fey battle scions, savants, and shadowsworn receive a further +1 adjustment to their starting status. Shadow fey oracles receive a –1 adjustment to their starting status. Shadow fey alchemists and rogues do not receive a penalty to status for their class selection.

Swift as Shadows: Shadow fey can remain stealthy even when moving. Shadow fey reduce the penalty for using Stealth while moving by 5 and reduce the Stealth check penalty for sniping by 10.

Languages: Shadow fey begin play speaking the Trade Tongue and Umbral. Shadow fey with high Intelligence scores can choose from the following: Caelmaran, Elvish, Enochian, Gnomish, Infernal, Mharoti.

SMALL SHADOW FEY RACIAL TRAITS

Although rare, some shadow fey are born Small sized. Most believe that these shadow fey have particularly strong fey blood. Small shadow fey modify the standard shadow fey traits with the following.

Small: Small shadow fey gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty on combat maneuver checks and their CMD, and a +4 size bonus on stealth checks. This replaces the standard shadow fey size.

Speed: Small shadow fey have a base speed of 20 ft. This replaces the standard shadow fey speed.

Spell-Like Abilities: Small shadow fey can cast *vanish* once per day as a spell-like ability, using their character level as their caster level. This ability is in addition to the *shadow jump* spell-like ability of the standard shadow fey.

Small shadow fey physically appear identical to their Medium kin in all other ways, though they too have a wide variance in outward appearance.

ALTERNATE RACIAL TRAITS

Because shadow fey have such great physical variance, you may use the following alternate racial traits instead of existing racial traits.

Deadly Smile: Your mouth is filled with sharp teeth. You gain a natural bite attack that deals 1d4 damage if you are Medium or 1d3 damage if you are Small. The bite is a secondary attack if you are wielding manufactured weapons. Otherwise, it is a primary attack. This racial trait replaces sneaky.

Poison Affinity: You focused your early efforts on understanding the intricacies of poison use. You never risk accidentally poisoning yourself when applying poison to weapons. You can cast *detect poison* as a spell-like ability twice per day as a caster of your character level. This racial trait replaces secretive.

Scintillating Skin: Your skin seems to shift and pulse in the light, demanding the attention of your observers. You can cast *hypnotic pattern* as a spell-like ability once per day as a caster of your character level. This racial trait replaces the racial spell-like ability *shadow jump*.

Shadow Affinity: Your eyes are completely black, and shadows stir deep within them. You add a +1 to the saving throw DC of spells of the shadow subschool that you cast. If you have a Charisma score of 11 or higher, you gain the following spell like abilities once per day: *ghost sound, ray of frost, resize shadow*[PGC]. The caster level for these spell-like abilities is equal to your character level. This racial trait replaces sneaky.

Shadow Resistance: Your relationship to shadow displays itself in your resistance to its power. You gain cold resistance 5 and electricity resistance 5. This racial trait replaces the spell-like ability *shadow jump*.

ELFMARKED/HALF-ELF ALTERNATE RACIAL TRAITS

Some among the elfmarked are descended from the shadow fey and exhibit some of their characteristics.

Shadow Fey Blood: Elfmarked with this trait count as both shadow fey and humans for any effect related to race. This racial trait replaces the elf blood racial trait.

Shadow Fey Vision: Elfmarked with this trait have darkvision 60 ft. and light sensitivity. This racial trait replaces the low-light vision racial trait.

Shadow Travel: Elfmarked with this racial trait can cast *shadow jump* once per day as a spell-like ability, using their character level as their caster level. This racial trait replaces the elven immunities racial trait.

FAVORED CLASS OPTIONS

Battle Scion[NPC]: Add +1 to concentration checks when casting battle scion spells.

Magus: Add 1/4 point to the magus's arcane pool.

Shadowsworn: Gain 1/6 of a new shadowsworn talent.

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.

Summoner: Add DR/1 cold iron to the summoner's eidolon. Each additional time the summoner selects this benefit, the DR/cold iron increases by 1/2 (maximum DR/10 cold iron).

Theurge[NPC]: Add one spell from the sorcerer/wizard spell list to the theurge's spellbook or one spell from the cleric spell list to the theurge's prayerbook. The spell must be at least 1 level lower than the theurge can cast.

Shadow Fey Society

Shadow fey live in a complex feudal society that is elitist and hierarchical. All shadow fey believe they are vastly superior to all other races. At the apex of society reigns the individual ruler of the ascendant court. Noble shadow fey families fight among themselves for status and prominence. The Shadow Courts have a well-deserved reputation for deadliness and treachery, and what constitutes acceptable behavior in the fey courts is quite different from their mortal counterparts. The two primary courts of the shadow fey are the Summer Court, ruled by Sarastra Aestruum, and the Winter Court, ruled by her consort Ludomir Imbrium, the Moonlit King. Almost all shadow fey align themselves with one of these courts, regardless of their physical distance from the court or the shadow realm.

The ruler of the ascendant court reigns over all shadow fey while that court is in power, and that court controls the Winter Palace during their rule. Obscure rules known only to the king and queen determine which court is dominant at a given time. Although rulership once changed hands more often, the Moonlit King's growing madness has caused his court to lose influence and power during recent decades, leaving the Summer Court to reign the majority of the time. Subordinate members of the court and servants may serve at the Winter Palace regardless of which court reigns. These courtiers are ever wary of risking the ascendant ruler's wrath.

The Summer Court is the kinder and more open venue although that is scarcely an achievement. Summer courtiers tend to be more genteel and directly concerned with propriety and status. The Summer Court regularly hosts visitors, and grand feasts, masked balls, and other celebrations are normal events at court. While "kinder," the Summer Court is no less deadly than its counterpart, and its wrath is all the more terrible because of its facade.

The Winter Court is smaller and more prone to direct and savage action. Darker and more malevolent fey of all kinds—not just shadow fey but also quicklings, banshees, and other horrors—are more likely to be members of the Winter Court. Its influence has waned as the Moonlit King has become more erratic. Since the advent of his madness, he has been largely confined to the inaccessible Tower of the Moon when the Summer Court is in power. While many of his servants are isolated from the Moonlit King, a few loyal courtiers continue to swear fealty and act on his behalf within the Summer Court and abroad. They strive to further his goals and solve the mystery of his madness, which they attribute to malicious actions.

The shadow fey are the masters of the shadow realm, a separate plane interwoven with the mortal world and more accessible than most other planes. While the Shadow Courts represent the most powerful of the shadow fey, smaller keeps, castles, and forts exist scattered across the dangerous plane, allied to one of the major courts and tied together by the shadow roads. The Black Prince is the most powerful fey noble outside of the Winter Palace, though he is often in attendance at court. He rules a hidden city of shadow fey near the Margreve, and he regularly traffics with the darakhul. The prince and the ghouls, so it is said, both enjoy hunting humans in the wilds of Doresh and the depths of the Margreve Forest.

Various factions also influence the courts, either groups of individuals with similar philosophies or groups dedicated to furthering the goals of a particular leader.

Shadow fey often align with one or more factions within the courts. Notable factions follow.

Courtesans: Courtesans can reach the highest levels of the Shadow Courts although their individual popularity waxes and wanes as trends change. Those that ally themselves with particular courtesans, however, can earn great status.

Demon Servants: Akyishigal, the Roach Demon Lord, is a fixture in the Shadow Courts. He and his servants actively attempt to further their evil influence amongst the fey.

Elven or Fey Courts: Members of the River Court, certain elfmarked nobles of the Grand Duchy of Dornig, and even elves from the Bright Lands attend the Shadow Courts for their own purposes.

Lords of Light: The Lords of Light are comprised largely of both arcane and divine spellcasters aligned with the forces of the heavens. They seek to counter the influence of the demonic in the Shadow Court.

Shadow Fey Families: The nobility seek to advance themselves and their families in status.

Summer: Some shadow fey directly serve Sarastra, seeking to undermine the other factions and further consolidate her power.

The Black Prince: The Black Prince is one of the finest hunters in existence. He views himself as his father's proxy while the king is unwell.

The Grey Ladies: The Grey Ladies are led by elderly shadow fey and former courtiers who have partially retired from court life. They still influence the court, largely by trafficking information.

The Ravens: The Ravens are the duelists of the shadow fey, using their martial ability to prove themselves and gain status. They are often associated with the Black Prince, though he is certainly only first among equals there. The duelists are most touchy about their weapons, pride, and honor—all of which provide excellent excuses for a duel.

Winter: Some courtiers still serve the Moonlit King and hope to discover the cause of his madness.

MAGIC

The shadow fey are a highly magical race. They have a strong affinity to arcane magic of all types, and their ties to Shadow and Illumination magics are unparalleled. While some seek to master these arcane forces, many shadow fey have strong ties to the natural world and the divine magic associated with nature. The divine magic of clerics is less accessible to them, so they have a strong fascination with any kind of magic granted by deities.

One symptom of the Moonlit King's madness has expressed itself in twisted arcane experiments involving combining or transferring physical characteristics of two or more different creatures. Such experiments led to the creation of the stryx and chimeric spells. Although interested and even amused while the King experimented with these magics on mortal creatures, the shadow fey became alarmed when his experimentation extended to the children of the shadow fey nobles.

STATUS AND FASHION

Status is paramount to shadow fey, beyond even normal social implications. Additional uses for status are described in *Courts of the Shadow Fey*. That adventure also provides two status feats—Courtier of the Shadows and Dominion of the Shadows—that are appropriate for shadow fey. This chapter provides additional status related feats.

Shadow fey dress customs represent an important distinction of status. At court and in public, they wear the finest garments crafted by skilled arcane tailors. Though subtle monochromatic shades are generally preferred, some of the bolder shadow fey flaunt quite garish colors to draw attention. Trends are carefully observed and styles of the mortal realm are borrowed as fashion. Outside of court, shadow fey dress as appropriate to their vocation: a hunter may dress in green and black leather, knights in gleaming armor. Regardless of the audience, all shadow fey scrutinize and deliberate on their apparel.

ALIGNMENT AND RELIGION

Other races usually consider the shadow fey as evil and irredeemable. The shadow fey go to great lengths to gain status and power, and they care little for others, so it is not surprising that fey morality is often misunderstood. They do not view their own actions as malevolent, however, and both neutral and good shadow fey certainly exist. The rare good shadow fey are uncomfortable with the more treacherous status games, and they either ally with the Lords of Light or avoid court when possible.

The shadow fey have a unique and peculiar relationship with their deities. Sarastra and the Moonlit King, both considered deities, directly rule over them. Their rulers interact with the shadow fey nobility regularly, provided their status warrants, and some even become their confidantes or lovers. Surprising to some, the shadow fey are allowed to worship other deities, and some do. The Winter Palace hosts a temple to other gods, and both the heavens and hells have permanent ambassadors to the Shadow Courts.

ROMANCE AND LUST

The shadow fey value romance and passion. Flowers, poetry, magic, memories—all of these and stranger things can be used to court residents of the Shadow Courts. But

pursuing any lover has a certain etiquette, and failure to follow those rules leaves one alone, at best, and might cause a catastrophic loss of status or even exile, at worst.

The shadow fey do marry, but they are not particularly monogamous. Trysts are common and accepted, provided one does not embarrass one's spouse or cause a loss in status over the affair. Even the rulers of the shadow fey openly take lovers from among those they find worthy. Being selected as the king or queen's favorite in this manner is considered a mark of distinction although it entails associated risks, such as jealousy, love curses, poetic insults, and even challenges to duel from rivals. Consorts and courtesans hold places of high honor in the courts, and the most powerful of them wield influence equal to high nobles and visiting dignitaries.

RELATIONS WITH OTHER RACES

Shadow fey are incredibly elitist, and worse, some of their arrogance is justified. They create works of great beauty, they are fierce combatants, and they are inventive and powerful spellcasters. They claim the elves' history for their own, so they speak of how they brought civilization to the mortal realm. They speak of their direct connections to their deities. They genuinely believe themselves to be better than other races. Ordinary shadow fey are shocked if members of other races feel less than honored simply by being acknowledged. The more snobbish shadow fey never address the lesser races directly, either speaking to their shadows or using a servant to speak for them.

The motivations of the shadow fey are often difficult for other races to understand. They appear to change their opinions at their whim. They may adhere to apparently nonsensical rules, only to change them or to vacillate without consideration. They may take offense at the innocuous actions of non-fey. A fierce opponent can become a valued ally once defeated, or an ally can become an enemy during certain months of the year.

Shadow Fey Adventurers

While some shadow fey are more than content to spend their entire lives at court, many choose or are forced to leave. Some of these shadow fey live in the shadow realm outside the courts themselves, in service to minor lords and ladies. Many shadow fey are fascinated with mortals and the mortal realm, finding its denizens "simple" and "authentic" and, thus, travel there regularly. More often, shadow fey leave to explore other realms in their unending search for more status, planning to return to the Shadow Courts with treasures of items, magic, or knowledge.

Alchemist: Some shadow fey enjoy the creation of magic concoctions, and shadow fey alchemists regularly travel to obscure locales to search for exotic reagents and components. Alchemists who discover new poisons are particularly well regarded in shadow fey society.

Barbarian: Barbarians are rare among the shadow fey, and most shadow fey find them primitive and uncouth. Barbarian shadow fey almost always come from changelings left in the mortal realm, though some few are raised by trolls and trollkin.

Bard: Bards are highly valued by the shadow fey, and many shadow fey pursue the bardic tradition. Shadow fey bards travel to record new tales, learn new music, or find new inspiration. Shadow fey bards are common attendants of the courts.

Battle Scion[NPC]: The arcane and martial combination of the battle scion is highly appealing to shadow fey, who are impressed with both facets of the scion's study. Having a powerful battle scion as a member of one's household is considered a mark of status.

Cavalier: Many shadow fey knights are cavaliers, and cavaliers are considered valuable members of

shadow fey factions. Shadow fey nobility with a martial bent often become cavaliers. Some cavaliers serve as guardians to noble fey or the fey roads. Others are fierce mounted hunters.

Cleric: Shadow fey find divine magic deeply intriguing, but they are not terribly good at it and relatively few are drawn to the priesthood. Sarastra and the Hunter are the typical divine patrons of the rare shadow fey cleric, but many shadow fey worship other deities as well.

Druid: Shadow fey druids can be found both in and outside of the courts. They strongly reflect the shadow fey's ties to the natural world. Most shadow fey view them as very respectable, albeit this respect is often tinged with a hint of contempt at court. They are often considered a bit rustic or muddleheaded by their courtly cousins.

Elven Archer[NPC]: The shadow fey are some of the most formidable elven archers—their skills are the subject of song and story. The elven archer style of combining archery, divine magic, and stealth is greatly favored by the shadow fey. Many shadow fey combat groups have one or more elven archers, particularly those responsible for patrolling the shadow roads.

Fighter: A fighter's arms are always welcome by the shadow fey. Shadow fey fighters favor tactics that can reflect their grace and agility. Dueling is an honorable pastime in the courts, and skilled fighters can earn great prestige by participating in formal and informal duels.

Inquisitor: Shadow fey inquisitors normally serve Sarastra or the Moonlit King. They are less concerned with status than other shadow fey, but their suspicions greatly influence others' status. They are publicly welcomed amongst the shadow fey but secretly feared.

Magus: As with the battle scion, the shadow fey enjoy the joining of the martial and the arcane. Shadow fey magi are important members of many shadow fey circles.

Monk: Monks are uncommon to the point of non-existence among the shadow fey. Few shadow fey wish to submit themselves to the austere discipline necessary to follow a monastic tradition. The whole idea of unarmed combat and bodily discipline is considered dangerous and "un-fey."

Oracle: Shadow fey are rarely called to be oracles—some surmise that Sarastra's hold on the shadow fey is too strong. Oracles are often shunned by other shadow fey although some find their magic intriguing.

Paladin: Paladins are rare among the shadow fey, who tend to find the strictures of the traditional paladin unappealing. They respect paladins for their dedication but are far more likely to become cavaliers or battle scions.

Ranger: Shadow fey rangers are found in both the shadow and mortal realms. These rangers patrol the territory of the shadow fey, and it is left to the rangers to keep the shadow roads and portals to and from the shadow realm free from threats.

Rogue: Rogues are a natural path for the shadow fey, and shadow fey rogues are ubiquitous. Their combination of cleverness and trickery is respected, as is their affinity with the shadows.

Savant[NPC]: Shadow fey find savants highly entertaining. A capable savant is welcome in most shadow fey courts and households.

Shadowsworn[PGC]: The shadow fey developed and created the skills used by the shadowsworn. Powerful shadowsworn are said to be the favored of Sarastra.

Shaman[NPC]: Shamans are uncommon among the shadow fey, and they are regarded somewhat similarly to druids. Some shadow fey do hear the call of the spirits, however, and the rare shaman often leaves the courts for the mortal realm.

Sorcerer: Arcane magic is the lifeblood of the shadow fey, and the prevalence of shadow fey sorcerers directly reflects this. Arcane, fey, shadow, and shadow fey bloodlines are found most often, and such sorcerers are warmly embraced by the shadow fey.

Summoner: While summoners are not common, some shadow fey do form bonds with otherworldly creatures—though the rumors of various forms of unnatural congress between summoners and their eidolons is the subject of much fey gossip. Their eidolons tend to resemble fey creatures, and many have ties to shadow.

Theurge[NPC]: The shadow fey are fascinated with divine magic, and many find that the path of the theurge makes such magic accessible in a more comfortable way than other divine paths.

White Necromancer[NPC]: Few shadow fey even know the path of the white necromancer even exists, and there are no known white necromancers currently in the shadow realm.

Witch: The shadow fey love pacts, and shadow fey witches are respected in the courts.

Wizard: While sorcerers are more common, shadow fey value the choice of becoming a wizard just as highly. Wizards are recognized and admired although many in the courts view the traditional wizard as somewhat stodgy.

RACE TRAITS

The following traits are available to the shadow fey.

Changeling: You were left to be raised by members of another race. You were viewed with distrust by the people of your village. You had to learn to read their moods to avoid particularly difficult situations. You gain a +1 trait bonus on Sense Motive checks, and Sense Motive is always a class skill for you.

Moon-Scarred: You survived the experiments of a mad king. You bear some scars, and you gain a +1 trait bonus on Fortitude saves.

Moonlit Hunter: You are skilled at tracking your prey through darkness. You decrease the DC for tracking by moonlight or moonless nights by 3. Additionally, you treat trails as being up to 24 hours fresher when using the Survival skill to follow tracks.

Overfamiliar: You occasionally get away with doing something that would normally turn others off. You can ignore a –1 penalty to Status caused by your interactions with nobility once per month.

Shadow Traveler: You never suffer backlash when you successfully use the walking the shadow roads incantation and receive a +1 to skills checks used in that incantation (see *Midgard Campaign Setting*, page 193).

Summer Emissary: Your goddess or queen has selected you to be an emissary to the mortal realm. You gain a +1 trait bonus to Diplomacy checks, and Diplomacy is always a class skill for you.

REGIONAL TRAITS (SHADOW COURTS)

Court Exile: You were summarily banished from court and had to learn to survive alone in the wilds or the mortal realm. You receive a –1 adjustment to your starting status. You gain a +1 trait bonus to Survival, and a +2 trait bonus to Diplomacy checks with enemies of the shadow fey.

Court Observer: You have learned a great deal by observing courtly actions. You gain a +1 trait bonus on Perception checks, and a +2 trait bonus on Diplomacy checks when using Diplomacy to determine an individual's status.

Raven Apprentice: You once trained under the duelists of a fey court. Choose a type of martial weapon with which you are proficient. You treat any weapon of that type as if it had the performance weapon quality, and you gain a +1 trait bonus to confirm critical hits with that weapon type.

Status Hound: You have a knack for figuring out if a given action is appropriate. You can attempt a DC 12 Intelligence or Wisdom check to determine whether a specific action will result in a gain or loss of status.

Feats

The following feats are available to the shadow fey.

Commend

Your words can elevate your lessers.

Prerequisites: Status 15, Court Noble or Noble Scion feat.

Benefit: You gain a +2 bonus to Diplomacy skill checks. Once per day, you can make a Diplomacy check to publicly praise a target of lower status. The DC of this Diplomacy check is the starting attitude of the listeners towards your target. If successful, the target receives a +2 bonus to Charisma-based checks for the remainder of the day involving those to whom you praised the target. The target also receives a +1 adjustment to status and the target's attitude toward you improves by one step. An individual can only receive the status adjustment from this ability once per month.

Concealed Shot [Combat]

You can draw and fire a hidden crossbow in an instant.

Prerequisites: Dexterity 15, Quick Draw, Weapon Focus (hand crossbow).

Benefit: You gain a +2 bonus to Sleight of Hand checks used to conceal a hand crossbow.

Once per combat, as a standard action, you can draw a concealed hand crossbow and make a single attack at your highest attack bonus against a target. Your target is considered flat-footed for this attack.

Condescend

You have a way of addressing people that can either make them feel disheartened or angered.

Prerequisites: Status 8+, Court Noble or Noble Scion feat.

Benefit: You can use Diplomacy in place of Intimidate to demoralize opponents. If such a check fails, the target gains a +1 morale bonus on attacks against you for the length of time he or she would have been demoralized.

Court Noble

You hold a title in the Shadow Courts with all the responsibilities and privileges such a title conveys.

Prerequisites: Charisma 13, must be taken at 1st level.

Benefit: You gain a +2 bonus to Knowledge (nobility), and this skill is always a class skill for you. You gain a +1 bonus on Will saving throws against enchantment spells and effects. You receive a +2 starting adjustment to your status score and can use the title "Lord" or "Lady."

Disparage

Your scathing words can harm the standing of lesser creatures.

Prerequisites: Status 15, Court Noble or Noble Scion feat.

Benefit: You gain a +2 bonus to Intimidate skill checks. Once per day, you can make an Intimidate check to denigrate a target of equal or lower status. A target that you successfully intimidate in this manner takes a –2 penalty to Charisma-based checks for the remainder of the day. If the disparagement occurred in public, the target also receives a –1 adjustment to his or her status. An individual can only receive the status adjustment from this ability once per month.

Fey Birthright

The blood of the fey sings in your veins.

Prerequisites: Fey type, must be taken at 1st level.

Benefit: You gain DR 2/cold iron. You are sickened any round and for 1 round after coming into contact with cold iron, including being wounded with a weapon made of cold iron.

Fey Birthright, Greater

Your fey blood has grown stronger over time.

Prerequisites: Fey Birthright, character level 14th.

Benefit: Your DR improves to DR 5/cold iron. You are still sickened by the touch of cold iron as per Fey Birthright.

Flicker [Combat]

Your form seems to fade in and out of vision.

Prerequisites: Shadow fey, Charisma 13,.

Benefit: You gain a +1 racial bonus to your AC. You can select this feat a number of times equal to your Charisma modifier.

Shadow Affinity

You can meld into the shadows with only a bit of effort.

Prerequisites: Shadow fey, Charisma 15, Flicker, character level 9th.

Benefit: You can hide in plain sight as if using the shadowdancer class ability.

Shadow Walker

Your tie to shadow has grown and is reflected in your increased ability with its gifts.

Prerequisites: Shadow fey, *shadow jump* spell-like ability.

Benefit: You can use *shadow jump* three times a day as a spell-like ability.

Normal: Shadow fey can use *shadow jump* once per day as a spell-like ability.

Stealth in Motion

Even other shadow fey envy your superior gifts of grace and concealment.

Prerequisites: Shadow fey, Dexterity 14, character level 7th.

Benefit: You can move at full speed and even run while using the Stealth skill. You suffer no penalties on Stealth checks due to movement.

Character Options

There are a number of class-specific options available to the shadow fey.

ORDER OF THE SWAN

While some consider the shadow fey snobbish or effete, shadow fey warriors and rogues bring their own special talents and honor to the battlefield.

Edicts: The cavalier must protect fey nobility from insult and harm. He must defend their honor when it is questioned and intervene when any fey nobility are physically threatened.

Challenge: Whenever an order of the swan cavalier issues a challenge, he receives a +1 bonus to confirm critical hits against the target of this challenge as long as he threatens that target. This bonus increases by 1 for every 4 levels the cavalier possesses.

Skills: An order of the swan cavalier adds Knowledge (nobility) and Linguistics to his class skills. Whenever an order of the swan cavalier uses Diplomacy to attempt to influence the attitude of a noble, he receives a bonus on the check equal to 1/2 his class level.

Order Abilities: A cavalier to the order of the swan gains the following abilities as he increases in level.

Fey Knight (Ex): At 2nd level, the cavalier receives a +2 morale bonus on attack rolls when directly defending a noble or fey creature. A cavalier with this ability receives the title of knight and adds +1 to his status.

Shared Glory (Ex): At 8th level, an order of the swan cavalier can use a standard action to inspire allies within 30 ft. (including himself). Allies can choose to receive a dodge bonus to AC or competence bonus to attack rolls equal to the cavalier's Charisma modifier. This bonus lasts 1 round. The allies must be able to see and hear the cavalier to receive this bonus. An ally can benefit from this ability once per combat.

Bleeding Edge (Ex): At 15th level, the cavalier can use a swift action to employ the tactics of the eala. The cavalier receives a dodge bonus to AC equal to his Charisma modifier (minimum 1). The cavalier increases the critical threat range of a single weapon he is wielding by 1. These benefits last for a number of rounds equal to the cavalier's Charisma modifier. This ability can be used once per combat.

ROGUE ADVANCED TALENTS

Shadow fey rogues have great skill with words and shadow.

Cloak of Shadow (Ex): Once per day, when a successful attack is made against a rogue with this talent, the rogue can surround herself with shadows as an immediate action. The rogue gains concealment (50% miss chance) against the attack, and the creature that made the triggering attack must immediately roll to determine whether the attack penetrates the concealment. The concealment lasts until the end of the rogue's next turn. The rogue must have a Charisma of at least 11 to select this talent. A shadowsworn can select cloak of shadow as a shadow talent.

Fluster (Ex): A rogue's biting words cause a target to become distracted and disconcerted. Once per day, a rogue with this talent can use a swift action to cause a target to take a –2 penalty to attack and damage rolls for a number of rounds equal to the rogue's Charisma modifier (minimum 1). This is a language-dependent, mind-affecting effect.

Kingmaker (Ex): A rogue with this talent can add a +2 circumstance bonus to a Charisma-based check made outside of combat a number of times per day equal to her rogue level. Through storytelling and rumor, the rogue can increase the status score of an individual once per month. An individual can only receive this benefit to status once per year.

Magic Mastery (Ex): A rogue that selects this talent can take 10 on Use Magic Device checks a number of times per day equal to 3 + her Intelligence or Charisma modifier. When using this talent, she may take 10 even if stress and distractions would normally prevent her from doing so.

SHADOWSWORN SHADOW TALENTS

The shadowsworn's realm of influence is as mutable as its namesake.

Blinding Shadows (Su): As a free action, a shadowsworn with this talent can disable the sight of a victim he has just hit with a sneak attack. The victim must make a Will saving throw (DC 10 + 1/2 class level + Charisma modifier) or become blinded for 1d4 rounds. The shadowsworn can use this ability once per day plus an additional time per day for every 4 shadowsworn levels above 3rd.

Shadow Clone (Sp): As a standard action, a shadowsworn with this talent can create 1d4 shadowy duplicates of himself that conceal his true location. This ability functions as mirror image, using the shadowsworn's class level as the caster level. A shadowsworn can use this ability once per day plus an additional time per day for every six shadowsworn levels he possesses.

Shadow Pin (Su): As a standard action, a shadowsworn with this talent can immobilize a creature by pinning its shadow to the ground or an adjacent surface. The shadowsworn must declare the use of this talent before the attack is made and must use a weapon that deals piercing damage for the attack. The shadowsworn must succeed on a touch attack if using a melee weapon or a ranged touch attack if using a ranged weapon against the target. On a successful hit, the target takes no damage but is entangled as if anchored to an immobile object for 1d4 rounds. A shadowsworn can use this talent once per day plus an additional time per day for every 4 shadowsworn levels above 3rd.

SHADOW FEY BLOODLINE

Shadow fey blood is sometimes also found among human sorcerers or the elf-marked, among others.

Associated Bloodline: Shadow (see *Deep Magic*, page 320)

Bloodline Arcana: Whenever you cast a spell with the darkness descriptor or from the shadow subschool, you gain concealment for 1 round. This ability replaces the shadow bloodline arcana.

Bloodline Powers: Shadow fey excel at shifting and manipulating forms and shadows, and negating the magic of others..

Imbue Nobility (Sp): You grant a portion of your essence to another creature. That creature gains a bonus on Bluff, Diplomacy, Intimidate, and Sense Motive rolls equal to half your caster level (minimum +1) for 1 minute. You can use this ability a maximum number of times per day equal to 3 + your Charisma modifier.

Born Into Shadow (Su): At 3rd level, you gain darkvision to a range of 60 ft. At 9th level, the range of your darkvision increases to 120 ft. At 13th level, you gain the ability to see in all darkness including magical darkness.

Unravel (Su): At 9th level, you can use dispel magic as a swift action once per day as a supernatural ability. The effective caster level is your sorcerer level. At 17th level, you can use this ability twice per day. At 20th level, you can use this ability three times per day. This bloodline power replaces swirling shadows.

Alternate Form (Su): At 15th level, you can assume a single alternate form as a swift action at will as if casting *beast shape II* to take the form of a tiny animal. When you gain this ability, you must choose the form of a raven, dove, cat, owl, wolf, or fox. Once selected, you cannot choose another form to use with this ability. This animal form is always black, white, or silver grey, and once chosen, the color does not vary. Unlike *beast shape II*, you can remain in this

form until you choose to return to your normal form or move into an area of sunlight or daylight. This bloodline power replaces shadowwalking.

One With Shadow (Su): At 20th level, your unseelie nature is fully realized. Whenever a creature fails a save against one of your spells from the schools of enchantment, illusion, or necromancy, that creature takes 2 points of Strength damage and suffers one negative level.

New Racial Archetypes

The cavaliers, shadowsworn, and others who haunt the shadow realm have specialties and archetypes rarely found in the mortal realm.

DREAD HUNTER (CAVALIER)

The shadow fey are known for being avid hunters, and among their favorite prey are mortals who have strayed too far into their lands (*Kobold Quarterly* magazine #20). Dread hunters are important members of their wild hunts, stealthily stalking prey and then using their abilities to inspire fear and drive their targets mad.

Class Skills: A dread hunter adds Survival to his list of class skills.

Dread Mount (Ex): A dread hunter may select a shadhavar or nightmare (if evil) to serve as his cavalier mount. A mount chosen in this manner is treated as a cohort using the rules from the Leadership feat to determine when he is eligible to select this mount. A shadhavar is effectively a level 5 cohort for the purpose of calculating whether a player is eligible to select it. A nightmare is effectively a level 10 cohort for the purpose of calculating whether a player is eligible to select it.

A mount selected in this manner advances as a cohort and not as an animal companion. A cavalier who selects a dread mount can take the Leadership feat but does not acquire an additional cohort by selecting the feat. Should a dread mount die, the dread hunter may not summon another mount for 30 days or until he gains a cavalier level, whichever comes first. This ability otherwise works like the cavalier's mount ability and alters that ability. Other features of the mount ability and other cavalier features that affect a mount can be used normally with a dread mount.

Silent Hunter (Ex): At 1st level, a dread hunter receives Stealth Synergy as a bonus feat and treats any mount he rides as if it possesses that feat. This ability replaces tactician.

Dread Rider (Ex): At 4th level, a dread hunter gains a bonus equal to 1/2 his level on Intimidate checks while mounted. Once per round, as a free action, he can make an Intimidate check to demoralize a foe he has charged in the previous round or against which he possesses concealment. This ability replaces expert trainer.

Hunter's Call (Ex): At 5th level, a dread hunter's unearthly cries inspire fear in his enemies. If the hunter shouts his hunter's call as a free action, all enemies within 60 ft. who can hear it take a –2 penalty on saving throws against fear for as long as they stay within the ability's range. If the hunter uses a move action to blow a horn or drive his mount or hunting animals to make fearsome cries, the range of this ability extends to 120 ft. At 10th level and every 5 levels thereafter, this penalty increases by –1. This ability replaces banner.

Tactician (Ex): At 9th level, the dread hunter receives the cavalier's tactician ability. The dread hunter can use the ability once for every 5 cavalier levels he possesses. A dread hunter does not receive greater tactician or master tactician.

The Wild Hunt (Ex): At 14th level, the dread hunter's calls can drive his prey mad. If the huntsman uses a standard action to howl, enemies within 30 ft. who can hear him must succeed on a Will save (DC 10 + 1/2 the dread hunter's level + the dread hunter's Charisma modifier) or become confused for a number rounds equal to the huntsman's Charisma modifier (minimum 1). An enemy who has been affected by this ability cannot be affected by this ability again for 24 hours. An enemy who succeeds at the saving throw is immune to this effect for 24 hours. This ability is a mind-affecting fear effect and replaces greater banner.

TWILIGHT ENVOY (SHADOWSWORN)

The shadow fey have rejoined the world, recalling their alliances and feuds with the mortal realm and the Fair Lands, with intentions of reclaiming their former holdings. The twilight envoys are shadowsworn who receive specialized bardic training. They are sent to travel across the planes to use diplomacy or espionage in foreign lands as circumstances warrant.

Class Skills: A twilight envoy adds Disable Device, Diplomacy, Disguise, and Sense Motive to her class skill list.

Bardic Spellcasting: A twilight envoy learns and casts spells and cantrips as a bard. A twilight envoy learns spells from the bard spell list, gains bonus spells as a bard, and uses the bard Spells per Day and Spells Known tables for her spellcasting progression. At 1st level, a twilight envoy adds one 0-level spell and one 1st-level spell from the shadowsworn spell list to her class spell list and adds one additional spell from that list each time she gains access to a new spell level. This ability replaces the spells class feature.

Trapfinding: Beginning at 2nd level, a twilight envoy gains trapfinding, identical to the rogue ability. This ability replaces evasion. A twilight envoy may not select the improved evasion shadow talent.

Shadow Traveler (Su): At 1st level, a twilight envoy can instantly recognize if a particular location can be used to open a shadow road. A twilight envoy knows the walking the shadow roads incantation (see *Midgard Campaign Setting*, page 193), and can use Spellcraft in place of any Knowledge checks used to open such a portal. At 5th level, a twilight envoy takes the minimum time required to travel the normally variable times associated with traveling the shadow roads. At 8th level, a twilight envoy gains the supernatural ability to use a full-round action to open or close a shadow road at an appropriate location without use of an incantation. At 13th level, a twilight envoy can cast *plane shift* once a day as a caster of her class level as a spell-like ability, limited to travel to and from the shadow realm. At 20th level, a twilight envoy can cast *plane shift* at will to travel to and from the shadow realm. This ability replaces the shadowsworn's command shadow, summon shadow, and shadow transformation abilities.

Shadow Fey Spells and High Magic

The arcana of the shadow fey reaches its zenith in the magic of its most powerful practitioners. Favoring enchantment and illumination, the mythic spells of the shadow fey hold terror for their enemies.

In particular, the shadow fey are very familiar with the spells of shadow and illumination (see *Deep Magic* for an entire school of Illumination magic). They are jealous guardians of a few spells that are rarely taught outside their own courts. Some of those spells are provided here.

BLACK SWAN STORM

School evocation [force, darkness]; **Level** sorc/wiz 3
Casting Time 1 action
Components V, S, M
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration instantaneous and 1 round/level (see text)
Saving Throw Reflex half (see text); **Spell Resistance** yes

You call a whirlwind of swirling black feathers to surround your target. These feathers deal 1d8 points of force damage per 2 caster levels (maximum 10d8) to the target. The wounds inflicted by these feathers seep and radiate darkness, causing the illumination level within 20 ft. of the target to drop by one step for 1 round/level. Creatures within this radius have concealment. A successful Reflex save halves this damage and negates the darkness effect.

BRING TO LIGHT

School illumination (divination); **Level** bard 2, inquisitor 2, sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Components V, S, M
Range close (25 ft. + 5 ft./2 levels)
Target 1 humanoid creature
Duration instantaneous
Saving Throw Will negates; **Spell Resistance** yes

You cause a target's shadow to come to life and reveal one of the creature's most scandalous secrets: some fact that the target would not want widely known. You can choose whether everyone present hears the secret, in which case the shadow speaks loudly in a twisted version of the target's voice, or if the secret is only whispered to you. If the target speaks multiple languages, the shadow speaks the language the target uses most often. For example, the shadow of an elf who adventures with humans would speak Common, even though the elf's native language is Elven.

If the target creature does not have a scandalous secret, the spell fails as if the creature had succeeded its saving throw.

In addition to any information you obtain or scandal it may provoke, if the secret was audible, the target takes a –2 penalty to Charisma based checks with anyone present at its utterance for the remainder of the day.

Mythic: If you spend two uses of mythic power and you elect to have the secret heard by everyone present, the penalty to Charisma checks is increased to –6, and the target's status score is reduced by 1 for the remainder of the day (see *Midgard Campaign Setting* for rules about status). At the end of this time, the target makes a second Will save at the same DC as the spell. If the target fails this second saving throw, the loss of status is permanent.

CHIMERIC TRANSPOSITION I

School transmutation (polymorph); **Level** alchemist 4, sorcerer/wizard 4, witch 4
Casting Time 1 full round
Components V, S, M
Range touch
Target two adjacent creatures
Duration 10 min./level (D)
Saving Throw Fortitude negates (see text); **Spell Resistance** yes

You switch a single physical characteristic between two creatures. Each creature must be of the humanoid, monstrous humanoid, vermin, or animal types (though they need not both be exactly the same type). Both creatures must be in the same size category. The creatures must be alive or have died within 1 hour. (A dead creature does not receive a saving throw.) You can switch one of the following parts of a creature, which will also remove one associated physical ability from one creature and grant it to the other (and vice versa):

Eyes (grants and removes low-light vision or darkvision)
Feet (grants and removes Climb, Burrow, or Swim)
Mouth (grants and removes a bite attack)
Hands (grants and removes a claw attack)
Nose (grants and removes scent)
Skin (grants and removes a natural armor bonus)

A successful Fortitude save from either creature causes the spell to fail. A creature cannot be affected by more than one *chimeric transposition* spell. Subsequent castings of a creature already affected by such a spell fail. If both creatures possess the same feature with different modifiers (for example, darkvision 30 ft. and darkvision 60 ft.), those modifiers are switched. *Chimeric transposition I* can be made permanent with a *permanency* spell.

CHIMERIC TRANSPOSITION II

School transmutation (polymorph); **Level** alchemist 6, sorcerer/wizard 6, witch 6
Casting Time 1 full round
Components V, S, M
Range touch
Target two adjacent creatures
Duration 10 min./level (D)
Saving Throw Fortitude negates (see text); **Spell Resistance** yes

This spell functions as *chimeric transposition I*, except you can switch two sets of creature parts at once and affect creatures of the magical beast and fey types.

CHIMERIC TRANSPOSITION III

School transmutation (polymorph); **Level** alchemist 8, sorcerer/wizard 8, witch 8
Casting Time 1 full round
Components V, S, M
Range touch
Target two adjacent creatures
Duration 10 min./level (D)
Saving Throw Fortitude negates (see text); **SR** yes

This spell functions as *chimeric transposition I*, except that you can switch two sets of creature parts at once and additionally affect creatures of the magical beast, fey, and dragon types, and targets can be up to two size categories different. Switching features on creatures in different size categories may result in other effects. For example, a Small creature with Large claws is treated as if it is using a Large weapon and takes penalties for the difference in size category.

Although creatures cannot be directly harmed by this spell, its physical results can be particularly gruesome. For example, a creature can appear to have incredibly stretched skin or conversely be swimming in folds of skin. Such grotesque changes have no mechanical effects beyond the abilities conferred or removed by the spell, though the GM may impose penalties to Charisma-based checks or have NPCs offer stronger reactions when appropriate.

COSMIC ALIGNMENT

School illumination (conjuration); **Level** druid 9, sorcerer/wizard 9
Casting Time 1 hour
Components V, S, M (a piece of quartz)
Range personal
Target you
Duration 1 day
Saving Throw none (harmless); **Spell Resistance** no

You arrange the very forces of the cosmos to your benefit. Choose a cosmic event that affects spellcasting (see *Deep Magic*). You cast spells as if under the effects of the cosmic event until the next sunrise or 24 hours have passed. This spell must be cast outdoors, and the casting of this spell is obvious to anyone within 100 miles of its casting as an appropriate symbol appears in the heavens above your location while you are casting the spell. For example, the

image of a flaming comet appears. If you do not possess the Star and Shadow Casting feat (see *Deep Magic*, page 34), you must succeed on a DC 35 Knowledge (arcana) check and expend a third use of mythic power at the casting's conclusion to receive the effects of the spell.

DANCE OF GLORIOUS ECSTASY

School enchantment (compulsion) [mind-affecting]; **Level** bard 6, sorcerer/wizard 6, witch 6
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Target one creature
Duration 1 round/2 levels; see text
Saving Throw Will negates; **Spell Resistance** yes

The target drops all items held and begins dancing in euphoric bliss. While dancing, the target is immune to non-mythic fear effects. You can direct the dancer to move where you wish as long as it remains within range of the spell, though moving them in such a way that causes harm (such as through fire or into a pit) immediately allows the target a new save. Creatures affected are not considered helpless, and any hostile action you or your allies take against a target also allows the target a new save. Each round in which you spend at least a standard action joining in the dance does not count against the spell's duration.

Mythic: If you expend two uses of mythic power, this spell can affect up to one creature per your level. No two creatures can be more than 50 ft. apart.

Augmented (2nd): By spending two uses of mythic power, at the end of the spell's duration, an affected creature must make a second Will saving throw equal to the DC of the spell. If this second saving throw fails, the creature gains a minor addiction (see *Pathfinder Roleplaying Game: GameMastery Guide*) to the effects of the spell. If the saving throw fails by more than 5, the creature gains a moderate addiction, and if by more than 10, a severe addiction. The base DC for the addiction is the spell's DC.

ENCROACHING SHADOWS

School illumination (illusion) [shadow]; **Level** sorcerer/wizard 7, witch 7
Casting Time 30 min.
Components V, S, M (a drop of blood), F (a silver rod)
Area up to 200 sq. ft./level (S)
Duration 1 hour/level (D)

You cause the shadows to invade the affected area. Illumination in the area drops one step: from bright light to normal light, from normal light to dim light, and from dim light to darkness. Any non-mythic magical effect that would cause the level of illumination to increase requires a caster level check (DC 13 + spell's caster level). Spells with the light descriptor are cast at –1 caster level. Non-magical effects cannot increase the level of illumination in the affected area.

Illumination spells with *shadow* in the title or spells of the shadow subschool or with the shadow descriptor are cast at +1 caster level in the affected area. Spells of the shadow subschool that have their strength expressed as a percentage (such as *shadow conjuration* and *shadow evocation*) are 10% stronger in the affected area.

An area affected by this spell can be used to open a shadow road.

Mythic: If you spend one use of mythic power, the duration of the spell doubles to 2 hours/level.

Augmented: If you spend two uses of mythic power, the increased strength of shadow spells expressed as a percentage is raised to 15%.

SHADOW JUMP

School illumination (conjuration)(teleportation) [shadow]; **Level** shadowsworn 2, sorcerer/wizard 2
Casting Time 1 action
Components V
Range personal
Duration instantaneous

You may move from one shadow to another within 100 ft. + 10 ft./lvl and line of sight without passing through intervening space. After moving, you can't take any other actions until your next turn. You can bring along any object you are able to carry. You cannot bring creatures along with you unless they are small enough to share your space, such as a familiar.

SUMMER'S GLARE

School enchantment (compulsion) [mind-affecting]; **Level** sorcerer/wizard 8, witch 8
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature/2 levels, no two of which can be more than 30 ft. apart
Duration 1 round
Saving Throw Fortitude negates; see text; **Spell Resistance** yes

Your visage radiates the wrath of the shadow fey, which bears down oppressively upon your targets in a brilliant burst of light. All creatures that can see you are affected. (Blind creatures are not affected.) This is not a gaze attack and cannot be avoided by averting one's eyes or wearing a blindfold. Non-mythic affected creatures with darkvision are stunned for 1 round. Non-mythic affected creatures with low-light vision are dazed for 1 round. All non-mythic affected creatures are blinded for 1 round. A mythic creature that fails its saving throw is dazzled for 1 round but suffers no other effect.

Mythic: If you expend one use of mythic power, mythic creatures that fail their saving throw are affected by this spell as normal.

New Weapons

The shadow fey treat their weapons like they treat their magic—with twisted delight.

Eala Arrow

Cost 18 gp

Eala arrows are made from the sharp metallic feathers of a magical beast. An eala arrow deals normal damage. On a critical hit, the arrow deals 1 point of bleed damage each round until the bleeding is stopped by a DC 12 Heal check or magical healing. Creatures immune to critical hits are immune to this bleed damage.

Viscous (Weapon Property)

Price +2 bonus; **Aura** moderate conjuration; **CL** 9th; **Weight** —

Tendrils of shadows emerge from a viscous weapon, greedily wrapping themselves around their target. A wielder of a viscous weapon gains a +2 bonus to CMB for disarm and trip attempts made with the weapon. When a wielder confirms a critical hit, the target creature is entangled by the shadows for 1 round.

When this weapon strikes a creature, the wielder can spend a use of mythic power to cause shadows to attempt to grapple the target. Such a target is affected as if caught in the area of a web spell (DC 20). These grappling shadows remain in the target's square for 9 minutes and behave as the *web* spell as cast by a 9th-level caster in all other ways.

This property can only be placed on melee weapons.

CONSTRUCTION REQUIREMENTS

Cost +2 bonus

Requirements Craft Magic Arms and Armor, Mythic Crafter, *web*

New Magic Items

Magic items are second nature to the shadow fey.

Cloak of the Eala

Aura moderate transmutation; **CL** 7

Slot shoulders; **Price** 8,000 gp; **Weight** 1 lb.

This finely made cloak has a set of stylized wings that lie over the wearer's shoulders. As a swift action, a wearer can activate the cloak, from which small, feathered wings burst forth. While the cloak is active, a wearer gains a +10 competence bonus on Acrobatics checks related to balance and to making high and long jumps. A wearer can activate this cloak three times a day for up to 5 minutes per use.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, creator must have 10 ranks in the Acrobatics skill; **Cost** 4,000 gp

Prisoner's Shroud

Aura moderate conjuration; **CL** 9

Slot none; **Price** 10,000 gp; **Weight** 1 lb.

This thin grey shroud is used to entrap the shadow fey's prey for transport and later amusement. The shroud is approximately 10 ft. × 4 ft. When placed over the body of a sleeping, unconscious, or helpless creature of Medium size or smaller, the shroud's holder can utter a command word to transport the victim to a small pocket dimension accessible through the shroud. Only a single creature can be sent to this dimension at a time. Enough air persists in the pocket dimension to sustain a creature of Medium size for 3 days. Teleportation spells and abilities are ineffective within the shroud. A distorted image of the target appears on the shroud's surface while the victim exists in that space. The shroud's holder can release the victim by again using the command word.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, secret chest; **Cost** 5,000 gp

Umbral Blade

Aura strong illusion; **CL** 14th

Slot none; **Price** 86,310 gp; **Weight** 2 lb.

This *+2 shortsword* appears to spread darkness and flickers between solidity and intangibility as the wielder wills. The blade continually radiates *darkness* as the spell, and the wielder can see through this darkness even if normally unable to do so (but not magical darkness from any other source). The wielder gains a +4 circumstance bonus to Bluff checks made to feint. If the wielder possesses the sneak attack class feature, this damage is increased by 1d6 on attacks made with the blade. The wielder can suppress the darkness ability as a free action and reactivate it as a standard action.

By spending a use of mythic power while attacking, the wielder can choose to ignore a target's armor and shield bonuses to AC (including enhancement bonuses) for 1 round. This effect only applies to armor and shields if they are not made of cold iron.

If sundered by anything other than a weapon made of cold iron, an umbral blade reforms the following evening at sunset. If sundered by a weapon made of cold iron, the umbral blade takes damage normally.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, Mythic Craft, *cat's grace, darkness, shadow weapon*; **Cost**: 43,310 gp

Creature

This creature associated with the shadow fey is also a native of the Shadow Realm.

SHADHAVAR

The strange melody seemed to be coming from the clearing—but the creatures that once appeared as horses now look like desiccated unicorns, their skeletons visible beneath their taut flesh.

SHADHAVAR (DREAD HORSE) CR 2

XP 600
N Large magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +6

Aura innocuous aura (DC 12)

DEFENSE

AC 14, touch 13, flat-footed 10 (+3 Dex, +1 dodge, +1 natural, −1 size)

hp 22 (3d10+6)

Fort +5, **Ref** +6, **Will** +1

OFFENSE

Speed 50 ft.

Melee gore +5 (1d8+1), 2 hooves +0 (1d6+1)

Space 10 ft.; Reach 5 ft.

Special Attacks plaintive melody

Spell-Like Abilities (CL 3rd)
2/day—*darkness* (centered on self only)

STATISTICS

Str 13, **Dex** 16, **Con** 14, **Int** 8, **Wis** 10, **Cha** 12

Base Atk +3; **CMB** +6; **CMD** 19 (23 vs. trip)

Feats Dodge, Weapon Finesse

Skills Perception +6, Stealth +12;
Racial Modifier +4 Stealth

ECOLOGY

Environment any forests, planar (shadow realm)

Organization solitary, triad, or herd (6–12)

Treasure standard

SPECIAL ABILITIES

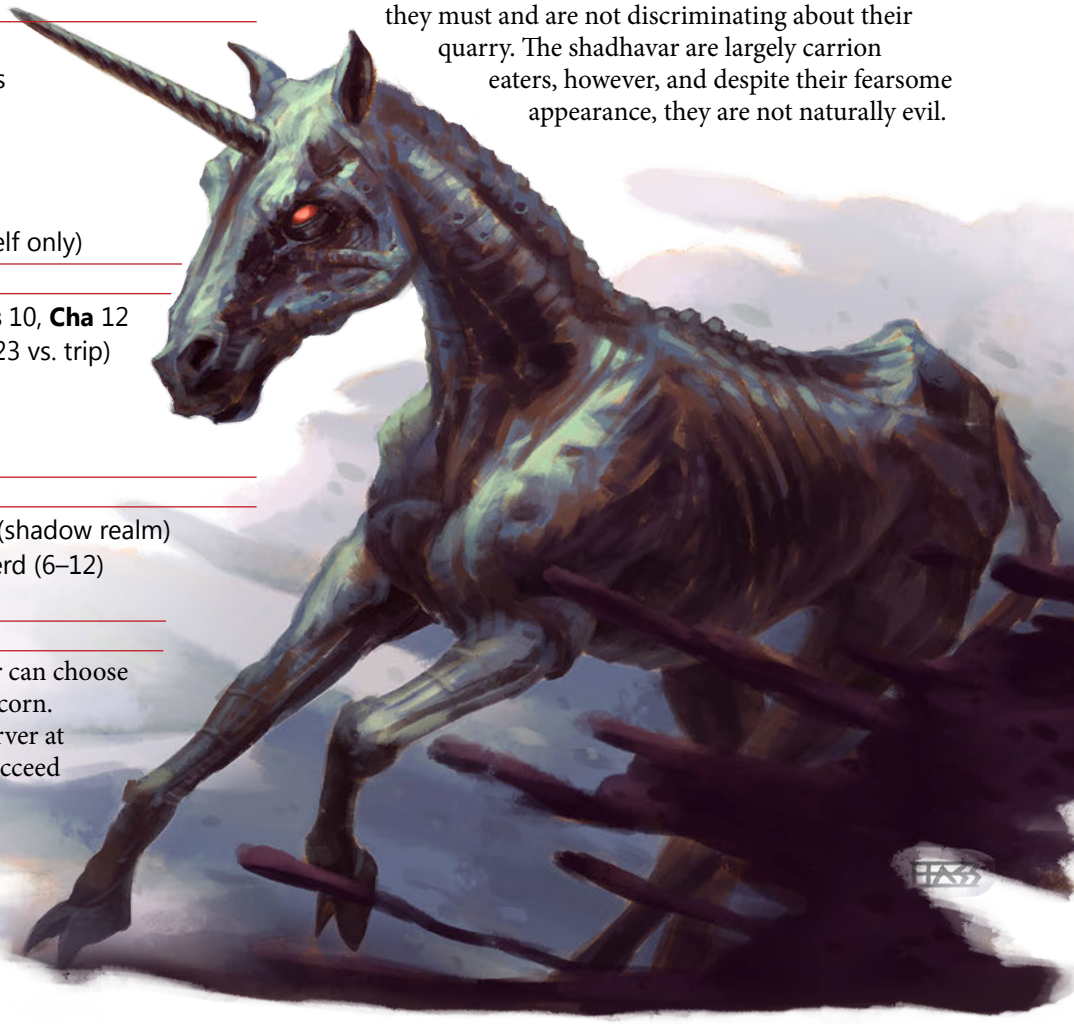
Innocuous Aura (Su) A shadhavar can choose to resemble either a horse or unicorn. While the aura is active, an observer at or more than 60 ft. away must succeed on a DC 12 Will save to see the creature's true appearance. This DC is Charisma based. This illusion is a supernatural effect that a shadhavar can begin or end as a free action.

Magical Strike (Ex) A shadhavar's gore attack is treated as a magic weapon for the purposes of damage reduction.

Plaintive Melody (Su) A shadhavar's horn is hollow. As a free action, a shadhavar can use its horn to play a captivating melody. Creatures within 60 ft. must make a DC 12 Will save or become fascinated as long as the shadhavar plays. This DC is Charisma based. The shadhavar can use this ability a number of rounds per day equal to its Hit Dice. These rounds do not need to be consecutive. This is a sonic, mind-affecting effect.

Shadow Cloud (Su) A shadhavar can use *darkness* centered on itself as a spell-like ability twice per day. The caster level for this ability is equal to the shadhavar's Hit Dice.

Shadhavar are horse-like natives of the plane of shadow. Although they are living creatures, their true form resembles undead unicorns. They are highly intelligent creatures and use their hollow horn to play captivating sounds for defense or to draw in prey. They hunt when they must and are not discriminating about their quarry. The shadhavar are largely carrion eaters, however, and despite their fearsome appearance, they are not naturally evil.



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Tiefling

A Whiff of Brimstone

More than 2,000 years ago, as Caelmarath's humans experimented with their newfound arcane knowledge, whispers began circulating about dark secrets in the West.

Time passed, the magocracies grew in power, and generations later, the truth emerged: the West's most ambitious spellcasters had entered into dark pacts with certain denizens of the Eleven Hells. In exchange for breathtaking magical prowess, these corrupted humans coupled with devils, demons, and other hellish beings, ensuring their bloodlines would forever carry a fiendish taint. The dark scions of these unions came to be known as tieflings—the demonmarked, the hellborn.

Early in tieflings' existence, entire families of demonmarked were not uncommon in the nine magocracies. This dark influence spread throughout the West's humans. Those families that did not already carry a fiendish taint often were open to partnering with hellspawn. To these crusading humans, including Zobeck's infamous House Stross, which so chafed against the elves' rule, any means of overthrowing their overlords was justified. Their freedom was achieved, but once the elves fled, these powerful spellcasters quickly turned on each other.

As the magocracies vied for control of the land's ley lines, couplings with demons happened less frequently. Spellcasters blighted the land while the tieflings' numbers slowly waned. Soon, even in the sole surviving magocracy of Allain, tieflings were a rare minority. By then, though, fiendish genetics were irreversibly hardcoded into many bloodlines, ensuring that tieflings could be born randomly to any tainted family. And so new demonmarked infrequently surface, serving as reminders of their ancestors' greed, their blind ambition, and—as most would agree—their utter foolishness.

Even at the height of their population, tieflings in the magocracies were considered strange, foreboding harbingers of ill fortune. Today, they are scattered throughout Midgard, but the only place tieflings are socially accepted, albeit begrudgingly, is in Allain. The cities of Bemmea and Tintager are particularly friendly to tieflings.

Tieflings are not tolerated outside of Allain, though some hellborn have proven their worth elsewhere in spite of their dark heritage. In some places, a tiefling's mere presence is considered sacrilege. They are particularly vilified in the Seven Cities and in Magdar Kingdom, and they are hunted as heretics in the Grand Duchy. In these areas, the majority populations simply cannot see past the fiendish characteristics that belie a simple reality: though touched by demonic patrons, tieflings' fates—like those of humans—are theirs to decide.

Tieflings of Midgard

Although generally viewed with suspicion, if not outright fear, tieflings exist in myriad corners of Midgard. In addition to the principalities of Morgau and Doresh and the Free City of Zobeck, the following places are those in which tieflings are most numerous.

Demon Mountain: On the Rothenian Plain, south of the Wormwood, exists a barren peak. It is the product of the magical forces and demonic will of the Master, the tiefling summoner who rules this demesne. For 360 years, the Master has sought to break the bonds that tie him to the mountain, siring children in hopes of producing a prophesied, untainted son, whom he must sacrifice to null his nefarious contract. So far, this 7 ft. tall behemoth has succeeded only in fathering dozens of tieflings—a brood in which he takes great pride. These children range from fiercely loyal protectors to devilish ambassadors to even the odd spymaster masquerading as a wine merchant.

Magocracy of Allain: Twenty thousand tieflings call this mystical, dangerous land home. In fact, two cities in Allain possess the largest number of tieflings in Midgard: Bemmea and Tintager. In the former, where diabolism was widespread while the elves ruled, upwards of 3,000 tieflings roam the streets openly, though their human counterparts often view them with contempt. Because of the demonmarkeds' innate magical powers, the masters of the city's many arcane academies welcome tieflings into their institutions. In Tintager, where all worthy adventurers are ushered into martial service, tieflings' unique strengths are considered assets against potential elf invasions.

Nuria Natal: Much fewer in numbers than the tieflings of the magocracies, the hellborn of Nuria Natal can trace their origins to the bloody struggles to fend off the Mharoti dragons. When the human gods turned a deaf ear to their pleas for help, Nurian spellcasters instead turned to demons for aid in resurrecting former rulers. Inversely, knowing the kingdom's periodic desperation, many fiends extracted bargains from everyone from nobles to commoners. These two phenomena resulted in the tainted bloodlines that produce Nurian tieflings—and have kept the proud country free of the dragons' influence—to this day.

PHYSICAL DESCRIPTION

Tieflings' connections to their fiendish heritage are unmistakable and typically manifest physically at birth or, rarely, at the onset of adolescence. Owing to the diversity of sires, no two tieflings carry the same dark physical characteristics. One might bear goat-like horns and blackened eyes. Another might possess wicked fangs and reddish skin. Still another might boast cloven hooves and stunted, leathery wings. For some tieflings, the only indication of their otherworldly origins might be the general feeling of dread they instill in goodly folk, their unmistakably sibilant speech, or the faint smell of smoky hellfire emanating from their skin.

RELATIONSHIPS WITH OTHER RACES

Some believe that, because we chose to live among you, we want to be accepted by you. They are fools. What do we care of your people and your race? It is your arrogance that presumes you are superior to us. You say, "Tieflings are contaminated blood of our kind." We know, however, that we are the refinement of your bloodline, burning out the weakness that cripples you. Surely, it must humble you to know you are the weaker race. There is no doubt tieflings hold themselves superior to all other races. They are, after all, the product of what they see as a blessed mingling of bloodlines—human and devil. While it might seem natural to hold humans in utter contempt, most tieflings feel quite the opposite.

Humans: Humans are, if not a noble race, a rich bloodstock to spring from. Tieflings see in humans many positive qualities: the facility for lying, the casual approach to virtue, and the untroubled acceptance of hypocrisy to name a few. Tieflings favor those who are adaptable and those who have a flexible understanding of morality—in short, humans.

Dwarves: Tieflings view the small races as usefully pragmatic, if perhaps too much so. Dwarf predictability—both their passion and their temper—is a weakness to be exploited. Tieflings like the fact that dwarves are easy to manipulate but seldom feel they have much in common with this race. To a tiefling, a dwarf's passion for gems and riches is crass and shallow, a sign of their inability to defend themselves psychologically from others. The other small races deserve little more than condescension for their cowardly attachment to their staid homebound lives.

Elves: It is the elves for whom tieflings reserve their greatest scorn, even hatred. Tieflings have no use for many aspects of elven culture: their sense of racial purity, their obsessive love of nature and beauty, and their overall arrogance. The first strikes at the very essence of a tiefling, the second is a weakness to not see the cruel purpose of nature, and the third is just undeserved when compared to the greatness and history of the tiefling past. Elves attempt to hide from the pain and suffering of the world. Tieflings openly and willingly embrace it. This, they maintain, makes them the stronger, better bloodline.

It might seem natural for tieflings to ally themselves with any of the various monstrous and vile races that abound in the world. However, tieflings view most of them with utter contempt. In their eyes, most of these races lack sophistication in one form or another—too brutish, too crass, too base, or too lacking in the refinements of pain, suffering, and evil. For a tiefling, it is only natural to rule and dominate these lesser brutes, to use them as pawns in their plans and schemes, and to exploit them for whatever gain and amusement they can provide.

TIEFLING RACIAL TRAITS

+2 Dexterity, +2 Intelligence, –2 Charisma: Tieflings are quick in body and mind but are inherently strange and unnerving.

Native Outsider: Tieflings are outsiders with the native subtype.

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

Normal Speed: Tieflings have a base speed of 30 ft.

Darkvision: Tieflings see in the dark for up to 60 ft.

Skilled: Tieflings gain a +2 racial bonus on Bluff and Stealth checks.

Spell-Like Ability: Tieflings can use *darkness* once per day as a spell-like ability. The caster level for this ability equals the tiefling's class level.

Fiendish Resistance: Tieflings have cold resistance 5, electricity resistance 5, and fire resistance 5.

Fiendish Sorcery: Tiefling sorcerers with the abyssal or infernal bloodlines treat their Charisma score as 2 points higher for all sorcerer class abilities.

Languages: Tieflings begin play speaking Common and either Abyssal or Infernal. Tieflings with high intelligence scores can choose from the following: Abyssal, Draconic, Dwarven, Elven, Gnome, Goblin, Halfling, Infernal, Orc.

ALTERNATE RACIAL TRAITS

At the discretion of your GM, the following tiefling racial traits may be used instead of existing racial traits.

Beguiler: Some tieflings may worm their way into the confidence of others, resulting in strange behavior. These tieflings can cast *charm person* once per day as a spell-like ability with a caster level equal to their character level. This racial trait replaces spell-like ability.

The Truth about Tieflings by their Creator, David "Zeb" Cook

Thus all the elements which ye
Destruction, Sin, or briefly, Evil, name,
As my peculiar element I claim.

—Mephistopheles in *Faust*

You think you know us.

All that needs be mentioned is Caelmarath and those dark pacts supposedly signed there, and now you think you know everything about us. Look at the horns, the wicked glimmer, the glide as we pass by—it's all you need to define our existence.

We are the Others, the Touched, the Kissed, the Blessed, the Cursed. With a single word or phrase, you seek to bind us.

The truth is, you know so little about us. Your ignorance hides behind tales, legends, and stories that everyone knows but cannot prove. The truth is, we are more—much more—than your stories, your fears, and your dreams.

Just remember that truth is convenient and serves many masters.

While a tiefling will often talk about himself and his people as "we," it is little more than a lie. Where humans often prefer the bond of tribe, cult, and nation, tieflings seldom feel such affections. Through painful lessons, tieflings have learned it is best to never trust or rely on others. They especially suspect those of their own kind since each knows exactly why he should "never trust a tiefling." The idea that tieflings share a common identity, purpose, or goal is foreign to all but those who seek the restoration of the glories of the ancient magocracy of Caelmarath (cynics would say, those few seek only power). Even then, they are only bound by a common target as each brings his own goals and ambitions to the endeavor.

Caelmarath's Legacy: Harkening to the days of prominent tiefling families, some hellborn inherently feel at ease around others of their kind. These tieflings receive a +1 racial bonus to skill checks when in the line of sight of other tieflings or half-fiends, even if these creatures are opponents. The tiefling has to be aware of the creature's tiefling or half-fiendish nature to receive this benefit. This racial trait replaces skilled.

Devilish Channeling: Magic flows through some tieflings like water through a sieve. Particularly attuned to the eldritch energy embedded into the land, these tieflings receive a +2 racial bonus to all caster level checks made to use ley lines. This racial trait replaces fiendish sorcery. (For more information on ley line magic, see *Deep Magic*, page 41)

Hellstep: Some tieflings can tap into their infernal powers to instantaneously teleport to any other spot within 25 ft. + 5 ft./2 class levels in a blaze of harmless fire. If the spot the tiefling chooses is within line of sight, the tiefling arrives there unerringly. If the destination is not in line of sight, the tiefling must be able to visualize the spot or state the direction and distance to it, but the hellstep has a 25% chance of a mishap, and the tiefling cannot take any further actions upon arrival and is flat-footed until the tiefling's next turn.

Random Starting Ages

Race	Adulthood	Intuitive[1]	Self-Taught[2]	Trained[3]
Tiefling	20 years	+4d6 years	+6d6 years	+8d6 years

1 This category includes barbarians, bloodragers, oracles, rogues, sorcerers, and swashbucklers.
2 This category includes bards, battle scions, brawlers, cavaliers, fighters, gunslingers, hunters, paladins, rangers, shamans, skalds, slayers, shadowsworn, spell-less rangers, summoners, and witches.
3 This category includes alchemists, arcanists, clerics, druids, inquisitors, investigators, magi, monks, theurges, warpriests, white necromancers, and wizards.

Aging Effects

Race	Middle Age[1]	Old[2]	Venerable[3]	Maximum Age
Tiefling	35 years	53 years	70 years	70 + 2d20 years

1 At middle age, –1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
2 At old age, –2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
3 At venerable age, –3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

Random Height and Weight

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Tiefling, male	4 ft. 10 in.	+2d10 in.	120 lb.	×5 lb.
Tiefling, female	4 ft. 5 in.	+2d10 in.	85 lb.	×5 lb.

No matter what the tiefling's destination, the tiefling can transport only herself, her familiar, and a maximum 100 lb. (or maximum load, whichever is less) of objects she can carry or touch. She cannot transport any creature except for her own familiar, animal companion, or cohort of up to Tiny sized (whose weight counts against your load limit). If the tiefling suffers a mishap or arrives in a place already occupied by a solid body, the tiefling and any creatures with her take 1d6 hp of fire damage per character level as the hellfire roars in fury, and they are shunted to closest randomly determined open space on a suitable surface of the intended location.

A tiefling can use this ability once per day plus an additional time per day at 5th level and every 5 levels thereafter. This is treated as a conjuration [teleportation] effect and as a spell-like ability with a caster level equal to the tiefling's character level. This replaces fiendish sorcery and spell-like ability.

Improved Resistance: Some tieflings have a better resistance to one of the elements. A tiefling with this trait chooses one type of energy resistance granted by fiendish resistance. This resistance is increased to 10. This replaces fiendish sorcery.

Infernal Pact: With a soul sworn to damnation, some tieflings can tap into the power of the lower planes to fuel their magic. These tieflings increase the saving throw DC of all their spells by +1. However, this power comes at a steep price. Tieflings with this racial trait die upon reaching 1/2 Constitution score negative hp, as their soul is dragged to the lower planes. Furthermore, tieflings with this racial trait cannot by resurrected or raised by any means. This replaces fiendish sorcery.

Leering Visage: Some tieflings embrace and even enhance their ghoulish appearance as an asset in battle. These tieflings can cast *cause fear* once per day as a spell-like ability with a caster level equal to their character level. This racial trait replaces spell-like ability.

Master's Discernment: Some tieflings are so adept at hiding their motives that they can both tell and detect lies with remarkable cunning. These tieflings' shrewd skills grant them a +2 racial bonus to Bluff checks to convince an opponent that they speak the truth, and they grant them a +2 racial bonus to Sense Motive checks to identify lies. This racial trait replaces skilled.

Maw or Claw: Some tieflings take on the more bestial aspects of their fiendish ancestors. These tieflings exhibit either powerful, toothy maws or dangerous claws. The tiefling can choose a bite attack that deals 1d6 points of damage or two claws that each deal 1d4 points of damage. These attacks are primary natural attacks. This racial trait replaces the spell-like ability racial trait.

Scaled Skin: The skin of these tieflings provides some energy resistance but is also as hard as armor. Choose one of the following energy types: cold, electricity, or fire. A tiefling with this trait gains resistance 5 in the chosen energy type and also gains a +1 natural armor bonus to AC. This racial trait replaces fiendish resistance.

Serpentine Slither: Tieflings whose fiendish heritage trace to mariliths and other serpentine horrors often possess the thick, scaly lower bodies of snakes. These demonmarked receive a +4 racial bonus to CMD when resisting a trip attempt. In addition, these tieflings gain the constrict extraordinary quality, dealing 1d3 bludgeoning damage on a successful grapple. The base damage increases by +1d3 bludgeoning damage at 5th level and every 5 levels thereafter. A tiefling with this alternate racial trait may not use magic items that require the feet slot. This racial trait replaces the fiendish resistance and spell-like ability racial traits.

Shadow's Embrace: There is an ephemeral darkness surrounding the souls of some tieflings that may envelop them in its reflexive embrace. Once per day, as an immediate action when subjected to an attack of opportunity, these tieflings may clothe themselves into a cloud of shadows that grants a 20% miss chance against this one attack. A tiefling can use this ability once per day plus an additional time per day at 5th level and every 5 levels thereafter. This does not break line of sight or line of effect and does not count as concealment. This replaces fiendish resistance.

Sheltering Wings: Some tieflings possess thin, flaccid wings that do not allow them to fly but nonetheless move as limbs might. As an immediate action, these tieflings can wrap their bodies with their wings, gaining the benefits of fighting defensively or total defense until the end of their next turn. If an opponent misses such tieflings due to the AC bonus granted by this, he provokes an attack of opportunity from the tiefling. Unwrapping from one's wings is a swift action. This racial trait replaces fiendish resistance.

Slayer of Mortals: There are tieflings filled with an all-consuming loathing for a certain race, bred to bring about their demise. A tiefling chooses one race of humanoids and increases sneak attack damage against creatures of this type by +1d6. A tiefling must have access to the sneak attack class ability to select this racial trait. This replaces fiendish sorcery and skilled.

Spawn of Asmodeus: Tracing a lineage back to the lord of Hell itself, these tieflings can cast *eagle's splendor* once per day as a spell-like ability with a caster level equal to their character level. This racial trait replaces spell-like ability.

Spawn of Baphomet: Tracing a lineage back to dread Baphomet, these tieflings can cast *bull's strength* once per day as a spell-like ability with a caster level equal to their character level. This racial trait replaces spell-like ability.

Spawn of Belphegor: Tracing a lineage back to methodical, prodding Belphegor, these tieflings can, as a swift action, cast *adjuring step*[UC] once per day as a spell-like ability with a caster level equal to their character level. This racial trait replaces spell-like ability.

Secret Histories

What is the truth of the tiefling? Is it the tale of Caelmarath? While for many it is no more than a mumbled curse, scholars of the ancient describe it as the source of our kind. But how could we be born out of a promise, a few words spoken, and a handful of spells? Are we naught but human blood perverted and corrupted? That would make us lesser people—and that is the lie.

When humans barely knew of the secret arts, who do you think walked among them and taught them the words of power? Who showed them the ways of the necromancer and the diviner? Certainly not the elves, who hide their knowledge out of jealousy and fear. The dwarves? Those lumpen dolts could only hoard and covet, certainly not generously share their secrets with outsiders. Nor did the dark races, the trollkin and other fell creatures, shed light on arts they themselves were to dim to perceive. No, it was us, your closest kin.

For we have always been among you, sometimes few in number, sometimes greater, as in the Age of Empire. How else could it be, for even if we are the product of human dabbling, the consorting with devils, then certainly humans fell long before Caelmarath. And where they dabbled, we entered.

Nor are we just your polluted blood, the product of your corruptions. Were that the case, we would have overrun the land eons ago. No, we have been here since the beginning, since before the age of human might. We are old, and we know secrets you do not.

Tieflings as a group are a proud people, and while many do not inquire into their origin, few if any, accept the idea that they are an accident of human plotting. That would diminish them and their powers and make them subservient to humans in the grand order of things. Even those tieflings who believe the tales of Caelmarath (sometimes rendered as Caermalrath or Caermarth in other tongues) and the blood pact deny any such accidental creation. Instead, they hold that tieflings were and are the agents of the infernal powers, given a foothold in this reality because of the bargain the old houses made with the devils in those days.

Spawn of Mammon: As befitting of their lineage, some tieflings are suffused by greed for magic. When another creature within 15 ft. casts a spell with a range greater than touch, tieflings can once per day roll d20 + 1/2 the tiefling's character level as an immediate action (DC 15 + spell's level). If the tiefling succeeds at the check, he receives the spell's benefit instead of one of the spell's randomly determined intended targets. Tieflings may not use this ability if they already are a target recipient of the spell. This ability does not grant knowledge of the spell being cast. This replaces fiendish sorcery.

Spawn of Titivillus: The infernal master of bureaucracy is among the tiefling's ancestors. The tiefling always treats Linguistics as a class skill and learns two languages every time they gain a rank in Linguistics. Furthermore, they gain a +2 racial bonus to Use Magic Device checks. This replaces skilled.

Favored Class Options

Battle Scion[NPC]: Add +1/2 to the damage dealt by the battle scion's force blast ability.

Bloodrager[ACG]: Add one to the number of rounds the bloodrager can bloodrage each day.

Savant[NPC]: The savant gains 1/6 of a new knack for his personas.

Shaman[NPC]: Add +1/4 to the shaman's daily uses of the blood divination ability.

Spell-less Ranger[NPC]: Add +1 ft. to the ranger's primary movement speed. This has no effect until the bonus reaches 5 ft.

Theurge[NPC]: Add one spell to the theurge's prayerbook or spellbook. The spell must be at least 1 spell level lower than the highest level spell the theurge can cast.

Scaling the Race

Tieflings have been a staple of d20-based games for quite a while and are only marginally stronger than the core races. If you are running a particularly gritty game, an easy way of balancing them is to strip away two of their three energy resistances. To scale up for more high-powered games, the above alternate racial traits should provide ample ways: if you allow a tiefling to, for example, take shadow's embrace and sheltering wings, which are usually balanced against one another via what they replace, you'll have an instant increase in defensive capabilities. Consider granting hellstep for free to all tieflings for some pretty interesting changes in how the race works.

Race Traits

Fallen's Fortitude (Race): Vice runs deep within you and protects you from the worst consequences of indulging. You gain a +4 trait bonus to saving throws against addiction from narcotics and drugs.

Flame's Beloved (Race): Even a regular flame's echo bolsters your will as it ignites the primal fire of your heritage. You gain a +2 trait bonus on Will saving throws when in dim light, but only while you are within line of sight of an open fire.

Gear-Wrecker (Combat): You loathe the structure and precision of the gearforged. You gain a +1 trait bonus on weapon damage rolls made against humanoids of the gearforged subtype and constructs.

Racial Archetypes

The following racial archetypes are available to tieflings.

Damned Defender (Fighter)

Brutal efficiency and unmatched strength are the trademarks of damned defenders. Possessing the means to painfully avert otherwise lethal attacks, a damned defender is a harsh ally. A damned defender has the following class features.

Bonus Feat: A damned defender must take Combat Expertise as his 1st-level bonus feat. He does not need to fulfill the prerequisites of the feat. This modifies bonus feats.

Threatening Glare (Ex): Drawing on the confidence and assurance of his hard won victories, a damned defender gains a competence bonus equal to twice the bonus granted by his bravery class feature on Bluff and Intimidate checks made to deceive a creature or demoralize foes. This ability modifies bravery.

Body Slam (Ex): At 5th level, while fighting defensively or using the Combat Expertise feat, the damned defender may make an extra attack per round that is either a shield bash or a slam (even if he doesn't normally have a slam attack). If used as part of a full attack action, the extra attack is made at the damned defender's full base attack bonus −5. The slam attack deals 1d4 hp bludgeoning damage plus half the damned defender's Strength modifier. He can make this attack as part of the action to maintain or break a grapple. This attack is resolved before the grapple check is made. If the attack hits, any grapple checks made by the damned defender against the target this round receive a +2 bonus. This replaces weapon training 1.

Painful Interception (Ex): At 9th level, as an immediate action when a melee, ranged, or natural weapon would successfully strike an adjacent ally, the damned defender can choose to attack his ally instead, painfully pushing the ally out of the way but completely mitigating the incoming attack. The damned defender's attack automatically hits a willing ally (and misses non-willing targets) and deals 1d4 + 1/2 the damned defender's level damage, regardless of the ally's AC or any miss chance in effect. The damage incurred bypasses DR since the ally willingly lets himself be repositioned. This brutal reposition moves the ally to another unoccupied square adjacent to the damned defender. If there is no unoccupied square or at the discretion of the damned defender, the ally instead falls prone but still evades the attack intercepted by the damned defender (this damage does not strike the damned defender, either). This movement does not provoke attacks of opportunity. This replaces weapon training 2.

Magical Interception (Ex): At 13th level, a damned defender may use painful interception to also prevent single target spells or spell-like abilities from striking adjacent allies. This replaces weapon training 3.

Eldritch Interception (Ex): At 17th level, a damned defender may use painful interception to prevent damage caused by spells or effects with an area of effect as well as supernatural effects, even if the damned defender himself and the target square to which an ally is moved are also part of the spell's or effect's target area. This replaces weapon training 4.

HELLCALLER (SORCEROR)

The influence of the Eleven Hells crackles within hellcallers' blood, warping their magic to fiendish heights. Particularly attuned to chaotic demons and cruel devils, a hellcaller has the following class features.

Spells: Whenever a hellcaller gains access to a new level of spells, he must choose the appropriate *summon monster* spell for this spell level.

Master of Evil (Su): Beginning at 1st level, the hellcaller receives Summon Evil Monster as a bonus feat. A hellcaller can only summon creatures of the outsider type with the evil subtype. This replaces the 1st-level bloodline power.

Evil Alliance (Su): Whenever the hellcaller has only one instance of a *summon monster* spell modified by Summon Evil Monster in use, all his summoned creatures gain a +1 luck bonus (minimum 1) on attack and weapon damage rolls. At 3rd level and every 3 levels thereafter, this bonus increases by one to a maximum of +7 at 18th level. At 9th level, for purposes of smite good, the summoned creatures use the hellcaller's Charisma modifier. At 15th level, all allies adjacent to one of the summoned creatures gain half of the summoned creature's luck bonus as a luck bonus to attack and weapon damage rolls. If the hellcaller uses his *summon monster* spells again, these bonuses immediately end. They resume if all summoned creatures of his are from one use of a *summon monster* spell. This replaces the bloodline abilities gained at 3rd, 9th, and 15th level.

Vessel of Sin (Su): At 20th level, the hellcaller becomes a conduit for a vile fiend's hellish fury. His eyes begin to gleam red, and he gains darkvision 120 ft. If he already has darkvision, increase the range by 120 ft. instead. His body sprouts demonic scales, giving him DR 10/good. As a swift action, a hellcaller can look at a creature he summoned via a *summon monster* spell and will it to die, healing hp equal to twice the creature's Hit Dice. The summoned creature receives no save to prevent this, though some creatures do not take kindly to being vanquished this way.

Bloodlines and the Hellcaller

Because the hellcaller sorcerer archetype revolves around the *summon monster* spells—all of which are available to sorcerers via their class spell list—any bloodline can allow these characters to tap into fiendish powers. However, some bloodlines augment this archetype better than others. Below is a list of bloodlines that best complement the hellcaller.

Hellcallers require a bit more book-keeping than the default summoning spellcaster but reward not loading the battlefield with creatures. In playtest, this archetype particularly suited groups that are weary of the summoner base class but not generally opposed to summoning casters.

Abyssal: Perhaps the bloodline that fits most seamlessly into the hellcaller concept, the abyssal bloodline offers Augment Summoning and Skill Focus (Knowledge [planes]) as bonus feats.

Daemon: Although this bloodline emphasizes spells that deal direct damage, inclusion of Heal as a class skill and Toughness as a bonus feat may be a good choice for hellcallers expecting to encounter particularly brutal enemies.

Infernal: For hellcallers seeking to bind demons to their cause, the infernal bloodline offers planar binding of devils and fiendish creatures as a bonus spell at 13th level. Skill Focus (Knowledge [planes]) is a bonus feat.

MASTER'S AMBASSADOR (BARD)

Originating from Demon Mountain, the Master's ambassador uses verbal performances to herald the power and advance the interests of his eldritch domain's ruler. A Master's ambassador has the following class features.

Bardic Performance: The Master's ambassador gains the following types of bardic performance.

Bombastic Herald (Su): A Master's ambassador can use his performance to spin awe-inspiring tales of his patron's sorceries and ley line control—and convince his companions that these forces are on their side. To be affected, an ally must be within 30 ft. and able to hear the ambassador's performance. An affected ally gains a +1 morale bonus on Will saves and a +1 morale bonus to attack and weapon damage rolls. At 5th level, this ability allows the Master's ambassador to also grant affected allies the benefits of the *haste* spell for a number of rounds equal to his bard level whenever he is using a ley line (see *Deep Magic*, page 41). Bombastic herald is a mind-affecting ability that uses audible components. This ability replaces inspire courage.

Matchmaker (Su): A Master's ambassador of 6th level or higher can use his performance to convince a creature subjected to his fascinate bardic performance that a powerful diabolist or hellborn wishes to woo it. This ability functions like a *charm person* or *charm monster* spell. Using this ability requires a standard action to activate and a free action to continue the fascinate effect. It does not disrupt the fascination. Charming a person or monster this way does not count against a bard's total rounds per day of bardic performance. A Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) negates the effect. This ability affects only a single creature and has no effect against animals. This is an enchantment (charm), mind-affecting ability and relies on audible components. This ability replaces suggestion.

Terrible Truth (Su): A Master's ambassador of 20th level may use his performance to reveal the terrifying, unadulterated power of his patron, temporarily paralyzing nearby enemies with fear and dread. To be affected, enemies must be able to hear and see the Master's ambassador perform for 1 full round and be within 30 ft. Enemies receive a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. Creatures that successfully save are shaken for 1d6 rounds. Creatures that fail the saving throw are paralyzed for 1d6 rounds. Terrible truth is a mind-affecting effect that relies on audible and visual components. This ability replaces deadly performance.

Foolproof (Ex): At 2nd level, a Master's ambassador becomes resistant to charms and compulsions. He gains a +2 bonus on saving throws made against mind-affecting effects. This ability replaces well-versed.

Dark Confidant (Ex): A Master's ambassador gains a bonus equal to half his bard level on Diplomacy, Knowledge (history), Knowledge (local), and Knowledge (planes) checks (minimum +1). Once per day, the Master's ambassador may reroll a check against one of these skills, though he must take the result of the second roll even if it is worse. He may reroll one additional check per day at 5th level and every 5 levels thereafter. This ability replaces bardic knowledge.

REDEMPTION SEEKER (CLERIC)

Following the example of Zhenya "Blue Mantle" Yodorovic of Demon Mountain, these zealous clerics choose to pursue goodness and virtue in spite of their dark heritages.

A cleric who does not serve a deity cannot take the

redemption seeker archetype. A redemption seeker has the following class features.

Alignment: Any good. A redemption seeker's alignment must be within one step of his deity's along either the law/chaos axis or the good/evil axis.

Form of the Cherubim (Su): A redemption seeker may be bound in the worldly flesh of one tainted by evil, but his spirit aspires to the loftiest peaks of the heavens. By tapping into an inner soul of purity, the redemption seeker may take on aspects of the angelic host. As a swift action, the he initiates the following: a +2 enhancement bonus to Strength, Constitution, and Intelligence; a +10 ft. enhancement bonus to movement; a natural armor bonus of +5; and the tiefling's fiendish resistances are replaced by resistance 5 to acid, cold, and electricity. If the tiefling has additional feats that influence his fiendish resistance, increase the changed resistances accordingly.

While under the effects of this ability, he detects as a good outsider and is treated as an aasimar for all racial abilities, qualifying for the use of race-specific magic items and such. Ending the form of the cherubim is a free action. A redemption seeker can maintain the form of the cherubim for 3 + his Wisdom modifier in rounds per day. For each class level beyond 1st, the redemption seeker can maintain this form for an additional 2 rounds per level. At 8th level, the redemption seeker gains DR 5/evil while under the effects of form of the cherubim. This damage reduction increases by +5 at 13th level and, again, at 18th level. This replaces domains.

SOMNAMBULIST (WIZARD)

Students of ancient and esoteric magic, somnambulists have learned the secrets of the eldritch forces that keep the Great Old Ones shambling across the West. A somnambulist has the following class features.

Master of Sleep (Sp): At 1st level, a somnambulist learns how to optimize her own rest and that of her allies. As a result, the somnambulist may prepare *restful sleep* as if it were found on the wizard spell list. Additionally, when the somnambulist casts *sleep* or *deeper slumber* or any other sleep-based magic that has a cap of creatures affected that is determined by the target creature's Hit Dice, she increases the maximum limit of Hit Dice affected by 2 plus her Intelligence modifier. This ability replaces scribe scroll.

Sleeping Puppets (Sp): At 10th level, a somnambulist learns how to better control those she puppeteers while they sleep. Whenever she casts *somnambulance*, she does not need to cast an additional *sleep* or *deep slumber* spell on a creature carrying out its suggested activity to prevent it from waking up once the duration lapses. Rather, the magical sleep lasts as long as the activity takes to complete, provided it does not take longer than 3 × the somnambulist's caster level in minutes. If the activity takes longer, the magically induced sleep ends and another such spell is required for the creature to finish its suggestion. Targets of your *somnambulance* spell that were subject to non-magical sleep instead do not wake up on their own so long as they take damage. This ability replaces the 10th-level bonus feat.

Tiefling Equipment

Tieflings sometimes create strange alchemical items.

Devilish Nectar: When tieflings imbibe this thick, foul-smelling liquid, it momentarily empowers them with more charm and panache than normal. While under the effects of devilish nectar, a tiefling gains a +1 alchemical bonus to all Charisma-based skill checks. In addition, a +1 alchemical bonus is added to the DC of all spells they cast with the charm descriptor. Drinking devilish nectar is a standard action that provokes attacks of opportunity. Creatures other than tieflings are sickened without a save if they drink it. The nectar's effects last for 1 minute.

Pit Pellets: These tiny, round pellets contain the concentrated essence of the hellish regions within. When thrown on the ground, they emit wafting smoke and the noxious fumes of burning flesh. Creatures within a 5-ft. radius of an activated pellet are nauseated (DC 14 Fort negates). This effect lasts for 1d3 rounds after which the pellet becomes useless. Dumping water on an active pit pellet—or *casting create* water near it—ends the effect. Pit pellets typically come in a pouch containing 10 pellets. To creatures other than tieflings, pit pellets are simply pebbles and do not work as described.

Item	Cost	Weight	Craft DC
Devilish Nectar	125 gp	1 lb.	22
Pit pellets (10)	300 gp	1 lb.	25

Tiefling Magic Items

Tieflings have access to the following magic items.

Cape of the Shadow's Past

Aura moderate illusion; **CL** 5th
Slot shoulders; **Price** 8,000 gp; **Weight** 1 lb.

This matte-black cape is made of the cured skin of a slain fiend and flutters as if in a faint, sulfurous breeze when the wearer stands in an area of dim light or darkness.

Once per day, when the command word is spoken, the wearer is transported along a coiling path of shadow-stuff to another dim or dark location within 100 ft.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Items, *shadow step*[UM]; **Cost** 4,000 gp

Master's Gem

Aura moderate enchantment (evil); **CL** 6th
Slot none; **Price** 86,000 gp; **Weight** —

This deceptively beautiful, fist-sized yellow sapphire hangs from a pristine platinum setting and chain. Although it is a gem any king would covet, this item is wholly evil. It is imbued with the duplicitously charming essence of a powerful devil or hellborn caster.

When the command word is spoken, the user may display this gem to a good-aligned creature and use its alluring beauty to implant within the target's mind a lesser geas. The target receives a Will save (DC 17) to resist this effect. A creature that succeeds on this save cannot be the target of a master's gem for 24 hours.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *lesser geas*, creator must be evil; **Cost** 43,000 gp

Tiefling Feats

Tieflings have access to the following feats.

Champion of Hell

Your fiendish blood has instilled in you a puerile pleasure in committing evil. Your attacks often are particularly deadly against good-aligned creatures.

Prerequisite: Tiefling, evil alignment, base attack bonus +6.

Benefit: Once per day, you may reroll the damage you cause to a good-aligned creature with a single target attack, ability, or effect and choose the higher result.

Crown of the God-King (Mythic)

Your demonic horns make some believe you are a handmaiden to the lost rulers of a golden age.

Prerequisite: Tiefling.

Benefit: You gain a bonus to Bluff checks equal to your mythic tier when attempting to fool religious individuals and divine spellcasters. Non-mythic means of detecting your alignment or discerning whether you are lying or not automatically fail, instead supporting whatever guise you have adopted. Additionally, upon taking this feat, you may select a single 1st-tier trickster path ability and replace a 1st-tier universal path ability you have with it.

Special: You may not have both this feat and Iconoclast of the West.

Demonic Speed

You have harnessed the brute strength of your demonic forebear, allowing you to move preternaturally quickly.

Prerequisite: Tiefling.

Benefit: Once per day, as a swift action, you can take an additional move action to move on your turn.

Disciple of Zhenya

Your fierce dedication to defying your dark heritage has earned you favor with benevolent deities.

Prerequisite: Tiefling, good alignment.

Benefit: Choose Reflex, Will, or Fortitude. Once per day, you may reroll a failed save of the type you've chosen. You have to take the result of the second roll, even if it is worse.

Special: You may take this feat twice. Upon the second time, chose a save that you have not enhanced with this feat. Additionally, you gain a +1 bonus to the rerolls granted by this feat.

Iconoclast of the West (Mythic)

Your extended time away from civilized society has made you churlish and intimidating to outsiders.

Prerequisite: Tiefling.

Benefit: You gain a bonus to Intimidate skill checks equal to your mythic tier when attempting to fool religious individuals and divine spellcasters. Non-mythic means of detecting your alignment or discerning whether you are lying or not automatically fail, instead supporting whatever guise you have adopted. Additionally, upon taking this feat, you may select a single 1st-tier champion path ability and replace a 1st-tier universal path ability you have with it.

Special: You may not have both this feat and Crown of the God-King.

Infernal Mage Armor

Your extensive experience with spellcasters has prompted you to develop some flexibility when fighting them.

Prerequisite: Tiefling, character level 5th.

Benefit: As an immediate action, you may choose one of your racial resistances to an energy type. You lose your resistance to the chosen energy type and instead gain resistance 5 against your choice of acid, cold, electricity, fire, or sonic damage.

Steadying Tail

You have learned how to balance yourself using your fiendish tail.

Prerequisite: Tiefling.

Benefit: When performing or defending against a grapple or trip, you gain a +2 bonus to CMB or CMD.

Special: If you have the serpentine slither racial trait, instead of a +2 bonus to CMB and CMD, you gain a +2 bonus to damage when dealing constrict damage.

Wings of Damnation

You have developed some control over the stunted, demonic wings that sprout from your back.

Prerequisite: Tiefling, character level 5th, sheltering wings racial trait.

Benefit: You can sprout a pair of giant black angel's wings (or demonic wings), granting you a fly speed of 30 ft. (average maneuverability). You can maintain these wings for a number of rounds equal to 2 × your character level in rounds. This spell-like ability otherwise functions as *beast shape I* (though you do not gain any other benefits of that spell) with a caster level equal to your level.

Tiefling Spells

Although eight of the nine magocracies fell long ago, their powerful magic still resonates among the hellborn.

The following spell is available to tieflings. With GM approval, non-tiefling spellcasters may make use of these new spells.

Elfmarked for Death
Enslave Thrall
Patron's Aspect
Searing Rain
Somnambulance
Vampiric Fog

Oathbreakers

The Oathbreakers are the rarest of all tieflings—those who have turned their back on their own dark nature to embrace the salvation promised by the gods. Why have they dedicated themselves to the good powers? Some hope to purge themselves of their dark bloodline, some hope to atone for the evils they have done, and some just find it an intriguing way to infuriate and confound their enemies.

It is a path filled with struggle. It is no easy thing to deny what runs even deeper than blood. Oathbreakers follow obsessive rituals and exercises intended to strengthen their will and fuel the determination to hold to the virtuous path. These can be physical exercises, sutras droned over and over, even magical wards that deliver excruciating pain at the first sign of corruption. Other tieflings may look down on them for their folly, but it is impossible not to admire their self-discipline.

Contempt is a problem they always face. Normal tieflings consider them aberrations to be pitied or despised. Most other races see only a tiefling to be distrusted, feared, and hated. Even priests of their own order can find it hard to accept that they have truly reformed. Consequently, they almost never rise in the ranks of the priesthood and serve only as lay followers, bearing the standard of their adopted god in battle.

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Tosculi

HIVELESS FROM THE GOLDEN SWARM

The tosculi are known to most humanoids in the Southlands as a danger to be either avoided or destroyed. They are alien beings, operating under a shared consciousness and typically hostile to (or at best uncaring toward) all but their own hive-mates. Their hive cities are run with a ruthless efficiency and ruled by fearsome queens. Any that do not conform to the hive's society, mentally or physically, are destroyed or driven out. Those that follow the archdevil Arbeyach are even more draconian.

A few drones do not fit seamlessly into the well-tuned social mechanics of the hive. Some resist the orders of the queen and the thoughts of the hive mind. Others are physically unsuitable to the tasks for which they were bred. Whatever the reason, they do not conform, and nonconformity is not abided in tosculi society. Renegades who aren't killed are driven out or flee. Known as the hiveless, these outcasts attempt to thrive in a world where they are feared and reviled.

Renegade Tosculi

Tosculi resemble vaguely humanoid wasps. An average specimen stands about 3 ft. in height and weighs 30 lb. As drones, they are asexual and without gender. They have large, compound eyes and small antennae. Their mouths sport insectoid mandibles, though the jaws of the hiveless lack the strength to be used as natural weapons.

Their bodies and angular-jointed limbs are covered in a glistening, protective carapace. Carapace colors and markings vary by region and by the hive to which they were born. Black and yellow or black and white patterns are common, as are tosculi of solid brown or black. Some tosculi are brightly colored, sporting chitin of blues or greens. Their arms end in thin-fingered claws.

Two pairs of wings—usually vestigial, as separation from the hive can keep them from fully developing—sprout from their shoulders. Tosculi wings are translucent and iridescent. They run a gamut of colors and patterns from simple, pale yellow to a rainbow-like pattern akin to oil on water.

The nub of a stinger at the base of a tosculi's abdomen has no offensive value. It is a weapon of warriors and queens that never fully matures in drones.

Tosculi have little in the way of fashion sense, and most humanoid clothing is not designed with their body shape in mind. What they wear is mainly for protection, though a few grasp the concept that other races often find nudity unappealing or wrong. Most tosculi clothe themselves in whatever scraps and pieces of clothing and armor are available and fit, with a preference for bright colors. Tosculi have an affinity for jewelry, especially pieces with large, colorful stones. Some take jewelry they cannot wear, such as earrings, and affix them to whatever clothing they have.

SOCIETY

The hiveless are outcasts, cut off from both the hivemind and their fellow tosculi. They lack the numbers to create settlements of their own, so they usually attempt to integrate into whatever community they can find that tolerates their presence—or at least one that does not actively drive them out. If several hiveless find their way to the same settlement, they share living quarters or adjacent rooms in an attempt to create some semblance of community—shadows of the hives they left behind. Being genderless, many tosculi adopt sets of gendered pronouns to fit in with their new neighbors. Others answer to any pronoun tossed their way. Social-minded tosculi are driven to fit into the community by providing it with the benefits of whatever talents they possess.

In some cases, this means tosculi become crafters, providing necessary goods. Other times, they function as defenders, using their skills to protect their adopted community. Each tosculi takes a role best suited to its abilities. Some tosculi do not find a community where they feel a sense of belonging, or they are simply aberrations who welcome a life of solitude. Such hiveless are true exiles, wandering wherever their whims take them. Whatever path they choose, tosculi are driven to make the most of whatever life they find for themselves as the lives of all drones are quite short.

RELATIONS

Tosculi find the industriousness and tradition of dwarves familiar and comforting. The hiveless readily make friends with them when possible. Likewise, they find affinity in the creative, industrial natures of the kobolds as well as their sometimes matriarchal society. They are wary of humans, never certain how they will react. Despite this, tosculi frequently find a community to join among humans, due to the race's more cosmopolitan nature. Tosculi respect the strength and presence of dragonkin. Minotaurs tend to find tosculi particularly repulsive, and the two races rarely have anything to do with one another. More vicious-minded tosculi get along well with gnolls, who respect their dangerous nature even if they are put off by the tosculi's insect-like appearance. Tosculi rarely have contact with gnomes or halflings, relations being dependent upon the situation and individuals involved. Tosculi who encounter the gearforged find them fascinating as they are living examples of integration and order.

ALIGNMENT AND RELIGION

The views on religion among tosculi outcasts vary from individual to individual. Some find solace in joining a spiritual community, feeling reaffirmed at being a part of something larger once again. Others find faith in various gods for their own reasons, their worship as independent

and solitary as the tosculi themselves. Still others eschew religion entirely, seeking meaning through philosophy or simply forging their destiny through their actions.

Tosculi alchemists are naturally attracted to the worship of Bastet. Those living among humans and dwarves often turn to the worship of Aten. Tosculi who wander or find fulfilment in academic pursuits often worship Thoth-Hermes. Those hiveless of a darker bent sometimes turn toward the gods of the Nurian cults—Set and Selket are common choices. Those rare tosculi found outside of the Southlands often gravitate to whatever local gods suit their fancy, though Ariadne has a popular appeal to the hiveless as well as Ceres for her community aspect.

The tension between tosculi and other humanoids often makes it difficult for the hiveless to develop any true sense of altruism toward others. Many are neutral in this aspect of alignment with good tosculi being incredibly rare and evil tosculi fairly common. How a tosculi adapts to society outside the hive—finding a place in a new social hierarchy, embracing individuality, or falling somewhere in-between—ultimately determines the other component of its alignment. Renegade tosculi are equally likely to be lawful, chaotic, or neutral in this respect.

Tosculi Adventurers

A wandering lifestyle is often adopted by the mistrusted, outcast hiveless, which leads many renegade tosculi to the adventuring life. Some embrace their violent tendencies, taking up lives as brawlers, fighters, and slayers. Others use their natural mobility and agility to become rogues. Some tosculi find the ascetic and ordered lifestyle of the monk appealing. Certain tosculi fall into the practice of alchemy, pushing the boundaries of their physical development with their experiments. Others follow the path of druidism, forming a bond with the natural world and often focusing on the insects they resemble.

TOSCULI RACIAL TRAITS

+2 Dexterity, +2 Wisdom, –2 Charisma: Tosculi are quick and possess excellent instincts, but most creatures find their verminous appearance repulsive.

Type: Tosculi are monstrous humanoids.

Size: Tosculi are Small creatures and gain a +1 size bonus to their AC and on attack rolls, a –1 penalty to their CMB and CMD, and a +4 size bonus to Stealth checks.

Speed: Tosculi have a base speed of 30 ft.

Carapace: Tosculi gain a +1 natural armor bonus to AC.

Claws: Tosculi receive two claw attacks as primary natural attacks that deal 1d3 damage.

Stalker: Perception and Stealth are always class skills for tosculi.

Skittering: Tosculi are accustomed to living and fighting communally with other members of their race. Up to two tosculi can share the same square at once. If two tosculi that are occupying the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite-facing squares.

Gliding Wings: Tosculi have vestigial wings which do not allow them to fly but which do provide additional options in the air. They take no damage from falling (as if they were under a constant, non-magical *feather fall* effect). While in midair, a tosculi can move up to 5 ft. in any horizontal direction for every 1 ft. it falls, at a speed of 60 ft. per round. A tosculi cannot gain height

with these wings alone. Instead, it merely coasts in other directions as it falls. If subjected to a strong wind or any other effect that causes a winged creature to rise, it can take advantage of the updraft to increase the distance it can glide.

Hive Builder: Tosculi can use *soften earth and stone* once per day as a spell-like ability. Their caster level is equal to their character level.

Languages: Tosculi begin play speaking Common. Tosculi with high Intelligence scores can choose from the following: Abyssal, Aklo, Auran, Goblin.

Tosculi Names: Berrvam, Klekazzi, Klikit, Remarra, Tekrik, Vezzek, Zetarri, Zhurra.

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of typical tosculi racial traits.

Binding Spittle: Once per day, a renegade tosculi can spit a ball of viscous gloop at a target within 60 ft. This requires a successful ranged touch attack and creates a result like a tanglefoot bag. The saving throw DC for a tosculi's binding spittle is equal to 10 + 1/2 the tosculi's level + its Constitution modifier. This racial trait replaces the hive builder racial trait.

Bite: Some renegade tosculi develop mandibles strong enough for a bite attack. This is a primary natural attack that deals 1d4 damage. This racial trait replaces the stalker racial trait.

Hardened Carapace: Some renegade tosculi develop additional defense at the cost of offensive ability. A tosculi with this trait gains a +2 natural armor bonus to its AC. This ability replaces the carapace and claws racial trait.

Latent Hive Mind: Occasionally, a renegade tosculi develops the latent mental abilities necessary to tap into the hive mind without those powers fully coming to fruition. Tosculi with this trait can use *detect thoughts* once per day as a spell-like ability with a caster level equal to the tosculi's level. Tosculi take a –2 penalty on their saving throws against this ability. This ability replaces the gliding wings racial trait.

Favored Class Options

The following options are available to all tosculi who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Alchemist: Add +10 minutes to the duration of the alchemist's mutagens.

Brawler: Add +1/2 bonus to damage with natural attacks.

Druid: Add +1/2 bonus to Knowledge (nature) checks relating to vermin.

Fighter: Choose a weapon from the following list: bite, claws, dagger, punching dagger, scimitar,

Random Starting Ages

Race	Adulthood	Intuitive[1]	Self-Taught[2]	Trained[3]
Tosculi	10 years	+1d4 years	+1d6 years	+2d6 years

1 This category includes barbarians, bloodragers, oracles, rogues, sorcerers, and swashbucklers.
2 This category includes bards, battle scions, brawlers, cavaliers, fighters, gunslingers, hunters, paladins, rangers, shamans, skalds, slayers, shadowsworn, spell-less rangers, summoners, and witches.
3 This category includes alchemists, arcanists, clerics, druids, inquisitors, investigators, magi, monks, theurges, warpriests, white necromancers, and wizards.

Aging Effects

Race	Middle Age[1]	Old[2]	Venerable[3]	Maximum Age
Tosculi	20 years	30 years	40 years	40 + 1d10 years

1 At middle age, –1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
2 At old age, –2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
3 At venerable age, –3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

Random Height and Weight

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Tosculi	2 ft. 6 in.	+2d4 in.	25 lb.	×1 lb.

shortspear, shortsword, spear, trident. Add a +1/2 bonus on critical hit confirmation rolls with that weapon (maximum bonus +4). This bonus does not stack with Critical Focus.

Monk: Add +1 on Acrobatics checks made to jump.

Rogue: Add +1/2 bonus on Acrobatics and Climb skill checks.

Slayer: Add +1/3 bonus to weapon damage when attacking while gliding or flying.

Witch: Add one spell from the witch spell list to the witch's familiar. This spell must be at least 1 level below the highest spell level she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells.

Racial Archetypes

The following racial archetypes are available to tosculi.

HIVEMASTER (DRUID)

Unable to form a connection with others of its kind, the hivemaster finds kinship with the insects of the natural world, forming bonds with them and gaining the ability to rouse them against its enemies.

Nature Bond (Ex): A hivemaster's nature bond differs from the standard druid's but still offers two forms of bonding. The first is a close tie to the insect world, granting the hivemaster the Vermin subdomain (see *Southlands* or *Demon Cults: The Cult of Selket*). When determining the powers and bonus spells granted by this domain, the hivemaster's effective cleric level is equal to its druid level. A hivemaster that selects this option receives additional domain spell slots, just like a cleric. It must prepare the spell from its domain in this slot, and this spell cannot be used to cast a spell spontaneously.

The second option is to form a close bond with a vermin companion. A hivemaster may begin play with any of the vermin companion options available (see *Pathfinder Roleplaying Game*: *Ultimate Magic*). This vermin is a loyal companion that accompanies the hivemaster on its adventures. This replaces the existing version of nature bond.

Wild Empathy (Ex): A hivemaster's wild empathy functions only on creatures of the vermin subtype. A hivemaster can also influence magical beasts with vermin-like qualities (such as ankhegs) with Intelligence scores of 1 or 2 at a –4 penalty. A hivemaster gains a +2 bonus to Bluff, Diplomacy, and Intimidate checks against vermin-like magical beasts with Intelligence scores of 3 or greater.

Poison Resistance (Ex): At 3rd level, a hivemaster gains a +2 bonus on all saving throws against poison. This bonus increases to +4 at 5th level and +6 at 7th level. This replaces trackless step.

Wild Shape (Su): A hivemaster gains the wild shape ability at 4th level. It can take the form of vermin as vermin shape I. For all other forms, the hivemaster's level is considered its druid level –2. At 6th level, the druid can take vermin form as vermin shape II.

Swarm Form (Su): At 15th level, a hivemaster can use its wildshape ability to assume the form of swarms of vermin. The hivemaster's entire body and gear are incorporated into the swarms. All swarms are connected by the hivemaster's consciousness as a hive-mind, and the hivemaster may use other abilities and actions while controlling the swarms. This ability uses two of the hivemaster's daily uses of wildshape and otherwise conforms to the wildshape rules. Use the table from the *swarm skin*[APG] spell to determine the number of swarms the hivemaster can form but only use the vermin swarms on the table.

WAR-WARPER (ALCHEMIST)

The war-warper uses alchemical techniques to transform its drone body into a tosculi warrior, gaining a deadly stinger envenomed with poisons of its own creation.

Evolving Mutagen (Su): At 3rd level, a war-warper's mutagen grants it the ability to form a sharp, functional stinger that functions as a primary natural weapon, doing 1d4 points of damage. This ability replaces swift alchemy.

Poison Storage (Ex): At 4th level, the war-warper can inject prepared poisons into the venom sacs in its abdomen, allowing it to poison opponents with its sting attack. These poisons must be of the injury type. A war-warper can store a number of doses of poison in its venom sacs equal to half its class level (minimum 1). Injecting the poison into the poison sacs is a full-round action per dose that generates attacks of opportunity. The poison may be safely contained in this manner until it is used with a stinger attack or the war-warper's mutagen effect ends, at which point any remaining doses of poison are harmlessly ejected from its body and wasted. This ability replaces the discovery for this level.

False Ovipositor (Ex): At 8th level, the war-warper's mutagen can partially emulate the implant ability of a tosculi warrior. As a full attack action, the war-warper can make an attack with its stinger. On a successful hit, the war-warper injects a mass of tumorous material that tears through flesh and releasing enzymes that harms the host as it attempts to free itself. Starting on the round after the implantation and for 2 rounds thereafter,

the host takes 1d6 points of damage +1 per war-warper level plus 1d6 points of acid damage and is sickened and staggered for 1 round. A successful Fortitude save (DC 10 + damage dealt) negates the staggered effect. On the third round after dealing damage, the implanted mass bursts free, resembling a writhing larva. It shrivels and becomes inactive upon contact with air. *Delay poison* stops the mass from dealing damage until after the spell's duration. A *neutralize poison* or any spell or effect that cures poison or removes disease destroys the mass and prevents any further damage. This ability replaces the discovery for this level.

Discoveries: The following discoveries complement the war-warper archetype: concentrate poison, feral mutagen, grand mutagen, greater mutagen, nauseating flesh, poison conversion, wings.

Tosculi Power Level

The racial traits assigned make tosculi an 11-RP race, equivalent to dhampir and dwarves.

To make them a 10-RP race, replace gliding wings with the jumper racial trait below.

Jumper: Tosculi are always considered to have a running start when making Acrobatics checks to jump.

Tosculi Weapons

Tosculi have access to the following weapons.

Abdominal Spike

This sharp, curved metal spike is worn on a tosculi's abdomen, held in place by straps. Donning or removing an abdominal spike is a full-round action. An abdominal spike can be used as a light weapon. The wielder can still wield weapons and shields normally in its hands but can now make an additional off-hand attack with the abdominal spike. Attack rolls made with an abdominal spike take a –2 circumstance penalty on attack rolls in addition to all other attack penalties unless the wielder is flying or gliding.

Tosculi Equipment

Tosculi have access to the following equipment.

Blinding Powder

This reddish powder, an alchemical mixture of ground dried peppers, fine sand, and the hair of a particular species of tarantula, causes great distress and visual impairment when exposed to the eyes of living creatures. A packet of blinding powder is a splash weapon with a range increment of 10 ft. Anyone directly hit by the attack must succeed at a DC 14 Fortitude save to resist the powder while those in adjacent squares must make a DC 10 Fortitude save. Creatures failing the save are dazzled and, on their turns each round for the next minute, must succeed at a DC 14 Will save to resist rubbing their eyes to try to relieve the pain and discomfort. Those that fail exacerbate their condition and gain the blinded condition for 1 round. Flushing out the eyes with water for 1 round reduces the duration of the powder by half and decreases the DC of any further saving throws by 2. Crafting this item is a DC 30 Craft (alchemy) check.

Price 120 gp; **Weight** 2 lb.

Tosculi Paper

Wood, reeds, or other suitable plant materials pulped with tosculi saliva and treated with certain alchemical reagents becomes a durable, resistant material. While no stronger than ordinary paper or parchment, tosculi paper has fire resistance 1. Ink is trapped within the fibers of tosculi paper, which makes the writing resistant to age, smearing, and water damage. An hour of water exposure or 30 minutes of full immersion is required to make ink run or smear into illegibility. Items composed primarily of tosculi paper cost double their normal price.

Tosculi Magic Items

Tosculi have access to the following magic items.

Hivebomb

Aura moderate conjuration; **CL** 7th
Slot none; **Price** 1,400 gp; **Weight** 1/2 lb.

This fist-sized sculpture of clay or stone is shaped like a beehive and breaks upon impact, releasing a wasp swarm (see *Pathfinder Roleplaying Game Bestiary*) that attacks any creature in its area or moves to pursue and attack the nearest living creature. The wasp swarm continues to attack for 4 rounds before dispersing.

CONSTRUCTION REQUIREMENTS

Requirements Craft Wondrous Item, *greater summon swarm*[CS], 1 rank in Craft (pottery or sculpture); **Cost** 700 gp

Weapon	Cost	Dam (S)	Dam (M)	Crit	Range	Weight	Type	Special
Abdominal spike	8 gp	1d3	1d4	×2	—	1 lb.	Piercing	Monk

Rod of the Hive Mind

Aura strong divination; **CL** 18th
Slot none; **Price** 40,000 gp; **Weight** 2 lb.

This slim, ceramic rod is hexagonal and hollow, about 2 ft. in length, and capped with steel on both ends. The top of the rod has six other hexagonal chambers, each about 3 inches long, attached to each side of the rod, looking from the top like the cells of a hive. When one or more of these chambers are filled with the blood of a living creature with an Intelligence score of 3 or higher and then sealed, the rod's owner can initiate a mental bond between itself and all of the creatures whose blood is bound in the rod. A faint, humming vibration can be felt in the rod while it is active.

This mental bond allows a mingling of senses and general awareness between the creatures bound through the rod, granting greater awareness of the surroundings and reaction time to potential threats. All creatures bonded to the rod receive the following bonuses while any two of them are within 30 ft. of each other: a +1 insight bonus to initiative checks, a +2 insight bonus on Perception checks, and if any one creature is able to act during a surprise round, then all others are able to act as well. For every two additional bonded creatures within 30 ft., the insight bonuses increase incrementally to a maximum of +3 on initiative checks and +6 on Perception checks. The bearer of the rod receives these bonuses so long as the rod is wielded but does not count as a bonded creature for the purpose of increasing the bonuses. The rod consumes the blood in each chamber in turn, enabling the effect to be used in 1-hour increments to a maximum of 6 hours if all chambers are filled. Each chamber requires 1 hour to recharge before it can be reused, and only one chamber can recharge at a time, but the rod cannot recharge while it is in use.

If all the chambers are filled with blood, the wielder may instead, as a standard action, command the rod to instantly consume all the stored blood. This provides the normal benefits to the bonded creatures but also forms a telepathic bond between the wielder and all bonded creatures. Unlike the spell, the wielder may not leave itself out of the telepathic bond. This use of the rod lasts for 1 hour.

CONSTRUCTION REQUIREMENTS

Craft Rod, *telepathic bond*; **Cost** 20,000 gp

Salve of Armoring

Aura moderate abjuration and transmutation; **CL** 9th
Slot none; **Price** varies (Adamantine 2,500 gp; Cold Iron 1,800 gp; Magic 2,000 gp; Silver 1,800 gp); **Weight** —

This waxy ointment can be applied to strengthen and enhance natural armor. For 1 hour after being applied to the body, it adds a +2 enhancement bonus to natural armor and provides DR 5 that can be overcome by weapons of the type indicated until a total of 50 points of damage is negated by the salve. The natural armor bonus provided by the salve remains for the full hour duration, even when the DR has been expended.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, barkskin, stoneskin; **Cost** varies: adamantine 1,250 gp, cold iron 900 gp, magic 1,000 gp, silver 900 gp

SilverstingBlade

Aura strong evocation; **CL** 12th;
Slot none; **Price** 37,315 gp; **Weight** 2 lb.

This *+1 mithral scimitar of speed* has a hilt set with lapis lazuli, and a silvery blade with banding in the metal that resembles flowing water. When wielded, the patterns on the blade flash and ripple in a way that inhibits the vision of creatures with low-light vision or darkvision

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, *flare, haste, hypnotic pattern*; **Cost** 19,315 gp

Tosculi Feats

Tosculi have access to the following feats.

Expert Glider

You can beat your wings rapidly, increasing your gliding time.

Prerequisites: Tosculi, Skill Focus (Fly), gliding wings racial trait.

Benefit: When using your gliding wings ability, you can beat your wings in a rapid, intermittent, buzzing movement that provides you greater motion than your racial trait normally provides. When using this feat, you can travel up to 10 ft. for every 1 ft. you fall.

Normal: The gliding wings racial trait allows a tosculi to travel 5 ft. for every 1 ft. it falls, at a speed of 60 ft. per round.

Fervent Flyer

Your strengthened wings allow you to maintain altitude for longer periods while gliding.

Prerequisite: Expert Glider.

Benefit: You can beat your wings furiously, allowing you to maintain altitude for short periods of time. You can use this feat for a consecutive number of rounds equal to your Constitution score to maintain your current altitude while still allowing you your 60 ft. movement rate. When you cease using this feat, you are considered fatigued for a number of rounds equal to twice the number of rounds you used it to remain airborne.

Skittering Defense (Combat, Teamwork)

You are adept at fighting communally with other tosculi, providing you and your partner a defensive boost.

Prerequisites: Tosculi, base attack bonus +1, skittering racial trait.

Benefit: While you occupy a square with a tosculi ally, you gain a +2 circumstance bonus to AC against foes that are considered flanked by you.

Skittering Offense (Combat, Teamwork)

You are adept at fighting communally with other tosculi, gaining a greater opportunity to attack your foe.

Prerequisites: Tosculi, base attack bonus +3, skittering racial trait.

Benefit: While you occupy a square with a tosculi ally, once per round, if your ally makes a successful melee attack against any opponent considered flanked by you, you gain an attack of opportunity against that foe.

Wing Fan

You can use your wings to blow dusts or powders at your enemies.

Prerequisites: Tosculi, Strength 12, gliding wings racial trait.

Benefit: You can use your wings as a fan. If you have alchemical powders that act as splash weapons or magical dusts that normally affect a certain area, you can use your wings to instead propel them in a direction of your choice, as a full-round action, giving them a 15-ft. line as the area of effect with no splash area.

STYLE FEATS: WASP STYLE

Some tosculi emulate the predatory style of the wasp in combat. They get in close, grasp their prey, and proceed to tear it asunder, using natural weapons to destroy their opponents.

Feat Path: Wasp Style, Wasp Embrace, Wasp Rend, Stinging Flurry.

Stinging Flurry (Combat, Style)

While grappling an opponent, you can unleash a flurry of strikes with a stinger or abdominal spike.

Prerequisite: Base attack bonus +6, Wasp Rend.

Benefit: If you maintain a grapple or pin on an opponent, you may attack that opponent with a stinger or abdominal spike in addition to using Wasp Rend.

Wasp Embrace (Combat, Style)

You can grapple your opponents with your natural attacks.

Prerequisite: Base attack bonus +3, Improved Grapple, Wasp Style.

Benefit: When you successfully hit an opponent with a bite or claw attack, you can attempt a grapple as a free action. If the attack was made while flanking with another tosculi using the skittering racial trait or while gliding or flying, you gain a +2 on your combat maneuver check.

Wasp Rend (Combat, Style)

While grappling, you can tear your foes asunder.

Prerequisite: Base attack bonus +4, Strength 13, Wasp Embrace.

Benefit: On a round in which you maintain your grapple, you can make a rend attack with either a bite or claw attack. This deals your normal damage plus 1-1/2 × your Strength modifier and inflicts bleed damage equal to the damage die of the natural attack (for example, 1d6 bleed for a 1d6 bite attack).

Wasp Style (Combat, Style)

You can increase the efficacy of your natural attacks through martial training.

Prerequisite: Tosculi, base attack bonus +1, bite or claw natural attack, Weapon Focus (bite or claw).

Benefit: You gain a +1 bonus to damage with any natural weapons for which you have taken the Weapon Focus feat. Additionally, you become increasingly more effective with your natural attacks as you grow in experience. At 4th, 8th, 12th, 16th, and 20th level, increase the damage die of that natural weapon one step (for example, 1d3 becomes 1d4). If you are a monk, you can flurry with your natural attacks.

Tosculi Spells

Tosculi have access to the following spells.

GHOSTLY STINGER

School evocation (force); **Level** cleric 4, inquisitor 3, witch 4
Casting Time 1 standard action
Components V, S, DF
Range medium (100 ft. + 10 ft./level)
Effect magic stinger of force
Duration 1 round/level (D)
Saving Throw see text; **Spell Resistance** yes

A ghostly image of a giant wasp with a very solid stinger made of force appears and attacks foes at a distance as you direct it. The stinger deals 1d8 points of force damage +1 per 3 caster levels (maximum +5 at 15th level) and has a ×3 critical modifier. It strikes the opponent you designate, starting with one attack on the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) plus your primary casting stat modifier as its attack bonus. It strikes as a spell, not a weapon, so it ignores damage reduction. It does not receive or provide flanking bonuses. On your turn, you can direct the stinger to attack a new target as a move action.

On a successful hit, the target must succeed at a Reflex save or be trapped by thin bands of force, rendering the target pinned. A trapped target may attempt a combat maneuver check or Escape Artist check each round on its turn to escape the bands. The DC for the attempt is 10 plus your caster level plus your casting stat modifier. The force bands remain in effect until the end of the spell, vanishing with the stinger.

HIVE HAVEN

School conjuration (creation); **Level** druid 3, sorcerer/wizard 3, witch 3
Casting Time 10 min.
Components V, S, M (small ball of clay, mud, or stone)
Range close (25 ft. + 5 ft./2 levels)
Effect 15-ft. square structure
Duration 2 hours/level (D)
Saving Throw none; **Spell Resistance** no

You conjure a small, hive-like structure, crafted of whatever stone, earth, and clay happens to be readily available in the area. This structure resembles a miniature tosculi hive with a Small covered entrance (DC 18 to break or burst) and ventilation passages for breathable air, which cannot be traversed by creatures larger than Fine (or those with special abilities that allow them to do so, such as gaseous form).

The structure is insulated to protect against extreme temperatures of heat and cold, keeping the interior of the hive at 70° F if the temperature outside is between 40° F and 100° F. An exterior temperature below 40° F and above 100° F lowers or raises the interior temperature on a one-for-one degree basis. It is as strong as a normal stone building and resists fire as if it were stone. It is impervious to normal missiles (but not to the sort cast by siege engines or giants) and can withstand winds of less than hurricane force (75+ mph).

The hive has no windows, leaving illumination limited to that coming in the door, if open, or provided by the occupants. It contains no furnishings. If created by a caster of 9th level or higher, its walls contain reservoirs of a nourishing, jelly-like substance—enough to provide a single day's nourishment for up to three tosculi. It provides no nourishment for non-tosculi.

SWARM CLOAK

School conjuration (creation); **Level** cleric 4, druid 4, inquisitor 3, magus 3, sorcerer/wizard 4, witch 4
Casting Time 1 standard action
Components V, S, M (a dead insect)/DF
Range personal
Target you
Duration 1 min./level (D)

You create a swarm of magical insects that crawl or hover over your body like a living vestment. These insects cause

no harm to you, but they harm those that come into contact with you.

When you first cast swarm cloak, you must choose whether it is composed of crawling or flying insects. The crawling version provides you with a +2 bonus to your natural armor. The flying version provides concealment for the duration of the spell, giving opponents a 20% miss chance on attacks against you. Any creature striking you with natural attacks, unarmed attacks, or hand-held weapons deals normal damage but takes 2d6 points of damage from the bites and stings of the insects. If the attacker has spell resistance, it applies to the effects of this spell suffered by making melee attacks against you.

Creatures wielding melee weapons with reach are not subject to the damage if they attack you.

SWARM CLOAK, GREATER

School conjuration (creation); **Level** cleric 5, druid 5, inquisitor 4, magus 4, sorcerer/wizard 5, witch 5
Casting Time 1 standard action
Components V, S, M (a dead insect)/DF
Range personal
Target you
Duration 1 min./level (D)

As *swarm cloak*, but the cloak delivers 2d6 points of damage +1 per caster level (maximum +15). Also, the attacker must succeed at an additional Fortitude save or be poisoned. This poison deals 1d2 points of Dexterity damage each round for 6 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction.

UNCANNY SENSES

School transmutation; **Level** alchemist 3, druid 4, ranger 3, sorcerer/wizard 4, witch 4
Casting Time 1 standard action
Components V, S, DF
Range personal
Target you
Duration 10 min./level (D)

With this spell, you fine-tune your senses to extraordinary levels. Your eyes enlarge, and your antennae lengthen and become more sensitive to vibration. For the duration of the spell, you gain a +1 competence bonus per caster level on all Perception checks. You gain the all-around vision ability (see *Pathfinder Roleplaying Game Bestiary*) and blindsense to a range of 10 ft.

WARRIOR EVOLUTION

School transmutation (polymorph); **Level** alchemist 3, druid 3, magus 4, sorcerer/wizard 4, witch 4
Casting Time 1 standard action
Components V, S, M (a small amount of nectar)
Range personal
Target you
Duration 1 min./level (D)
Saving Throw special, see below;
Spell Resistance special, see below

When you cast this spell, you transform yourself into a prime physical specimen of tosculi warrior with fully functional wings and poisonous stinger. While the spell is in effect, you gain a flight speed of 60 ft. with average maneuverability. Your carapace thickens and hardens, giving you a +1 bonus to your natural armor. Your mandibles enlarge and toughen, giving you a bite attack: this is a primary natural attack that does 1d4 damage. Your stinger lengthens, and your poison sacs begin to generate venom. This gives you a sting attack as a primary natural attack that deals 1d3 damage and poisons its target. The poison inflicts 1d2 Dexterity damage every round for 6 rounds unless the victim makes a successful Fortitude saving throw. A poisoned target can make a new saving throw every round to negate the damage and end the affliction.

WING REJUVENATION

School transmutation; **Level** alchemist 2, druid 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S, M (wings from a bee or wasp)
Range touch
Target 1 creature
Duration 1 min./level
Saving Throw Fort negates (harmless);
Spell Resistance yes (harmless)

Your touch enlarges and strengthens the vestigial wings of one of the hiveless, allowing it the strength and ability to fly for the duration of the spell. The recipient of this spell must possess the gliding wings racial trait. The recipient gains a fly speed of 40 ft. If the spell ends while the target is airborne, use the rules for the gliding wings trait to determine its movement and descent.

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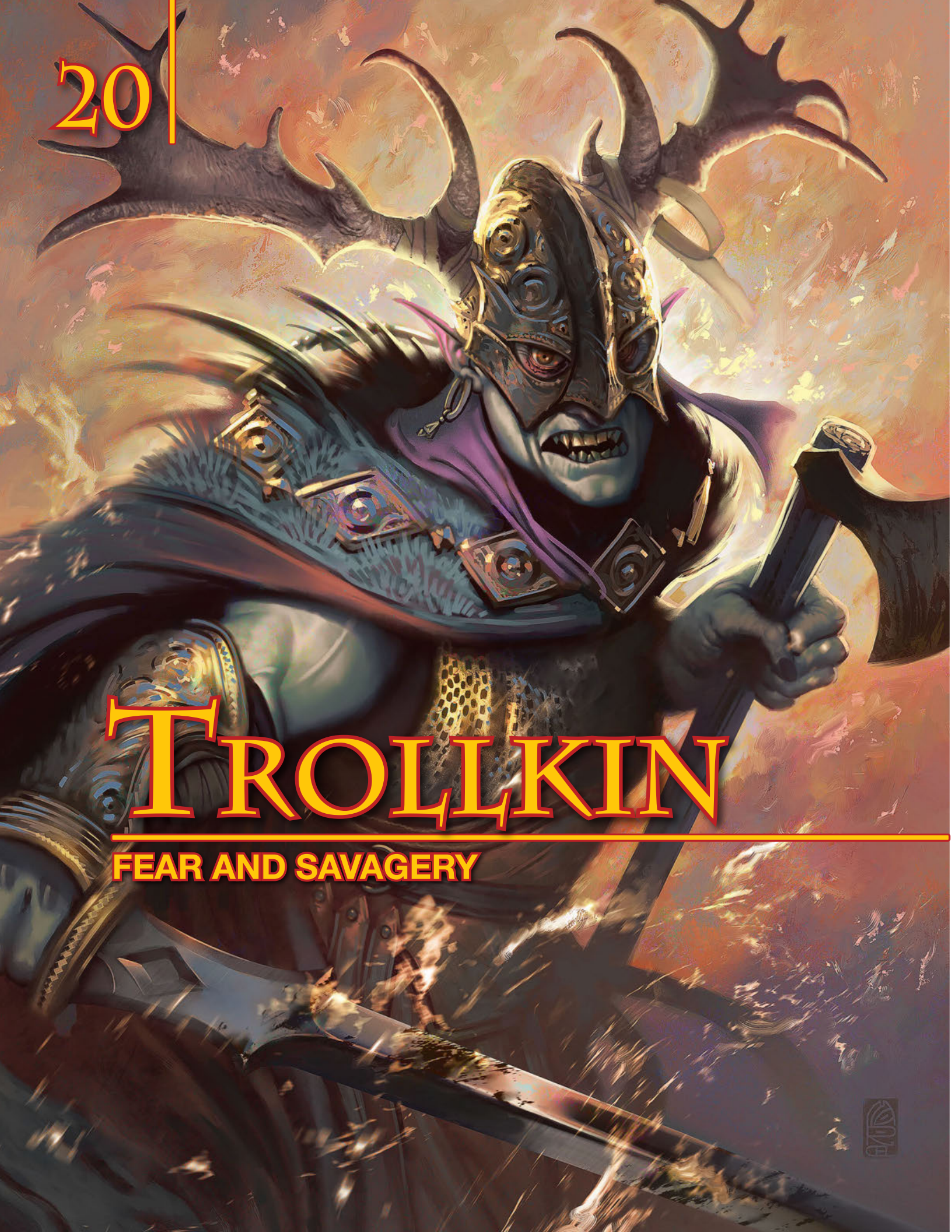


Trollkin

Fear and Savagery

Fear is good. It's that little voice that warns you off a terrible decision. It's the quickening of your limbs that lets you keep your head when steel flashes in the moonlight.

The trollkin know fear. To them, it is a weapon, not a troubling voice in the back of the mind or a tightness through the chest. They know it from a place deep in their bones and feel it thundering through their veins. They know why cities burn with enough light to push back the night. They know it from the dark on the other side of the world. Shadow is in their blood, and the trollkin know why we fear the dark.

The legacy of the trollkin is fear turned against the world. Brutish appearances and towering strength strike terror into any who see them. Warriors watch in horror as the trollkin's near-mortal wounds heal in seconds. Nervous townsfolk scan the hills at dusk, trembling and praying that the bogeyman doesn't come tonight. Whispered words from forgotten ages coax gifts from shadows but always at a price. The trollkin don't shrink from fear; they breathe it. They feel the truth when strangers cross the street in a sudden hurry. They see it in the wide, sightless eyes of fallen foes.

Fear is good.

Monstrous Legacy

Trollkin are the spawn of unions between humanoids and trolls, ogres, and other brutes that lurk in the shadows of the world. Liaisons with dark fey creatures often lead to trollkin offspring as well. This mixed heritage leaves many marks on the trollkin, the most obvious being their appearance. Though they may display a wide range of specific features, the trollkin are generally larger and sturdier than human forebears. They grow taloned fingers and toes and sharp fangs or oversized tusks.

Beyond that, each individual is unique. Some have scales or hair covering thick skin. Others sport bony ridges or frills. Many have strangely colored eyes or speak with disturbing voices. Skin tones most commonly range from slate gray to pale green but can vary widely between muted hues. Not all trollkin inspire anxiety in an obvious sense. Some can be quite alluring or bear only minor outward marks of their heritage. Fear takes many forms.

While trollkin can trace their ancestry back to a specific inhuman creature, there has been so much interbreeding and mingling of the various bloodlines that any combination is possible. Even trollkin spending lives in close-knit tribal groups may develop features out of the ordinary for those families.

Deeper than Skin

The fantastic variations in trollkin forms aren't only cosmetic. While the majority of the race shares similar traits, there are a number of offshoots. These variations express some major feature inherited from a different kind of monstrous ancestor. For instance, underwater bands of sleek-skinned trollkin inhabit the depths. They wend through deep rivers, dark lakes, and coastal shoals. In the far north, the trollkin breathe winter and relish the cold, slaying foes with an icy grasp. Lean, slight trollkin huddle in the shadows, their senses focused beyond the world. The whispers are all they can hear—whispers of the dead and of other, stranger spirits.

Most fearsome of all, and thankfully the rarest, are the ogreborn: trollkin whose giant blood runs thick. Ogreborn are massive brutes who wield breathtaking strength, but their tempers dull any civilized thought. When the ogreborn arise from a band of trollkin, they are likely to take control of it or die in the attempt. Ogreborn warlords and bandit leaders inspire terrifying tales worthy of legend. Families of ogreborn dominate the land surrounding their lair.

Most trollkin exhibiting these variant traits hail from groups of similar trollkin but exceptions occur. Like the trollkin physical characteristics, sometimes these prominent features arise with no apparent cause. This often influences the trade a young trollkin takes up or their leadership roles in a community.

Tribal Culture

Trollkin learn rejection at an early age. Their presence inspires instant fear in more civilized races. Trollkin depend on each other, and they developed tribal families long ago for protection. This organization continued through the ages with most trollkin living in tribal settlements. Either the strongest warrior or the most gifted sage of the tribe leads. Succession is usually clear cut with a second ready to rise when the current chieftain falls. More rarely, a tribe sees a rival challenge the chieftain for the right to lead. Regardless of who leads, ancestor spirits mark one member of the tribe, called the listener. This individual interprets the will of the spirits and guides the tribe in spiritual matters. In some cases, the listener also serves as chieftain, but that practice is rare.

Trollkin tribes are insular and distrustful of outsiders with a small exception in the case of other trollkin. A tribe subsists on hunting, gathering, and, if its territory is fertile enough, some small amount of farming. Despite their rustic lifestyle, it is a mistake to think the trollkin are simple. The trollkin have a keen understanding of crafts which they use to forge their tools and weapons. Trollkin-wrought blades can rival the great smiths of the dwarf kingdoms. Fanciful tales ascribe this skill to some ancient bargain with dark creatures.

Allies and Rivals

Trollkin and dwarves maintain a bitter rivalry which stretches to a time neither race remembers. The animosity runs so deep with so many lost on both sides that the origins long since cease to matter. Conversely, trollkin tend to be on friendly terms with gnomes. Most stable trade and cooperation with trollkin tribes is with gnome settlements. Gnomes sometimes act as ambassadors or brokers between trollkin and other outsiders.

In the *Midgard Campaign Setting*, the trollkin have one last but profound source of allies—the shadow fey. Trollkin often have access to shadow roads that others avoid like death itself. In exchange, some shadow fey can call upon a band of trollkin raiders in times of peril. Rumor suggests some ancient bond between the two races that goes back to their origins. If either the trollkin or the shadow fey know the truth, they aren't sharing with outsiders.

Despite some tribes' efforts to forge peaceful relations, many groups rely on raiding to take what they need or want. These trollkin value strength of arms above all, followed closely by cunning. Shock tactics and brutal examples mark the forays of these brutes. Frontier settlements live in quiet fear of the night when the howling deathless savages come for them. That's just how the trollkin raiders want it.

URBAN TROLLKIN

While the vast majority of trollkin live in frontier communities, some thrive in civilization. Within cities, the trollkin stick together, creating neighborhoods. These communities begin to resemble a tribe over time. Many urban trollkin find jobs that complement their nature. Mercenary work is by far the most common, but they sometimes lead city guard forces or perform maintenance in dark places. Thieves' guilds and totalitarian governments alike love to use trollkin as arm-breakers and debt-collectors. Artisans take on a promising trollkin partner or apprentice to add an exotic cultural flair to their offerings.

However they make their way, the trollkin of an urban community band together under a powerful or charismatic leader. In a trollkin neighborhood, this leader may not be styled as a chief, but the function is the same. Conversely, urban trollkin sometimes struggle to find spiritual focus without a dedicated listener. The call of the ancestors is there, but it is faint, drowned out by the din of city life. It is a fortunate trollkin diaspora that boasts one who can take up the mantle of listener, if not the title.

Random Starting Ages

Race	Adulthood	Intuitive[1]	Self-Taught[2]	Trained[3]
Trollkin	14 years	+1d4 years	+1d6 years	+2d6 years

1 This category includes barbarians, bloodragers, oracles, rogues, sorcerers, and swashbucklers.
2 This category includes bards, battle scions, brawlers, cavaliers, fighters, gunslingers, hunters, paladins, rangers, shamans, skalds, slayers, shadowsworn, spell-less rangers, summoners, and witches.
3 This category includes alchemists, arcanists, clerics, druids, inquisitors, investigators, magi, monks, theurges, warpriests, white necromancers, and wizards.

Aging Effects

Race	Middle Age[1]	Old[2]	Venerable[3]	Maximum Age
Trollkin	35 years	45 years	60 years	60 + 2d10 years

1 At middle age, –1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
2 At old age, –2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
3 At venerable age, –3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

Random Height and Weight

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Trollkin, male	4 ft. 10 in.	+3d8 in.	150 lb.	×7 lb.
Trollkin, female	4 ft. 6 in.	+3d8 in.	110 lb.	×7 lb.

THE BLOODING

Isolation from without drives the trollkin to seek solace within. Trollkin customs vary, but one tradition binds them no matter where they dwell—the blooding. All trollkin withstand this coming-of-age ceremony when they reach maturity. The blooding is the unifying thread across the tapestry of trollkin life. The day before a young trollkin's fourteenth birthday, the community puts aside its usual business. The supplicant rises before the sun to endure a grueling gantlet of challenges throughout the day. Every adult trollkin of the community turns out to take part in the ceremony. In the case of several young trollkin who come of age around the same time, the trollkin hold group bloodings. Trollkin who take part in a group blooding always form strong bonds or bitter rivalries with their fellows.

Traditional belief holds that each trollkin's path in life is set within her blood, chosen by the will of the ancestors. During the blooding, the supplicant engages in all the trades and skills practiced by her fellows. Each master takes the supplicant in turn and assesses her ability. This means a long day of hard work with little preparation under the gaze of a relentless procession of overseers. Elders afford the supplicant little leeway, holding her work to a high standard. Following this long period of assessment, the final stage of the blooding begins.

Trial by combat ends every blooding ceremony. Physical struggle pervades trollkin life. Every trollkin must understand what it means to defend herself. While likely not the first time the young supplicant wields a weapon, her blooding is the first time she must defend against real injury. Her adult opponent tests more than her resolve, talent, and courage. He also deals her a battle wound under the scrutiny of the assembled community. The community judges her reaction to the wound and how she handles herself in the aftermath. Death is rare but not unheard of. The injury is quickly dressed with substances that ensure scarring, despite the trollkin's naturally rapid healing. All trollkin bear their blooding scars with immense pride.

The masters who observed the supplicant through the day join in a special council with the community leaders. At midnight, the council calls the supplicant forth into the sight of the entire community. If the supplicant acquits herself well during the blooding, she emerges as a full-fledged adult, free to take up a trade. While the council chooses her path, her strengths and passion receive equal weight in the decision. A council found to subvert this decision for personal reasons faces dire consequences. A full day of celebration, feasting, and games follows a successful blooding.

This ceremony might seem rigid and brutal to outsiders, but a blooding allows trollkin to pursue their strengths for the good of the community. A child born to a family of weavers is not destined to be a weaver. If his blooding shows aptitude for the raising and training of horses or another trade, that is the path she takes. Trollkin parents show more pride in a child who excels rather than one who follows in their footsteps.

A trollkin youth that fails or rejects the blooding is an uncommon but profound turn of events. It rarely happens, but lazy, disinterested, or weak youth are a mark of deep shame. Failure this profound is usually enough to motivate the young trollkin to put aside frivolous pursuits and seek the path that calls to his blood. The community considers the failed supplicant a child for the next year.

At his fifteenth birthday, the supplicant receives a chance for redemption. This second blooding unfolds exactly as the first, and a trollkin who improves is welcomed in full. If the trollkin still does not perform or rejects the blooding, she is cast out. Exiled trollkin are among the most dangerous creatures who walk the world. They burn with shame and the need to prove themselves.

ALONE IN THE CROWD

No matter where they make their living, the trollkin never fully escape the fear they spread. Traders who earn the trust of a trollkin settlement still make their deliveries nervously. Regular customers at the blacksmith can't help but jump when the trollkin apprentice slams her hammer. A trollkin thug's longtime partner feels the familiar squeeze in his chest when the brute's temper flares. It's a glint in the eye. A set to the bulging muscles. The accidental scrape of talon tips across the polished bar top. No outsider ever feels truly at ease around the trollkin, and trollkin never forget it.

TROLLKIN RACIAL TRAITS

+2 Constitution, +2 Charisma, –2 Intelligence: Trollkin are hardy and commanding but quick to resort to savage means to deal with problems rather than think things through.

Trollkin: Trollkin are humanoids with the trollkin subtype.

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

Normal Speed: Trollkin have a base speed of 30 ft.

Darkvision: Trollkin can see in the dark up to 60 ft.

Inhuman Vigor: As a swift action, trollkin can call upon their inhuman nature to heal wounds with startling speed. The trollkin gains fast healing 2 for 1 round. The trollkin can heal up to 2 hp per level per day with this ability after which it ceases to function. This ability does not function if the trollkin suffered acid or fire damage in the previous round.

Fearsome: Trollkin gain a +2 racial bonus on Intimidate checks.

Natural Armor: Trollkin have thick hide, fur, or scales, granting them +1 natural armor.

Natural Attacks: Trollkin can make two claw attacks as primary natural weapons that deal 1d4 points of damage and one bite attack as a primary natural weapon that deals 1d3 points of damage.

Languages: Trollkin begin play speaking Common. Trollkin with high Intelligence scores can choose from the following languages: Draconic, Dwarven, Elven, Giant, Gnome, Sylvan.

Subrace: Ogreborn

The hulking ogreborn are, thankfully, extremely rare. The bloodline of these trollkin leads back to massive, brutish, destructive creatures, and that power breeds true. Note that ogreborn trollkin are more powerful than standard races. The GM should consider them carefully before allowing ogreborn PCs, but they can present a challenging roleplay experience. Many of the traditional avenues of adventure become difficult to navigate with a hulking brute renowned for sowing terror and death.

OGREBORN RACIAL TRAITS

+4 Strength, +2 Constitution, –2 Dexterity, –2 Intelligence: Ogreborn are powerful, hardy creatures but are somewhat clumsy and lack refinement.

Trollkin: Ogreborn are humanoids with the giant and trollkin subtypes.

Large: As Large creatures, ogreborn take a –1 size penalty to AC, a –1 size penalty on attack rolls, gain a +1 bonus on combat maneuver checks and their CMD, and take a –4 size penalty on Stealth checks. Ogreborn take up a space that is 10 ft. × 10 ft. and have a reach of 10 ft.

Normal Speed: Ogreborn have a base speed of 30 ft.

Darkvision: Ogreborn can see in the dark up to 60 ft.

Fearsome: Ogreborn gain a +2 racial bonus on Intimidate checks.

Inhuman Vigor: As a swift action, ogreborn can call upon their inhuman nature to heal wounds with startling speed. The ogreborn gains fast healing 2 for 1 round. The ogreborn can heal up to 2 hp per level per day with this ability after which it ceases to function. This ability does not function if the ogreborn suffered acid or fire damage in the previous round.

Natural Armor: Ogreborn have extremely tough hides, granting them +2 natural armor.

Natural Attacks: Ogreborn can make two claw attacks as primary natural weapons that deal 1d6 points of damage.

Languages: Ogreborn begin play speaking Giant. Ogreborn with high Intelligence scores can choose from the following languages: Draconic, Dwarven, Elven, Gnome, Sylvan.

ALTERNATE RACIAL TRAITS

The following racial traits are available to trollkin characters. At your GM's discretion, they may be taken by other characters with an appropriate heritage.

Dark-Dweller: Some trollkin are scions of powerful creatures that dwell far from the light. A trollkin

with this trait gains +2 Strength, darkvision 90 ft., light blindness, and sunlight vulnerability[ARG]. The dark-dweller suffers a –2 penalty on saving throws against effects with the light descriptor. The corpse of a dark-dweller who dies as a result of Con damage from sunlight vulnerability is petrified as a *flesh to stone* spell. This trait modifies darkvision.

Demoralizing Presence: The trollkin's presence is so unsettling it shakes the nerve of his foes. All enemies within 10 ft. of the trollkin suffer a –4 penalty to saves against fear effects. This is a mind-influencing effect and replaces natural attacks or inhuman vigor for ogreborn.

Forgemaster: Some trollkin are born to shape the world. The trollkin gains one bonus item creation feat and counts as having the Master Craftsman feat for the purposes of the chosen item creation feat. This trait replaces natural attacks and natural armor.

Frightful Mien: As a swift action, the trollkin exudes waves of terror in a 10-ft. radius when he charges, attacks, or successfully demoralizes a foe using the Intimidate skill. Enemies within range must succeed on a Will saving throw (DC 10 + 1/2 the trollkin's Hit Dice + the trollkin's Charisma modifier) or be shaken for 5 rounds. A trollkin may use this ability his Charisma modifier in times per day (minimum 1), and its effects stack with those from using the Intimidate skill to demoralize a foe. A creature that saves is immune to the trollkin's fear aura for 24 hours. This trait replaces inhuman vigor.

Frostborn: Trollkin with the thick blood of frost trolls carry winter in their veins. The trollkin gains cold resistance 5, and once per day, as a swift action, the trollkin can shroud itself in cold for 1 round per character level. While shrouded in this aura, the trollkin's melee attacks deal +1d6 points of cold damage. This ability can be used an additional time per day at 10th and 20th level. The trollkin may end the effects early as a free action. This trait replaces natural armor or natural attacks for ogreborn.

Know Fear: The trollkin cannot be demoralized by using the Intimidate skill and receive a +4 racial bonus to saves against spells and effects with the fear descriptor. This replaces natural armor, or natural attacks for ogreborn.

Night Whisper: The night whisper is marked by the spirit world. Night whisper trollkin gain the following ability score adjustments: –2 Strength, +2 Constitution, +2 Wisdom, and the ability to heed the wisdom of the spirits. Once per day, as an immediate action, the night whisper can gain a +2 insight bonus on a skill check, ability check, or saving throw. This trait replaces the normal trollkin ability score adjustments and the trollkin's bite attack. Ogreborn who take this trait reduce their natural armor to +1 and have the following ability score adjustments: +2 Strength, +2 Constitution, +2 Wisdom, –2 Dexterity.

Riverscale: Some trollkin are descended from water-dwelling troll stock. A trollkin with this racial trait gains the aquatic subtype, the amphibious special quality, and a swim speed of 30 ft. This trait replaces natural armor and the trollkin's claw attacks.

Skilled Craftsman: The trollkin gains a +4 racial bonus on a single Craft skill. This trait replaces fearsome.

Stonehide: The trollkin's has nearly impenetrable hide. The trollkin gains DR 5/bludgeoning. This trait replaces inhuman vigor and the trollkin's claw attacks.

Native Tongue

In the *Midgard Campaign Setting*, all trollkin begin play speaking the Northern Tongue.

Racial Subtypes

Trollkin trace their ancestry to a startling variety of monstrous and fey creatures. As such, the race displays a host of variant traits. Different racial traits can be combined to create distinct bloodlines of trollkin.

Darksworn: Some trollkin bloodlines swear ancient pacts to darkness itself. They gain the dark dweller, frightful mien, know fear, and night whisper racial traits.

Icefolk: Trollkin tribes from icy wastes become covered in craggy permafrost and gain the frostborn and stonehide racial traits.

Shaper: Some trollkin possess uncanny ability to work materials and gain the forgemaster and skilled craftsman racial traits.

Night Whispers in Midgard

Night whisper trollkin in the Midgard campaign setting are naturally attuned to ley line energies. By spending 10 minutes in meditation, a night whisper can sense the presence of nearby ley lines within 2d8 miles. Make a DC 15 Knowledge (geography) check. The DC reduces by 2 for strong ley lines and by 5 for titanic lines. Success reveals the direction but not exact distance to the strongest ley line within range. She automatically senses the presence of ley lines within 1 mile but cannot make use of their power without the appropriate feats.

Scaling the Race

As noted above, ogreborn are intended for high-powered games as their focus on the physical over the mental side of attributes means that they'll make for more lopsided characters than traditionally balanced races. Base trollkin, on the other hand, are approximately up to the aasimar and tiefling races in power and should result in no significant balance issues. For low-powered games, eliminating the natural attacks and the natural armor should result in no issues whatsoever.

For an easy increase in power, increasing the daily rounds of inhuman vigor would allow for a more resilient trollkin. Alternatively, granting the fear and Intimidate-themed alternate racial traits for free would further increase this component of the race's identity while also bringing the trollkin in line with the strongest races. Granting the benefits of the subraces at no cost can yield some surprisingly versatile trollkin in truly high-powered games.

RACE TRAITS

Ancient Blood of Power: In Northern Tongue, some call sorcerers and witches "trollmann," and indeed, some sort of connection to the supernatural resonates within you, granting you resilience versus the powers of ill omens. You gain a +2 trait bonus on saving throws against hexes. Additionally, you treat your level at +1 for the purposes of the effects of abilities granted your sorcerer bloodline. This does not provide earlier access to such abilities.

Artist of Curses: The other side of the "trollmann," trollkin commonly called "tryllekunstner" have an empathy toward the arts of hexes and a resiliency against the powers of sorcerers. You gain a +2 trait bonus on saving throws against bloodline abilities and any spells granted to a sorcerer by his bloodline. Additionally, you increase the DC to resist your hexes by +1.

Child of Ruin: Your status as an outsider made you appreciate the gloomy and lost places where the echoes of civilization still linger but remain subdued under a palpable sense of decay. Whenever you are in the ruins of a building or structure, you receive a +2 trait bonus on Initiative checks and a +1 bonus to saving throws against haunts and natural hazards.

Favored Class Options

The following options are available to all trollkin who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the class reward.

Alchemist: Add +2 hp before the inhuman vigor racial trait ceases to function for the day.

Bard: Add a +1/4 bonus to Intimidate checks while under the effects of a bardic performance.

Barbarian: Add a +1/4 bonus to Intimidate checks while raging.

Cavalier: Each time you take this favored class option, decrease your and your mount's armor check penalty by 1 for the purposes of Climb or Swim checks. Once you suffer no more armor check penalty from a given armor, increase the maximum Dexterity bonus allowed while wearing it by +1 instead.

Cleric: Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + your Wisdom modifier. Adds +1/2 to the number of uses per day of that domain power.

Druid: Add a +1/2 bonus to Wild Empathy checks against magical beasts.

Fighter: Choose a weapon from the following list: battleaxe, eviscerator axe, flesh-hook javelin, greataxe, handaxe, or pulverizer. Add a +1/2 bonus on critical hit confirmation rolls with that weapon (maximum bonus +4). This bonus doesn't stack with those gained through Critical Focus and similar effects.

Inquisitor: Add +1/2 to initiative checks.

Magus: Add +1/4 to the magus's arcane pool.

Monk: Add +1/4 natural armor bonus.

Oracle: Add +1 ft. to the range of any fear spell the oracle casts.

Ranger/Spell-less Ranger[NPC]: Add a +1/3 bonus on Stealth checks made by the ranger or his animal companion.

Rogue: Add 1/6 of a rogue talent.

Shaman[NPC]: Add one mind-affecting spell from the sorcerer spell list that isn't on the druid spell list to the list of spells the shaman knows.

Witch: Add 1/4 of a new hex to the witch's known hexes.

Wizard: Add +1/6 to the DC of spells with the fear descriptor you cast.

Trollkin Archetypes

The following archetypes are available to trollkin.

Dark Delver (Rogue)

Dark delvers become one with darkness, embodying fear of the unknown.

Fear's Edge (Su): At 1st level, the dark delver learns to strike fear into the hearts of her enemies. When she delivers a sneak attack, the dark delver can choose to forgo 1d6 sneak attack damage to force the target to make a Will save (DC 10 + 1/2 the rogue level + the rogue's Charisma bonus). On a failure, the target is shaken for 1 round. At 5th level, she can reduce her sneak attack damage by 2d6 to make a target frightened. At 9th level, she can reduce her sneak attack damage by 3d6 to make her target panicked. This ability modifies sneak attack.

Rogue Talents: The following rogue talent is available to the dark delver.

Blackened Eyes (Su): The dark delver's sight grows accustomed to gloom, and her eyes turn black in dim light or darkness. She gains darkvision 30 ft. or increases her existing darkvision range by 30 ft.

Dark Heart (Ex): At 3rd level, the dark delver becomes inured to effects that sway her thoughts and emotions. She gains a +1 competence bonus on Will saves made to resist mind-affecting spells and effects. This bonus increases to +2 when the dark delver reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level. This ability replaces trap sense.

Advanced Talents: The following advanced talents are available to the dark delver.

Midnight Blade (Ex): The dark delver can deliver sneak attacks against a target with concealment but not total concealment.

Shadow Strike (Su): Once per round, the dark delver can step into an area of dim light or a shadow large enough to cover her entire body. She instantly travels through the plane of shadow to emerge from another such area she can see within 30 ft. as part of her movement. The distance traveled through shadow does not count against her movement for the round. If she makes an attack immediately upon emerging, her target is flat-footed. This is treated as a conjuration [teleportation] effect with a caster level equal to the dark delver's class levels for the purpose of spells and effects.

Longshadow Berserker (Barbarian)

With a destiny marked by strength and violence, a longshadow berserker's rage dominates the battlefield.

Longshadow (Su): A longshadow berserker physically increases in size and power when angered. When using her rage ability, she does not gain the normal morale bonuses but instead gains the benefits of the *monstrous physique I*[UM] spell. At 7th level, this benefit is replaced by *monstrous physique II*. At 13th level, this benefit is replaced by *giant form I* and then *giant form II* at 19th level. The longshadow berserker cannot become smaller in size through use of this ability and gains all normal penalties for raging. This ability modifies rage.

Strong Words (Ex): At 2nd level, a longshadow berserker gains Intimidating Prowess as a bonus feat. At 5th level, she gains Terrifying as a bonus feat. This replaces uncanny dodge and improved uncanny dodge.

Object of Wrath (Ex): At 3rd level, a longshadow berserker can arm herself with any object within reach, so long as that object is her current size or smaller. At 3rd level, the penalty for attacking with improvised melee or ranged weapons or manufactured weapons sized for larger creatures, is reduced by 1. This penalty is reduced by an additional 1 at 6th, 9th, and 12th levels. At 15th and 18th level, the longshadow berserker gains a cumulative +1 morale bonus on attack and damage rolls made with improvised weapons. This replaces trap sense.

Rage Powers: The following rage powers complement the longshadow berserker archetype: fearless rage, increased damage reduction, intimidating glare, knockback, mighty swing, powerful blow, scent, strength surge.

Riddled (Shaman[NPC])

Trollkin shamans sometimes enter into a binding pact for power with ancestor spirits. The riddled becomes adept at twisting the fate of others through verbal or written agreements.

Power's Price (Sp): At 1st level, the riddled shaman learns to bolster a creature through a pact with the riddled's totem spirits. Once per day, as a full round action, the riddled can cast the *pact* spell as a spell-like ability. This pact is considered a spell of the highest shaman spell level the riddled shaman is able to cast. The riddled can end the pact as a standard action, similar to dismissing an active spell. If this ability is used a second time, any currently active pact created by it ends immediately. This ability replaces animal spirit guide.

Way With Words (Ex): At 1st level, the riddled gains a +2 bonus on Bluff and Sense Motive checks. This ability replaces nature lore.

Totem Secrets: The riddled loses access to the spirit of nature and speak with animals totem secrets. Instead, she gains access to the following totem secrets.

Bear Witness (Sp): The riddled oversees an agreement between one or more individuals and seals that agreement. The riddled can cast the *oath* spell as a spell-like ability once per day.

Takes One to Know One (Su): The riddled gains a +2 insight bonus to Sense Motive checks and to saving throws against mind-affecting effects. At 7th level, any ally within 10 ft. also gains this bonus. At 11th level, the bonus to Sense Motive increases to +4, the riddled is immune to mind-affecting effects, and allies within 10 ft. gain a +4 insight bonus to saving throws against mind-affecting effects.

Twisted Tongue (Sp): At 4th level, as a standard action, the riddled can attempt to sway a creature into a course of action. The target must succeed on a Will save (DC 10 + 1/2 shaman level + the riddled's Charisma modifier) or comply with her request as per the *suggestion* spell with a caster level equal to her class level. This ability is usable once per day plus one additional use for every 4 shaman levels (maximum of 5 at 20th level).

At 8th level, the riddled can expend one use of twisted tongue and spend 10 minutes in conversation with a target to steer it into accepting a binding agreement. The riddled makes a Bluff check against the target. If the riddled succeeds, the target is affected by a lesser geas (no save). A creature subject to this that voices suspicion during the 10-minute conversation (subject to GM approval) is entitled to a Knowledge (arcana) or Sense Motive check against DC 10 + 1/2 the riddled's class level + the riddled's Charisma modifier to notice this. If the target's check is successful, the ability automatically fails. This is treated as a 4th-level spell.

At 12th level, the riddled can expend one use of twisted tongue and spend 10 minutes in conversation to trick a target into accepting a potent magical contract. The riddled makes a Bluff check against the target. If the riddled succeeds, the target is affected by a geas (no save). A creature subject to this that voices suspicion during the 10-minute conversation (subject to GM approval) is entitled to a Knowledge (arcana) or Sense Motive check against DC 10 + 1/2 the riddled's class level + the riddled's Charisma modifier to notice this. If the target's check is successful, the ability automatically fails. This is treated as a 6th-level spell.

At 16th level, the riddled can expend one use of twisted tongue and spend 1 hour in negotiation to trick a target into magical imprisonment, per the *binding* spell. The riddled must convince the target to sign a contract or otherwise make a mark on some kind of written agreement. The riddled makes a Bluff check against the target. A creature subject to this ability that points out a valid loophole (subject to GM approval) is entitled to a Knowledge (arcana) or Sense Motive check equal to twice the modified DC in the chosen binding method. If the riddled wins the contest, the target is bound in the chosen manner. Recognizing the binding for what it is usually turns a creature hostile. This is treated as an 8th-level spell.

If the riddled is unable to lie for any reason or if the target can magically discern lies, any use of twisted tongue automatically fails. This is a language-dependent, mind-affecting compulsion. This ability replaces wild shape.

TERROR (ORACLE MYSTERY)

Class Skills: An oracle with the terror mystery adds Bluff, Intimidate, Perception, and Stealth to her list of class skills.

Bonus Spells: *cause fear* (2nd), *terror*[DM] (3rd), *death knell* (4th), *terrifying gaze*[DM] (5th), *haunting mists*[UM] (6th), *crushing despair* (8th), *fear* (10th), *symbol of fear* (12th), *insanity* (14th), *prediction of failure*[UM] (16th), *energy drain* (18th).

Revelations: An oracle with the terror mystery can choose from the following revelations.

Abandon Hope (Su): Creatures that attack you lose conviction. Challenges, smites, and morale effects end immediately if their initial attack does not result in a confirmed critical hit. An attack that results in a critical threat that is not supplemented by a challenge, smite, or morale effect and fails to confirm is treated as a miss and deals no damage at all. You must be at least 11th level to choose this revelation.

Aura of Terror (Su): You radiate an aura of fear to a distance of 30 ft. Creatures that enter the aura must immediately succeed on a Will save (DC 10 + 1/2 the oracle's level + the oracle's Charisma modifier) or become shaken. Your allies are immune to this aura. At 10th level, creatures that fail are frightened instead. At 15th level, creatures that fail this save by 4 or more become panicked. The effect lasts for 1 minute after the affected creature leaves the aura. You must be at least 7th level to choose this revelation.

Creeping Catatonia (Su): You bring about horrific visions in one enemy. Once per day, as a standard action, you may choose an intelligent creature within 60 ft. That creature must make a Will save (DC 10 + 1/2 the oracle's level + Charisma modifier) or become shaken and take 1 point of Wisdom damage. At the start of your next turn, that creature gains another save to end the effect. If it fails, it becomes frightened and takes 1d4 additional Wisdom damage. At the beginning of your following turn, the creature may save again to end the effect. Failure means the creature becomes paralyzed and the Wisdom damage from this effect becomes Wisdom drain. The paralysis lasts for 1 hour after the third save is failed. This is a mind-affecting fear effect. You can use this ability twice per day at 8th level and three times per day at 15th level.

Erode Valor (Su): Effects that grant morale bonuses that begin within 30 ft. of you use an additional round of duration each round they remain in effect. Such effects with durations greater than 1 minute have half their normal duration when that effect begins within this range. Effects that grant morale bonuses to you or your allies are unaffected. At 5th level and every 5th level after, this radius increases by 10 ft.

Fearless (Ex): You gain a bonus on Will saves against fear spells and effects equal to half your level. At 7th level, you become immune to fear.

Scared to Death (Su): Any creature that becomes shaken due to your spells or abilities takes 1d6 hp nonlethal damage. This damage increases to 2d6 for the frightened condition and 3d6 for the panicked condition. A creature with lethal damage that falls unconscious from this effect takes 1 additional point of bleed damage each round (or 2 bleed damage if frightened or 3 bleed damage if panicked). This is a mind-affecting fear effect.

Sense Fear (Su): You can sense fear in creatures. As a swift action, you can study a visible creature within 60 ft. You learn if the creature has any natural or magical resistance or immunity to fear effects, the nature of the resistance or immunity, and the severity of any fear effect the creature is currently suffering (if any). You may use sense fear on two creatures within at 7th level and an additional creature for every 4 levels beyond 7th.

Shocking Strength (Ex): Once per day, you can exploit an opponent's fear to gain physical power. As a standard action, you can growl and tap into said foe's growing sense of dread. You add your Charisma bonus to attack and damage rolls instead of Strength or Dexterity when making melee or ranged attacks against any creature with a fear condition. This ability lasts for 1 minute. You can use this ability one additional time per day each at 11th , 15th, and 19th level. You must be at least 7th level to choose this revelation.

Unease (Su): Fear spells and effects that fail to affect you turn on their caster. Whenever a fear spell or effect fails to give you a fear condition for any reason (including immunity to fear), the source of that effect is shaken for 1 minute for every oracle level you possess (no save). This ability has no range, so effects cast through scrying or other means are affected, so long as you and your opponent are on the same plane. You must be at least 7th level to choose this revelation.

Unmitigated Terror (Su): Any bonuses to saving throws against your fear-based spells and effects are reduced by half. At 7th level, creatures lose any immunity to fear unless they are also immune to all mind-affecting effects for the purpose of your spells and effects. At 13th level, intelligent creatures that are immune to mind-affecting effects are not immune to your fear spells or abilities.

Final Revelation: Upon reaching 20th level, you become an avatar of terror. You can apply any one of the following metamagic feats to any fear spell you cast without increasing the spell's level or casting time: Enlarge Spell, Extend Spell, Silent Spell, Still Spell. You do not need to possess these feats to use this ability.

Trollkin Equipment

Trollkin have access to the following equipment.

ALCHEMICAL EQUIPMENT

The trollkin have long utilized the land for sustenance and medicine. Over time, they have identified several rare substances with unique properties and refined their use.

Steelspine: The trollkin brew this bitter, salty draught to steel the nerves of their allies. Steelspine grants the drinker a +5 alchemical bonus on saves against fear effects for 1 hour.

Trollblood Unguent: This thick, greenish brown paste helps the recipient's blood clot instantly. The recipient is immune to bleed damage and effects and automatically stabilizes if reduced to 0 hp. Additionally, bladed weapons are slightly less effective. The recipient gains DR 1/bludgeoning. The effects of trollblood unguent last for 10 minutes. After applying the paste, the recipient's skin bears mottled green stains that fade after 8 hours.

Trollkin Alchemy

Special Substances	Cost	DC	Weight
Steelspine (vial)	50 gp	12	—
Trollblood Unguent (jar)	250 gp	25	1/2 lb.

ARMOR

Howling Chain: Trollkin smiths devised a painstaking technique of crafting special chainmail links. The rings shriek and wail when they shift against one another, creating an unnerving sound. The armor has a dark, jagged look caused by the unique texture of the links. The more vigorously the wearer moves, the louder the sound becomes. Moving at full speed or more while wearing howling chain provides a +2 competence bonus on Intimidate checks, and a –5 penalty to Stealth checks involving silent movement for 1 full round. Only chainmail and chain shirts can be comprised of howling chain. Though other types of armor may include some portions of chain links, there aren't enough of the special rings to produce the effect.

Juggernaut Plate: Crafted from thick slabs of metal and covered in spikes and rivets, few warriors can tolerate the bulk of juggernaut plate. Those who do must be at least Large in size or Medium with the ability to use larger equipment without penalty. Anyone else suffers the suit's armor check penalty, as if they were not proficient in heavy armor, and moves at half speed.

POISON

Terror Dust: This poison is a black faintly glittering powder of minerals, molds, and certain fungal spores. When breathed, nightmare dust causes mild but unnerving hallucinations. Shadows stretch and seem to move. Objects twist in the corner of the eye. Creatures distort in grotesque and nightmarish ways. When thrown into the air, a packet or tube of terror dust creates a 10-ft. cube that lasts for 1 round.

Type poison, inhaled; *Save* Fortitude DC 15; *Frequency* 1/round for 10 rounds; *Effect* shaken 1 round; Cure 3 consecutive saves; *Craft DC* 23; **Price** 600 gp.

TROLLBONE AND TROLLHIDE

Long ago, trollkin discovered a process to treat the bones and hides of creatures with regenerative properties. Most often, these bones and skins come from actual trolls, but other monsters or fey creatures can yield the same results. Trollkin treat the materials in a jealously guarded secret process. Under specific phases of the moon, the trollkin combine alchemical reagents with mundane chemicals. The resulting materials regenerate most damage they suffer.

An item constructed of trollhide leather or trollbone repairs 2 points of damage per round. The object can remove the broken condition by rising to above half its normal hp total. Even an item reduced to 0 hp regenerates.

While this makes such objects difficult to destroy, they are not invulnerable. Trollbone or trollhide leather that suffers acid or fire damage cannot restore its hp on the

Trollkin Armor

Armor	Cost	AC Bonus	Max Dex	Check Penalty	Spell Fail	Speed	Weight
Light Armor							
Howling chain shirt	500 gp	+4	+4	–2	20%	30 ft. 20 ft.	25 lb.
Medium Armor							
Howling chainmail	750 gp	+6	+2	–5	30%	20 ft. 15 ft.	40 lb.
Heavy Armor							
Juggernaut Plate	4,000 gp	+10	+0	–10	50%	20 ft. 15 ft.	90 lb.

next round. If the object is at 0 hp and does not restore hp, then the object is destroyed and no longer repairs itself.

Trollbone

Properly treated trollbone makes an excellent material for certain weapons and armor. Any weapon primarily made of metal can be crafted from trollbone as can scale mail, breastplates, banded mail, and wooden shields. Equipment made of trollbone naturally repairs most damage it suffers. A trollbone item regains 2 hp every round. Trollbone has hardness 5 and 10 hp per inch of thickness.

Items made of trollbone are considered masterwork quality (this is included in the price modifier). Trollbone cannot be used to create objects and weapons with a lot of intricate, moving parts like firearms.

Type of Trollbone Item	Price Modifier
Weapon	+2,000 gp
Shield	+1,000 gp
Medium Armor	+2,000 gp
Heavy Armor	+4,000 gp
Other Item	+600 gp

Trollhide Leather

Trollhide leather is a thick, knobby, off-colored leather that can be worked into leather armor, studded leather, hide armor, or any other piece of clothing or equipment primarily made of leather. Trollhide leather repairs 2 points of damage every round, and otherwise functions as trollbone.

Items made of trollhide leather are considered masterwork quality (this is included in the price modifier). Trollhide cannot be used to create objects and weapons with a lot of intricate, moving parts like firearms.

Type of Trollhide Item	Price Modifier
Light armor	+1,000 gp
Medium Armor	+2,000 gp
Other Item	+600 gp

Trollkin Weapons

Trollkin weapons are not subtle, but are quite effective. Some are forged with a particular look simply to instill fear.

Axe, Eviscerator: An eviscerator axe is a greataxe with jagged, tearing teeth pointing down along the edge of the blade. A critical hit from an eviscerator axe tears horrible lacerations in the flesh of its target dealing 1d6 bleed damage and 1 point of Charisma damage. Any amount of magical healing or a DC 15 Heal check stops the bleeding.

Javelin, Flesh-Hook: Flesh-hook javelins sport wicked barbs along the entire head designed to hook into the armor or flesh of its target. The shaft ends in a metal ring to accommodate a cord or wire. A creature damaged by the javelin is snared by the barbs. Until removed, the target is entangled.

The flesh-hook can be removed as a standard action. A successful DC 15 Heal check removes the weapon with no damage. The flesh-hook can be wrenched out as a move action with a DC 10 Strength check, causing 1d4 piercing damage to the target. If a flesh-hook javelin hits its target in the first range increment, the thrower can grasp a cord trailing from the javelin's shaft. As long as it remains within 30 ft. of the wielder, the target must succeed on a combat maneuver check against the wielder's CMD to move farther away from the wielder. The wielder may attempt a special bull rush maneuver against the target. The result of this bull rush pulls the target closer rather than pushing it away. The cord is AC 10 with 5 hp.

Pulveriser: A pulveriser is a massive maul. The great, tapered head focuses a tremendous impact onto a small area, delivering crushing force. A creature that suffers a critical hit from a pulveriser must succeed on a DC 15 Fortitude save or have one of its limbs (of the attacker's choice) crippled. A crippled arm suffers –2 to attack rolls and has a 20% chance to drop any object held at the start of the creature's turn. A crippled leg causes the creature to fall prone, and reduces it to 1/2 speed. Against a winged target, a crippled wing reduces the creature's fly speed to 0. A crippled limb is restored to normal function by any amount of magical healing or by successful long term care with the Heal skill.

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Two-Handed Melee Weapons								
Axe, Eviscerator	200 gp	1d10	1d12	×3	—	12 lb.	S	—
Pulveriser	450 gp	1d10	2d6	×3	—	15 lb.	B	—
Ranged Weapons								
Javelin, Flesh-Hook	150 gp	1d4	1d6	×2	30 ft.	2 lb.	P	—

Trollkin Magic Items

Trollkin have access to the following magic items.

SCREAMING SHIELD

Aura moderate necromancy; **CL** 7th
Slot none; **Price** 34,410 gp; **Weight** 15 lb.

This *+2 heavy steel shield* has the tanned face of a humanoid stretched tight and nailed to its surface. The face is frozen in a grotesque, silent scream. Three times per day, as a standard action, the wielder can command the face on the shield to resemble a creature within 60 ft. The face then animates and unleashes a blood-curdling wail. That creature must succeed on a DC 16 Will save or be frightened for 1 minute. On a successful save, the creature is shaken for 1 round. This is a sonic mind-affecting fear effect.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, *major image, scare*; **Cost** 17,290 gp

SHADOW TOKEN

Aura moderate conjuration; **CL** 11th
Slot none; **Price** 11,000 gp; **Weight** —

The trollkin learned to bind the stuff of shadows into small objects to act as keys to specific locations. Once per day, when activated in a location containing an opening to the shadow roads, a shadow token opens a path through the plane of shadow. The user and up to 10 other creatures are affected as a *shadow walk* spell but may only move toward the area designated as the key's destination (usually a trollkin settlement, stronghold, or holy site). As a full round action that provokes attacks of opportunity, the user may activate the shadow token and create a similar effect as described above but without a specific destination. Using a shadow token in this way destroys the token and deals 4d6 negative energy damage to all creatures affected by the shadow walk.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *shadow walk*; **Cost** 5,500 gp

Shadow Tokens in Midgard

In the Midgard setting, the trollkin learned the secret of making shadow tokens from their allies among the shadow fey. Instead of a standard *shadow walk* spell, Midgard shadow tokens open shadow roads through the Shadow Realm. Roads created by a token are usually safe, at least for travelers who came by the shadow token honestly.

TRAITOR'S GLASS

Aura strong enchantment; **CL** 17th
Slot none; **Price** 120,000 gp; **Weight** 50 lb.

Made of tarnished silver or cloudy glass, this mirror is set in an ebony frame and stands 5 ft. × 3 ft. Any creature that sees its reflection in the traitor's glass must succeed on a DC 23 Will save or have its trust undermined by creeping paranoia. A creature that succumbs to the glass immediately treats all allies as enemies and its attitude becomes hostile toward them. Trusted companions, friends, and even family all seem to be plotting its death. The affected creature might try to hide its "realization" for a time, but a successful DC 25 Sense Motive check reveals that something is amiss. This effect lasts for 8 hours.

Multiple creatures can be affected by a single *traitor's glass*, but the duration of the effect is divided evenly among all creatures who fail their Will save (maximum of 8 creatures affected for 1 hour each). *Remove curse, break enchantment*, or *dispel evil* successfully cast upon the subject ends the effect. This is a mind-affecting, compulsion, fear effect.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *dominate monster, symbol of insanity*; **Cost** 60,000 gp

TROLL KING'S BLADE

Aura moderate transmutation; **CL** 10th
Slot none; **Price** 23,900 gp; **Weight** 12 lb.

This rusted, blood-stained weapon functions as a *+1 keen vicious eviscerator axe*. The troll king's blade pushes its wielder to exert rulership over those weaker than himself without mercy or compassion. When the wielder reduces a creature to 0 hp with the blade, he must succeed on a DC 13 Will save or become obsessed with proving his dominance. During this time the wielder gains a +2 morale bonus to Strength and Constitution and a +1 morale bonus to Will saves.

Additionally, every round, the wielder must attack a foe with the blade or move toward a foe, charging if possible. This state lasts for 10 minutes or until the wielder slays as many Hit Dice worth of creatures as character levels he possesses. If there are no foes visible, the wielder must either actively seek more enemies to conquer, or he must exert his dominance in some other way, such as destroying objects or property of his enemies.

Once the wielder fails a saving throw against this effect, it cannot trigger again in the same day.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, *enervation, keen edge, rage*; **Cost** 12,200 gp

Racial Feats

The following trollkin feats represent the gifts granted by their inhuman heritage. At GM discretion, these feats may also be used to represent gifts inherited by other creatures with monstrous lineage or through mystical boons and are not limited to the trollkin race specifically.

Deny Weakness

Your inhuman vigor allows you to shrug off weakness.

Prerequisites: Trollkin, Endurance, inhuman vigor racial trait.

Benefit: As a swift action, you can ignore the following negative status conditions for 1 round: dazed, dazzled, deafened, disease, fatigued, sickened. When ignoring a negative status condition in this manner, you merely suppress it for 1 round. This counts against rounds of duration for ongoing effects. You can only ignore one negative status condition each round. A swift action spent ignoring a negative status condition in this manner counts as using the inhuman vigor ability to gain fast healing for the purposes of the maximum hp you can heal each day. You do not gain regain hp from fast healing in the round you use this ability.

Effortless Horror

You terrify creatures with barely any effort.

Prerequisites: Trollkin, Terrifying, Intimidate 3 ranks.

Benefit: You can use Intimidate to change an opponent's attitude with 1d4 rounds of conversation. You can demoralize an opponent as a move action.

Fear Eater

You can drink in your foe's fear to heal your wounds.

Prerequisites: Trollkin, Effortless Horror, Terrifying, Intimidate 5 ranks, inhuman vigor racial trait.

Benefit: When using a swift action for the inhuman vigor ability, you do not reduce your available pool of healing if you are within 30 ft. of an enemy creature suffering from any fear condition.

Hulking Build

You are massive compared to others of your race.

Prerequisites: Trollkin, Strength 16.

Benefit: You can wear armor, wield weapons, and use equipment sized for creatures one size category larger than your own without penalty. You can carry double the normal load for your Strength score for the purpose of your carrying capacity and for determining your thresholds for light, medium, and heavy load.

Inhuman Resilience

You can ignore otherwise crippling weakness.

Prerequisites: Trollkin, Deny Weakness, Endurance, inhuman vigor racial trait.

Benefit: When using the Deny Weakness feat, you can suppress any of the following additional negative status conditions for 1 round: disabled, exhausted, nauseated, pain effects, poison, staggered, stunned.

Rapid Scarring

Your flesh knits together quickly in thick knots before smoothing out later.

Prerequisites: Trollkin, inhuman vigor racial trait.

Benefit: Whenever you suffer a critical hit or any amount of precision damage (such as a precise strike or sneak attack), you automatically regain double the normal hp from inhuman vigor on your next turn, and the hp regained do not count against your daily limit of fast healing. This rapid healing leaves thick but temporary scars, granting a +1 bonus to your natural armor for 1 hour.

Reactive Healing

Your regenerative powers happen on instinct.

Prerequisites: Trollkin, Dexterity 13, inhuman vigor racial trait.

Benefit: You can activate your inhuman vigor as an immediate action. When you do, you regain your normal of allotment of fast healing immediately. If you use this feat in response to taking damage, the healing may prevent you from falling unconscious or dying.

Regenerate

Your trollkin heritage allows you to survive and heal almost any wound.

Prerequisites: Trollkin, Deny Weakness, Diehard, Endurance, Inhuman Resilience, inhuman vigor racial trait.

Benefit: You may reattach a severed body part (such as fingers, toes, hands, feet, legs) with 1 round of inhuman vigor use if the severed member is present and you are touching it. Otherwise, it takes 2d10 rounds of inhuman vigor use to completely regrow a severed body member, which may be spread out over multiple days.

You cannot die as long as your inhuman vigor continues functioning. If your negative hp are equal to or greater than your Constitution, you fall unconscious but do not die. You automatically regain hp each round as if using the inhuman vigor ability. If you run out of healing from inhuman vigor or are subject to acid or fire damage, you die. If you regain consciousness, you must begin using a swift action each turn if you wish to heal using inhuman vigor.

Shadewalker

You are at home in the shadows and can draw darkness around you like a shroud.

Prerequisites: Trollkin, Stealth 5 ranks.

Benefit: Three times per day, as a full round action that does not provoke attacks of opportunity, you can draw shadows around yourself for 1 minute. While so cloaked, you gain a +2 circumstance bonus to Intimidate and Stealth checks. When within an area of shadowy illumination, you can attempt a Stealth check to hide even while you are being observed.

Strain the Limit

At great cost to your stamina, you can push your rapid healing to extreme lengths.

Prerequisites: Trollkin, Constitution 13, inhuman vigor racial trait.

Benefit: When you activate your inhuman vigor, you can choose to increase your fast healing to 2d10, and you become fatigued at the end of your turn. Using inhuman vigor in this manner does not count toward your daily limit of fast healing. Using the ability again while fatigued renders you exhausted. You cannot use this ability if you are exhausted.

Terrifying

Your trollkin heritage makes you seem far larger and more frightening than you might truly be.

Prerequisites: Trollkin, Intimidate 1 rank.

Benefit: You count as one size category larger for the purposes of the Intimidate skill. If you have 10 or more ranks in Intimidate, you count as two size categories larger for the purposes of the Intimidate skill.

Trollkin Spells

Trollkin have access to the following spells.

ACCOMMODATION

School transmutation; **Level** skald 2, sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Components V, S, M (a single coffee bean)
Range touch
Duration 10 min./level (D)
Saving Throw Fortitude negates (harmless); **Spell Resistance** no

You cause a creature to shrink in size while retaining its physical power. The touched target shrinks by up to one size category per 5 caster levels. While the smaller subject's AC, CMB, and CMD change due to the new size, ability scores do not gain size bonuses or penalties. If you choose to cast this spell on an unwilling creature, you must succeed on a melee touch attack, and the target receives a Fortitude save to negate the effect.

CHANT OF THE ANCESTORS

School necromancy; **Level** cleric 5, oracle 4, shaman 4
Casting Time 10 minutes
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Effect spirit blessings for 1 creature/level
Duration 1 hour/level; see text
Saving Throw none; **Spell Resistance** no

You summon the departed spirits of your tribe's ancestors in a respectful ceremony. The spirits grant their blessing to creatures that participated in the ceremony and follow them into battle. The spirits are visible around the subjects in brief glimpses for the duration of the spell. Every creature that honors the ancestors is united in purpose and fed by the wrath of the shades. Whenever two or more of these creatures flank an opponent with one another, the bonus to their attack rolls increases to +4. A creature that honored the spirits gains 2 temporary hp whenever a foe it can see gains a fear condition or fails a saving throw against a fear effect. These temporary hp stack, but this can only trigger once per given effect. For example, if a subject witnesses a foe fail a save against the fear spell and become panicked, it only gains 2 temporary hp, not 4.

If the ceremony is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

DREAD

School illusion (glamer) [fear, mind-affecting]; **Level** cleric/oracle 3, shaman 3, sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration 1 round/level
Saving Throw Will negates (see below); **Spell Resistance** yes

This spell causes a creature touched to appear monstrous and gruesome to foes. When the creature attacks a target as part of a charge, any target damaged must succeed on a Will save to see through the illusion. On a failed save, the target is panicked if they have less Hit Dice than 1/2 your caster level, frightened if they have less Hit Dice than your caster level, or shaken if their Hit Dice exceed your caster level for the spell's duration.

INSTILL FEAR

School necromancy; **Level** cleric/oracle 4, shaman 4, sorcerer/wizard 4, witch 4
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round/level
Saving Throw none; **Spell Resistance** yes

You create the capacity for fear within a brave, powerful, or even mindless creature. If the creature is immune to fear effects for any reason (including immunity to all mind-affecting effects), then they lose the immunity for the spell's duration. If the creature has no immunity to fear effects, then they count as 1/2 their normal Hit Dice and take a –4 morale penalty against all fear effects for the spell's duration.

OATH

School enchantment (compulsion) [language-dependent, mind-affecting]; **Level** bard 2, cleric/oracle 3, druid 3, paladin 2, shaman 3, sorcerer/wizard 3, summoner 2, witch 3
Casting Time 10 minutes
Components V
Range touch
Target one living creature touched
Duration permanent (D)
Saving Throw none; **Spell Resistance** no

You witness a binding pledge. The oath can be as simple or complex as you and the target wish. You and the target must fully understand the oath in word and spirit. There can be no deception or obfuscation of language, unless it is for the benefit of outside parties.

You know of any breaking of the oath in word or spirit and gain a vague idea of the circumstances and severity of the oath breaking. You may then declare the target oath breaker foresworn as a standard action. A foresworn creature takes a –2 penalty to each of its ability scores. Each day, another –2 penalty accumulates, up to a total of –8. No ability scores can be reduced to less than 1 by this effect. At any time thereafter, you may declare the target oath breaker forgiven as a standard action. Forgiving the creature removes all ability score penalties. You and the creature must be on the same plane to be foresworn or forgiven.

A *remove curse* spell ends an *oath* spell only if its caster level is at least 2 higher than your caster level. Break enchantment does not end an *oath*, but *limited wish, miracle*, and *wish* do.

PACT

School transmutation (polymorph); **Level** cleric/oracle 1, druid 1, shaman 1, witch 1
Casting Time 24 hours
Components V
Range touch
Target one touched willing creature
Duration permanent (D)
Saving Throw none; **Spell Resistance** yes

With this spell active, you cannot regain the spell-slot used to cast it. You regain use of the spent spell slot only when this spell ends. A creature cannot be the target of more than one *pact* spell, and targeting a creature with an active *pact* spell causes the spell to fail. You may cast as many *pact* spells as you wish. You cannot target yourself.

You forge a permanent connection between the target creature and a spirit, god, or other force you are empowered to represent. You select a balance of appropriate blessings and weaknesses per the agreement.

The sum of a creature's total blessings and weaknesses must be less than or equal to 1. You cannot select any

type of blessing or weakness more than once. The value of blessings and weaknesses are determined by the following guidelines.

Blessing	Increase to Blessing
+1 resistance bonus to one save	+1
+2 competence bonus to one skill	+1
+1 enhancement bonus to natural armor	+2
+1 deflection bonus to armor class	+2
+2 enhancement bonus to one ability score	+3

Weakness	Decrease to Blessing
–2 penalty to one save	–1
–2 penalty to one ability score	–1
Oath (lesser oath or oath)	–2
Vulnerability to acid, cold, electricity, or fire	–3

Oath: This spell can be cast in conjunction with an *oath* spell. If the creature is foresworn due to breaking the oath, they lose all blessings but retain all weaknesses until forgiven or the spells are removed. If cast as part of an *oath* spell, this spell can only be removed or dispelled once the oath is removed.

Vulnerability: The creature takes half again as much damage (+50%) from the specified energy type.

When casting pact, you may choose to sacrifice a higher-level spell slot than 1st. Doing so increases the total blessing and weakness limit to the level of the spell slot sacrificed (to a maximum of 9 for a 9th-level spell). The number of times a blessing type can be selected is equal to 1/2 the spell slot sacrificed (to a maximum of 4 for an 8th-level spell slot). Multiple blessings of the same type stack with each other. For example, you could grant a +3 deflection bonus to AC as an 6th-level spell.

The target creature is fully aware of all terms of the pact and can refuse to accept it at any time. At GM discretion, the greater force called upon might also refuse any proposed pact.

SPINEBREAKER WEAPON

School evocation; **Level** antipaladin 2, hunter 3, magus 3, ranger 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M (a pinch of bone dust)
Range touch
Target melee weapon touched
Duration 1 round/level (D)
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

This spell envelops a weapon in a shimmering field of energy that adds weight and heft. For the duration of the spell, the weapon deals bludgeoning damage in addition to its normal type (a longsword deals 1d8 damage that is both slashing and bludgeoning), and its critical multiplier increases by 1. This spell can be cast only on piercing or slashing weapons.

Multiple effects that increase a weapon's critical multiplier do not stack. This spell can affect natural weapons. In the case of creatures with multiple natural weapons, the caster chooses which one the spell affects.

TROLLBLOOD GIFT

School transmutation; **Level** cleric/oracle 2, druid 1, shaman 1
Casting Time 1 standard action
Components V, S, M (a drop of blood from a troll or trollkin)
Range touch
Target creature touched
Duration 1 hour/level
Saving Throw Will negates (see below); **SR** yes

This spell transforms the target's blood to take on a burst of regenerative energy. The target gains fast healing 1. The spell can heal a total of 4 points of damage per caster level (maximum 20). As long as the spell persists, the subject inspires feelings of unease in humanoids without the trollkin or giant subtypes and suffers a –4 penalty to Diplomacy checks with such creatures.

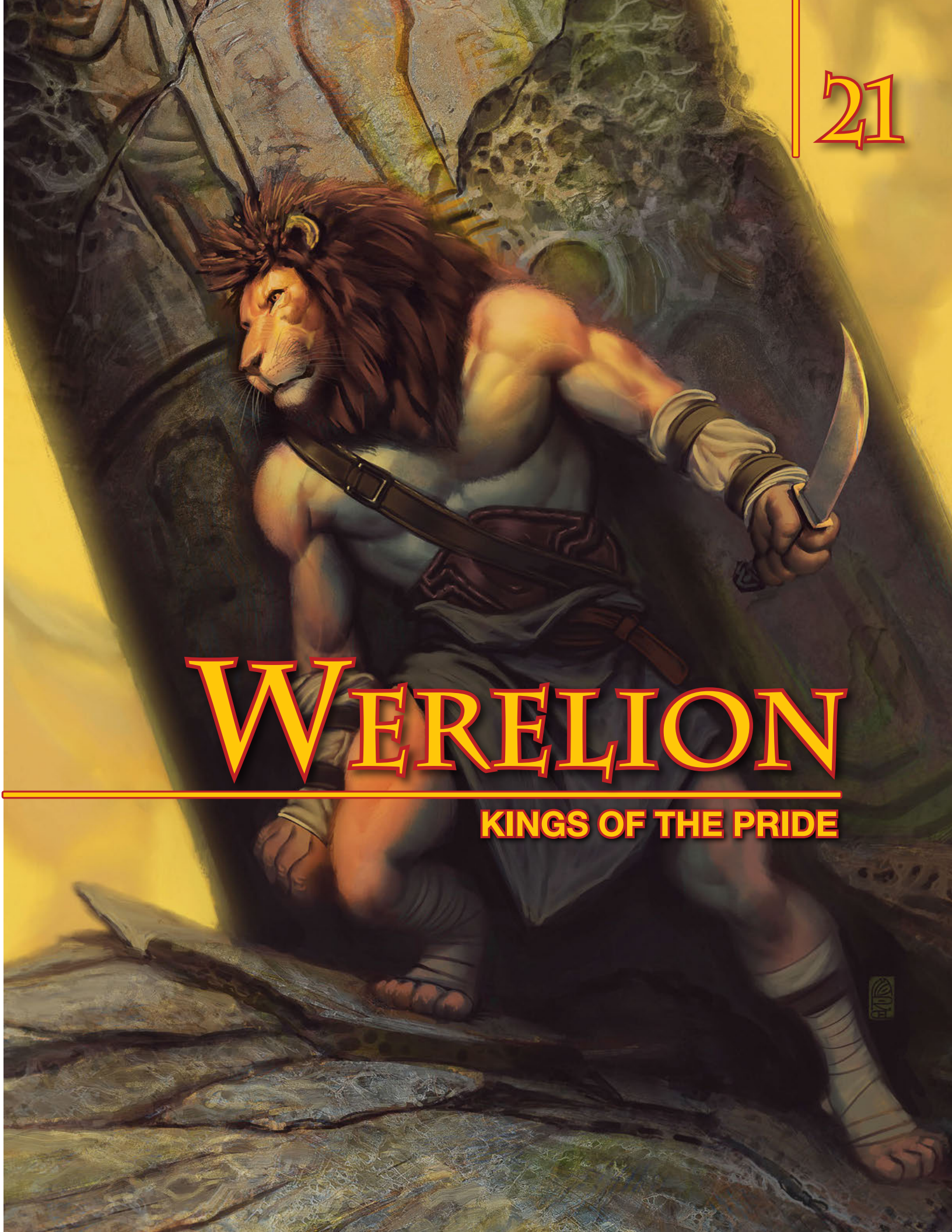
Non-trollkin and non-giant humanoids have a starting attitude of unfriendly toward the subject and cannot have their attitude improved above indifferent through use of Diplomacy. Intimidate can still improve attitudes as normal.

VEIL OF TERROR

School enchantment (compulsion) [fear, mind-affecting]; **Level** cleric/oracle 2, shaman 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Effect 20-ft.-radius emanation
Duration 1 round/level plus 2d6 rounds
Saving Throw Will negates; see text; **Spell Resistance** yes

Veil of terror creates a field that unnerves your foes with whispers of their greatest fears. Any creature that enters the field must succeed on a Will save or suffer a –4 penalty to saves against fear effects for as long as it remains in the area and for 2d6 rounds after it leaves. Any creature that succeeds on its save but remains within the veil of terror must continue to save each round on your turn.

When you cast *veil of terror*, you designate up to one creature per caster level that are not affected by the spell.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WERELION
KINGS OF THE PRIDE

Werelions are humanoids with the ability to turn into lions and lion-humanoid hybrids. Powerful warriors and canny hunters, these lycanthropes prowl warm grasslands and snow-capped mountains, seemingly content in the superiority of their way of life.

Origins of Werelions

Were the first werelions men who became lions, or were they lions who became men? Were they divinely awakened lions or, perhaps, druids who abandoned civilization to live the thrill of the hunt? The answers are uncertain, but to the werelions, it doesn't really matter.

Like other lycanthropes, there are two types of werelions: natural and afflicted. Born with this ability, natural werelions have perfect control of their shapechanging and live in purposefully isolated communities in tropical savannahs and temperate mountains alike. In comparison, afflicted werelions are individuals who gained their abilities due to a curse or disease. These victims often cannot control their transformations and feel compelled to hunt, kill, and feed.

Playing a Werelion

Werelions are supremely proud individuals who view themselves as superior to everyone they meet, including other weres. Their combination of cunning, stealth, and power gives them a sometimes foolhardy confidence which infuses everything they do.

Male werelions tend to court conflict as a way to establish dominance. Hierarchy is extremely important as it indicates where the individual stands in relation to the pride, a social dynamic that extends to werelions traveling with non-werelions as well. Ever ambitious, male werelions instigate arguments and physical contests as a way to test themselves and attempt to raise their standing in the group. This rarely results in actual combat or injury. In the pride, male werelions are primarily responsible for protecting the group against threats, though they do hunt as well. The strongest of the alpha males is called the tau, but he does not "rule" the pride as such. Most important decisions are made by the females.

Unlike their male counterparts, female werelions take a more egalitarian approach, gravitating toward cooperation to overcome obstacles or foes. Where the male werelions tend to view themselves as individuals, female werelions see the advantages in equality. In a pride, every female is more or less equal. They are the primary hunters as well as caretakers of the young. When situations call for the female werelions to command, discipline, or confront one of the males (even the tau), they do so as a group, presenting a unified front against which no male ever succeeds.

Loyalty to the pride or group is hard-wired into all werelions regardless of gender. It is fine for a werelion to bully his or her pridemate, but heavens help an outsider who attempts to do the same.

Werelions favor gods of animals, freedom, magic, the hunt, nobility, and glory. They count among their members a special kind of inquisitor known as a ndau, a divine hunter who consumes the essence of her prey.

Natural werelions, as presented here, are not meant to be seen or played as cursed creatures. They are not struggling between their civilized and bestial natures. They are a shapeshifting race, capable of adjusting their form according to their whims and equally comfortable in all three choices. They often pity other were-creatures, especially those suffering the curse of lycanthropy, as miserable wretches and consider afflicted werelions unfortunate mistakes of the mad or careless.

Werelions in Midgard

In the *Midgard Campaign Setting*, the Nkosi of the Southlands are the primary werelion race. The creation of one of the primordial titans, the Nkosi are bestial humanoid shapeshifters with cat's eyes, teeth, and fur who can shift into lion form at will. In effect, Nkosi are werelions who only have hybrid and animal forms. Nkosi are not lycanthropes, however, and cannot turn those they injure with bite or claw. Nonetheless, Nkosi are natural werelions for the purpose of qualifying for the feats, traits, and other character options presented in this book.

Afflicted werelions also prowl Midgard. Cursed by the goddess Bastet for the most offensive transgressions, these wretched individuals are more monster than man. They possess all of the benefits and drawbacks of normal afflicted werelions as well as Bastet's Hunger, a singular penalty that modifies the Hunting Moon.

Bastet's Hunger

The goddess's curse fills you with a compulsion to hunt and a ravenous hunger for the blood and flesh of your prey. As you gain levels, your hunger during the Hunting Moon grows, increasing the number of creatures you must kill each month: 1 creature per 4 character levels each month. These kills can be spread out across the three days of the Hunting Moon, but all must be killed before the end of the final night or suffer the usual penalty.

NATURAL VS. AFFLICTED WERELIONS

There is a deep animosity between the two types of werelions. Natural werelions look at afflicted werelions like plague victims, aberrations which pollute the species. They consider them tainted, unclean creatures that only deserve scorn. Afflicted werelions, on the other hand, always react poorly to natural werelions. They consider themselves to be every bit the equal to natural werelions and resent the animosity directed toward them by their natural cousins.

When these two werelions types encounter each other, they always suffer a –2 penalty to their social interactions, and their starting attitude automatically begins one step lower than normal.

Creating a Werelion Character

Players wishing to create a werelion PC must choose between creating a natural werelion character using the werelion racial progression rules or creating an afflicted werelion character by adding the lesser werelion template to a character of levels 1 to 4.

Physical Characteristics

When creating natural werelions, players and GMs can draw upon the following information. Most afflicted werelions look identical to members of their base race, though they may have a slightly animalistic quality.

Age, Height and Weight

In humanoid form, natural werelions resemble strong, muscular humans with long, thick hair, and fluid, graceful movements. When shifting to their hybrid forms, they become feline humanoids with sharp teeth and claws. Some werelions have humanoid forms resembling elves or dwarves. While their humanoid appearance is similar to a member of that race, all natural werelions have the same base abilities.

NATURAL WERELION

Those born with the ability to shift into lions are natural werelions. Usually raised among kin in close-knit prides, natural werelions consider themselves the pinnacle of the were-races. They stick to their own kind: imperiously aloof, and satisfied with their simple communities, purposefully bereft of manufactured goods.

Natural werelions created at 1st level do not possess all of the abilities usually found in the lycanthrope template. They are usually young examples of their race who have taken up the adventuring life. As they increase in experience and level, they can gain these more advanced abilities. This allows low-level characters to play as a werelion without disrupting the game balance of the ongoing adventure or campaign.

Random Starting Ages

Race	Adulthood	Intuitive[1]	Self-Taught[2]	Trained[3]
Werelion	15 years	+1d4 years	+1d6 years	+2d6 years

1 This category includes barbarians, bloodragers, oracles, rogues, sorcerers, and swashbucklers.
2 This category includes bards, battle scions, brawlers, cavaliers, fighters, gunslingers, hunters, paladins, rangers, shamans, skalds, slayers, shadowsworn, spell-less rangers, summoners, and witches.
3 This category includes alchemists, arcanists, clerics, druids, inquisitors, investigators, magi, monks, theurges, warpriests, white necromancers, and wizards.

Aging Effects

Race	Middle Age[1]	Old[2]	Venerable[3]	Maximum Age
Werelion	70 years	106 years	140 years	140 + 2d20 years

1 At middle age, –1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
2 At old age, –2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
3 At venerable age, –3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

Random Height and Weight

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Werelion, male	5 ft. 2 in.	+2D10 in.	130 lb.	×5 lb.
Werelion, female	4 ft. 10 in.	+2D10 in.	115 lb.	×5 lb.

STANDARD RACIAL TRAITS (LESSER NATURAL WERELION)

Ability Score Racial Traits: +2 Wisdom, –2 Charisma in all of their forms. Natural Werelions have their animalistic nature close to the surface, but their sharp instincts make it hard for normal humanoids to relate to them.

In addition, in their hybrid and animal shapes, the natural werelion gains +2 Strength and +2 Constitution.

When shifting in hybrid or animal forms, the werelion uses his own ability scores or those of his animal form, whichever are higher.

Type: Natural werelions are humanoids with the shapechanger subtype

Size: Natural werelions are Medium creatures in their natural form, but in hybrid or animal form, their size is equal to that of their lion form.

Base Speed: Natural werelions have a base speed of 40 ft.

Languages: Natural werelions begin play speaking Common and Sylvan. Werelions with high intelligence scores can choose from the following languages: Catfolk, Elven, Gnoll, Gnome, Halfling, Orc.

Not Infectious: Natural werelions are not able to infect anyone with the lycanthropic curse.

Were-Animosity: Due to their age, natural werelions who have not advanced using the methods detailed below suffer in their interactions with other lycanthropes. When dealing with other, natural lycanthropes, they suffer a –2 penalty to their social interactions, and the starting attitude toward them begins one step lower than normal. This animosity ends when they advance (see below).

MAGICAL RACIAL TRAITS

Change Shape: As a move action, natural werelions have the ability to assume the form of a lesser lion or a hybrid human-lion. Equipment does not meld when assuming hybrid form (hybrid werelions have all the same body slots as humanoids), but it does meld when assuming animal form from both humanoid and hybrid form. This ability functions as a *polymorph* spell, except in hybrid or animal forms the werelion uses its own ability scores or that of the lion, whichever are higher (compare each ability score and choose the higher). A werelion can remain in an alternate form indefinitely. If slain, the werelion assumes its humanoid form.

OFFENSIVE RACIAL TRAITS

Bite: In hybrid form, the werelion gains a primary natural bite attack that deals 1d6 points of damage.

Claws: In hybrid form, the werelion gains two secondary natural claw attacks that deal 1d3 points of damage.

Lion Abilities: In animal form, the werelion gains all of the abilities of their lion shape.

SENSES RACIAL TRAITS

Low-Light Vision: Natural werelions gain low-light vision in all of their forms, allowing them to see twice as far as humans in dim light.

ADVANCING NATURAL WERELIONS

Lower level natural werelions have two methods by which they can advance to their full glory. Characters can choose either method, but the total numerical benefits cannot exceed those gained by the standard lycanthrope template. Werelion characters created above 5th level also use the rules presented here.

Use Werelion Favored Class Bonuses and Feats: Players wishing to pursue a normal character progression while slowly improving their werelion form can do so through feats and alternate favored class options. Any time a class option provides a bonus feat, werelions may choose to take a feat from the following list in conjunction with those permitted by the bonus feat benefit. They must still qualify for the feat, and other feats may be added to the list at GM discretion:

- Bestial Roar, Fluid Transformation, Improved Lion Form, Improved Natural Armor, Improved Natural Attack, Multiattack.

Additionally, instead of the normal benefits of a favored class, a natural werelion can choose "werelion" as their favored class in order to receive racial bonuses. When they do so, they can elect to receive one of the following benefits each time they gain a level.

- Werelion, or any chosen favored class: Add +1 to Diplomacy checks with lions or lion-like animals (maximum +4).
- Werelion, or any chosen favored class: Add +1/2 natural armor AC, maximum increase of +3 (for a total bonus of +5).
- Werelion, or any chosen favored class, if natural armor is +2 or greater: Add +1 DR/silver (max DR 10/silver).

Through this process, the werelion character can gradually gain all of the abilities and benefits of the werelion creature. This should be considered the preferred method of advancing the werelion's form during play if the player even wishes to do so. Such adjustments are optional.

Take a Werelion Racial Level: A less elegant but simple option exists for players who don't want to gradually alter their character and don't mind interrupting their class progression. Any time after 5th level, a natural werelion can choose to take a single werelion racial level instead of a class level. A racial level counts as a character's favored class but offers no additional class skills. It grants +1 BAB, +2 to Fortitude saves, skill points equal to the character's favored class, +1d8 hp, and the following powers:

- **Greater Change Shape**: The natural werelion can now assume the form of a standard lion.
- **Tough Hide**: In hybrid or animal form the natural werelion has a total natural armor bonus of +5.
- **Animal Empathy**: In any form, natural werelions can communicate and empathize with lions or lion-like animals. They can use Diplomacy to alter such an animal's attitude and, when so doing, gain a +4 racial bonus on the check. They also no longer suffer the penalties of were-animosity.
- **Moon-Touched**: Natural werelions gain DR 10/silver.

AFFLICTED WERELION

While the full afflicted werelion template may not be too powerful for characters starting later in their careers, it's often too much for characters of less than 5th level. Therefore, those wishing to play afflicted werelions at lower levels can use the lesser afflicted werelion template.

Characters with this template have the potential to become a more mature afflicted werelion or may forever remain more limited. As they increase and level, they can gain these more advanced abilities. This allows low-level characters to play as a werelion without disrupting the game balance of the ongoing adventure or campaign.

Lesser Afflicted Werelion Template (+0 CR)

Lesser afflicted werelion is an acquired template that can be added to any humanoid (except natural werelions, other types of natural lycanthrope, and other types of afflicted lycanthrope) whose character level is five or less.

Size and Type: The base creature gains the shapechanger subtype. When changing, a lesser afflicted werelion takes on the characteristics of a lesser lion. A lesser afflicted werelion's hybrid form is the same size as the base creature or Medium, whichever is larger.

Speed: Same as the base creature. In hybrid form, the lesser afflicted werelion has a +10 ft. bonus to their base speed. In animal form, lesser afflicted werelions use the speed of the lesser lion.

Special Attacks: A lesser afflicted werelion retains all the special attacks, qualities, and abilities of the base creature. In hybrid form, they also gain bite and claw natural attacks. In animal form, they gain the special attacks, qualities, and abilities of the lesser lion. Additionally, lesser afflicted werelions gain low-light vision in all their forms as well as the change shape ability.

Change Shape (Su): Lesser afflicted werelions have three forms—a humanoid form, lesser lion form, and a hybrid form. Equipment does not meld with the new

form between humanoid and hybrid form but does between those forms and animal form. A lesser afflicted werelion can assume animal or hybrid form as a full-round action by making a DC 15 Constitution check or assume humanoid form as a full-round action by making a DC 20 Constitution check.

- In addition, in their hybrid and animal shapes, the lesser afflicted werelion gains +2 Strength and +2 Constitution.
- Failing this check results in a –1 penalty to all die rolls for 2 hours as an aborted transformation contorts muscles and strains tendons. Lesser afflicted werelions cannot attempt multiple checks within the same 2-hour period. Failing to shift is hard on the body, and they need time to recover.
- On nights when the full moon is visible, a lesser afflicted werelion gains a +5 morale bonus to Constitution checks made to assume animal or hybrid form, but a –5 penalty to Constitution checks made to assume humanoid form. A lesser afflicted werelion reverts to its humanoid form automatically with the next sunrise or after 8 hours of rest, whichever comes first. A slain lesser afflicted werelion reverts to its humanoid form, though it remains dead.

Curse of the Hunting Moon (Ex): One price all lesser afflicted werelions must endure is the Hunting Moon. For three nights each month, the night of the full moon as well as the night before and after, the lesser afflicted werelion uncontrollably changes to their lion state as soon as the sun sets. Under the hunting moon, the werelion must hunt, kill, and consume a Small-sized (or larger) creature each night. Failing to do so results in a 24-hour penalty that only increases with subsequent missed nights.

Hunting and killing after the third missed night reduces the penalties to only –1 on all die rolls, but this penalty lasts until the next full moon. Spells like *greater restoration* can completely eliminate the penalties but only work after the Hunting Moon period has passed.

Lesser afflicted werelions usually consider their party members to be part of their pride and will not attack or hunt them during the Hunting Moon. However, this assumes that relations are cordial. Disagreements or arguments during a full moon can have messy consequences.

Curse of Lycanthropy (Su): Unlike natural werelions, a lesser afflicted werelion's bite can (with the GM's approval) infect a humanoid target with lycanthropy, but this is somewhat rare (Fortitude DC 10 negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

Ability Scores: –2 Cha in all forms; +2 Str, +2 Con in hybrid and animal forms. Werelions have enhanced senses and stamina, but are not fully in control of their emotions and animalistic urges. In humanoid form, the lesser afflicted werelion's ability scores, other than Charisma, are unchanged from the base creature's form. In animal and hybrid form, the lycanthrope's ability scores are the same as the base creature's or the base animal's, whichever are higher.

ADVANCED AFFLICTED WERELIONS

For characters created at levels higher than 5th, it is likely easier to apply the normal lycanthrope template rather than go through the process described previously. The characters created at higher level should still be allowed to take werelion feats and traits at the appropriate levels.

Full Afflicted Werelion Template (+1 CR)

Afflicted werelions reaching their 6th character level gain the following abilities in addition to the lesser template.

AC: In hybrid or animal form, the full afflicted werelion has a total natural armor bonus of +5. Defensive Abilities: A full afflicted werelion gains DR 5/silver in animal or hybrid form.

Change Shape (Su): Full afflicted werelions can now assume the form of a normal lion instead of a lesser one.

Lycanthropic Empathy (Ex): In animal or hybrid form, full afflicted werelions can communicate and empathize with animals related to their animal form. They can use Diplomacy to alter such an animal's attitude and, when so doing, gain a +4 racial bonus on the check.

Ability Scores: The full afflicted werelion gains +2 Wisdom.

Nights Without a Kill	Penalty
1	–1 to all die rolls for 24 hours
2	For 24 hours, the afflicted werelion must roll two d20s for each d20 roll and take the lower result.
3	**Bloodlust**: The afflicted werelion cannot assume human form and must succeed at a DC 25 + character level Will save upon encountering any living creature or attack (and eat) them on sight.

THE FORM LEONINE

At 1st level, werelions take a lesser form, one smaller and not as powerful.

LESSER LION **CR 2**

XP 600
N Medium Animal
Init +8; **Senses** low-light vision, scent; Perception +9

DEFENSE

AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural, +0 size)
hp 22 (5d8)
Fort +4, **Ref** +8, **Will** +2;

OFFENSE

Speed 40 ft.
Melee bite +4 (1d6+1 plus grab), 2 claws +4 (1d3+1)
Space 5 ft. Reach 0 ft.
Special Attacks pounce, rake (2 claws +7, 1d4+5)

STATISTICS

Str 13, **Dex** 19, **Con** 11, **Int** 4, **Wis** 12, **Cha** 6
Base Atk 3; **CMB** 6; **CMD** 21
Feats Improved Initiative, Run, Skill Focus (Perception)
Skills Acrobatics +13, Perception +9, Stealth +14;
Racial Modifiers +4 Acrobatics, +4 Stealth (+8 in undergrowth)

ECOLOGY

Environment warm plains
Organization solitary, pair, or pride (3–10)
Treasure none

A cousin to the standard lion, the lesser lion has something of a leopard's rangy nimbleness. They are 4–6 ft. long and weigh 250–375 lb. The women are smaller but use the same statistics. Not as heavy or powerful as other great cats, the lesser lions instead use their higher intellect to coordinate group attacks on their prey. They are usually the top predator in their territories, though they have trouble competing with standard lions due to their size.

ALIGNMENT AND ADVENTURING

Naturally rebellious, they often leave packs when they came of age under a powerful alpha male or female, who banishes them from the pride.

TRAITS

Werelions have a number of traits specific to their race.

Canopy Predator (Racial, Werelion): You come from a pride of werelions accustomed to the high branches of the jungle and the need for hunters to remain silent while stalking game there.. You gain a +1 trait bonus to both Climb and Stealth checks. Stealth is always a class skill for you.

Desert Wanderer (Racial, Werelion): Windswept dunes and rocky hamadas may seem desolate and unforgiving to most, but to one raised by a desert pride, it is a beautiful and rich landscape. You gain a +1 trait bonus to both Knowledge (geography) and Survival checks and may move at your normal overland speed while still making Survival checks to get along in the wild. Either Knowledge (geography) or Survival is always a class skill for you.

Fetish Hunter (Racial, Werelion): You learned the value in creating a connection to your prey, in creating a spiritual link between hunter and hunted. By wearing a small talisman crafted from a body part of the specific type of creature you wish to hunt, you gain a +1 trait bonus to damage and a +1 bonus to confirm critical hits against the kind of creature represented by the fetish for a single battle. The associated creature is a specific, named type of creature, such as bugbears or djinn, but not goblinoids or outsiders.

You may only have one fetish at a time. The fetish only works for you and requires 1 full day to fashion using 50 gp in materials. If you give the fetish to anyone else, it provides no benefit. A fetish you create and continue to wear retains its efficacy until you attack an enemy of the proper type.

Mountain Stalker (Racial, Werelion): Raised along the narrow trails and wide vistas of a mountainous region, you have both sure footing and keen eyes. You gain a +1 trait bonus to both Acrobatics and Perception checks in mountainous terrain. Perception is always a class skill for you.

Savannah Ironpaw (Racial, Werelion): The blazing sun of the open plains is not as brutal for you. You receive a +2 trait bonus to Constitution checks and saving throws against the effects of deprivation, heat effects, and long-distance travel.

Favored Class Options

Werelions often favor classes at ease in wild environments or more comfortable in the thick of battle. They have specific favored class bonuses for the following options.

Werelion, or any chosen favored class: Add +1/2 natural armor AC (maximum +3).

Werelion, or any chosen favored class, if natural armor is +2 or greater: Add +1 DR/silver (maximum DR 7/Silver).

Note: If taken by an afflicted werelion, the "werelion" favored class bonuses stack with the natural armor or DR bonuses from the full afflicted werelion template but only to the maximum indicated.

Barbarian: Add +1/3 round of rage.

Bard: Add savage skald archetype, +1 temporary hp for inspiring blow ability.

Battle Scion[NPC]: Add +1/4 bonus to arcane aura.

Druid: Add +1/4 of wild shape per day.

Oracle: Add ancestor mystery, +1/2 minute of use of ancestral weapon.

Oracle: Add life mystery, +1/4 channeling use.

Oracle: Add nature mystery, +1/4 bonus to nature's whispers.

Ranger/Spell-less Ranger[NPC]: Add +1/3 round of hunting bond (hunting companions) effect.

Rogue: Add +1/3 bonus to trap sense.

Shaman[NPC]: Add +1/4 of wild shape per day.

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. Add +1/2 to the number of uses per day of that bloodline power.

Witch: Add one spell from the witch spell list to the witch's familiar. This spell must be at least 1 level below the highest spell level the witch can cast. If the witch ever replaces this familiar, the new familiar knows these bonus spells.

Werelion Archetypes

The following archetypes are available to werelions.

Lion-Blooded (Sorcerer)

Powerful sorcerers often arise among the werelions, and some other races claim to have had werelion ancestors.

Class Skill: Perception.

Bonus Spells: *expeditious retreat* (3rd), *predator's gaze* (5th), *heroism* (7th), *greater magic weapon* (9th), *shout* (11th), *greater heroism* (13th), *ki shout* (15th), *iron body* (17th), *wail of the banshee* (19th).

Bonus Feats: Bestial Roar, Combat Casting, Defensive Combat Training, Detect Shapeshifter, Fluid Transformation, Greater Lion Form, Improved Initiative, Improved Lion Form, Lightning Reflexes, Silent Spell. (Non-werelion lion-blooded sorcerers can take feats which require being a werelion if those feats augment an ability possessed in lion form.)

Bloodline Arcana: You gain the Natural Spell feat as a bonus feat, even though you may not qualify for it. Replace any instance of "wild shape" with "alternate animal form."

Bloodline Powers: You have a natural affinity to the nobility and feral power of lions, even gaining or improving the ability to become one.

Form of the Pride (Sp): At 1st level and once every 4 levels thereafter (that is 5th, 9th, 13th, 17th), you may take the shape of a lesser lion as a move action that does not provoke attacks of opportunity. You may remain in this form for a number of rounds equal to your Charisma bonus +3. If you already possess the ability to become a lion of any kind through another means, your claw damage increases by one step. This stacks with Improved Natural Attack, which you can take.

Claws Which Always Find Purchase (Sp): At 3rd level, your transmutation spells augment your attacks. By sacrificing a daily use of a transmutation spell as a swift action, you may add a bonus equal to 1

+ the sacrificed spell's level to claw attack and damage rolls. This damage is not multiplied on a critical hit. This benefit remains for a number of rounds equal to your Charisma modifier. This benefit does not radiate magic, nor can it be eliminated by less than a *greater dispel magic* spell.

Leader of the Pride (Sp): At 9th level, once per day, you gain an additional transformation into the form of a Large lion (see *Pathfinder Roleplaying Game* Bestiary) as a move action which does not provoke attacks of opportunity for a number of rounds equal to your caster level. You gain an additional daily use and +3 rounds every 3 levels thereafter (2 times for 15 rounds at 12th, 3 times for 18 rounds at 15th, and so on). These transformations are different from those granted by Form of the Pride. If you already have the ability to become a Large lion, your bite damage increases by one step. This stacks with Improved Natural Attack.

No Hide Too Tough (Sp): At 15th level, your natural weapons are equivalent to magic, silver, and cold iron weapons. You may sacrifice a transmutation spell as a swift action to treat your claws as adamantine, axiomatic, good, or evil for a number of rounds equal to your Charisma modifier. This benefit does not radiate magic, nor can it be eliminated by less than a greater *dispel magic* spell.

Paragon of the Pride (Sp): At 20th level, you may increase the size of your lion form to that of a Huge dire lion (see *Pathfinder Roleplaying Game* Bestiary) with any ability which allows you to change into a lion. The damage for this form increases by one step, and you gain DR 8/– when in this form.

NDAU (INQUISITOR)

The hunters of a werelion pride use teamwork and skill to chase down prey much larger than they are. They can adapt their tactics to many kinds of opponents and cherish the thrill of the hunt and the sweet prizes of victory. The ndau consume portions of their prey, absorbing some of their foe's vitality to strengthen their own. As a team, the ndau and her fellow hunters react to danger with incredible speed, making them excellent fighters, scouts, explorers, and saboteurs.

Class Skills: Same as Inquisitor's list.

Consume Vitality (Sp): At 1st level, when the ndau kills a living enemy, she may eat a portion of her prey's organs, absorbing their vitality and gaining an ongoing benefit by spending 1 minute adjacent to its corpse. This provokes attacks of opportunity. While in human or hybrid form, the ndau can rush this and spend a full-round action that provokes attacks of opportunity, but she only gains the rushed benefit (see below). In animal form, rushing this ability only takes a standard action, which provokes attacks of opportunity.

Each organ eaten grants either a rushed or an ongoing bonus, depending on the method of consumption. The consumed foe must have been killed by the ndau within the last hour, and it must have had a minimum number of Hit Dice equal to half the ndau's character level. The ndau can use this ability once for each enemy she kills, and only one organ can be harvested from any given foe. This ability has no effect on mindless creatures or those with Intelligence 2 or less.

At 1st level, the ndau can only have one ongoing benefit at a time. A newly consumed vitality replaces an older one, if any. The ndau's number of concurrent

Organ Type	Rushed Benefit (Duration)	Ongoing Benefit (Duration)
Brain	Re-roll failed saving throw	Gain +2 on Will saves (1 hour/4 ndau levels)
Eyes/Ears	Gain *see invisibility* (1 round/4 ndau levels)	Gain +2 on Perception checks (1 hour/4 ndau levels)
Heart	Add +1/4 ndau levels on attack rolls (1 round/4 ndau levels)	Gain +2 bonus to Strength (1 hour/4 ndau levels)
Kidney, Pancreas, or Spleen	Gain *delay poison* (1 hour/4 ndau levels)	Benefit from a *neutralize poison*
Liver	Gain fast healing 5 (1 round/4 ndau levels)	Gain +2 on Fortitude saves (1 hour/4 ndau levels)
Marrow	Add +1 temporary hp per ndau level	Gain +2 bonus to Constitution (1 hour/4 ndau levels)
Muscle	Add +1 bonus/4 ndau levels to damage	Gain +2 bonus to Dexterity (1 hour/4 ndau levels)
Tendons	Add +10 ft. bonus to speed (1 round/4 ndau levels)	Gain +2 bonus on Reflex saves (1 hour/4 ndau levels)
Throat or Tongue	Benefit from a *lesser restoration*	Speak and understand the prey's language (1 day/4 ndau levels)

active vitalities increases by 1 for every 4 levels of this class to a maximum of 6 at 20th level. Multiple vitalities of the same type do not stack.

For benefits that mimic spells, the caster level of any given effect is equal to the ndau's level. The durations of different effects for each organ are listed in the chart below. With GM's approval, other organs and parts of a ndau's prey can grant different benefits. This ability replaces judgment, spells, orisons, and domains

Wild Empathy (Ex): At 2nd level, the ndau gains the ranger's wild empathy ability. This replaces detect alignment.

Woodland Stride (Ex): At 5th level, the ndau gains the ranger's woodland stride. This ability replaces bane.

Improved Consume Vitality (Su): At 8th level, the numerical bonuses (if any) from the consume vitality's ongoing benefits increases by +2 (though the durations remain the same). This replaces second judgment

Quarry (Ex): At 12th level, the ndau gains the ranger's quarry ability. This replaces greater bane.

Greater Consume Vitality (Su): At 16th level, the numerical bonuses (if any) from the consume vitality's ongoing benefits increases by another +2 (durations remain the same). This ability replaces third judgment and slayer.

Mimic Prey (Su): At 20th level, the ndau learns to extend the duration of the vitality she consumes to newfound lengths. The ndau can choose one rushed or ongoing benefit that does not have an instantaneous duration and have the duration of that benefit last for a number of days equal to half her ndau levels. Using mimic prey counts as two vitalities in terms of the number of active vitalities the ndau can have at any one time. This ability replaces true judgment.

Magic Items

Werelions create a wide number of magic items for their own use.

Gloves of the Rending Hunter

Aura minor transmutation; **CL** 5th
Slot hands; **Price** 5,000 gp; **Weight** 1 lb.

Fashioned from the rough, leathery hide of a crocodile or a rhinoceros, these heavy fingerless gloves have no use unless the wearer has a claw attack. If they do, the gloves provide a +1 magical enhancement bonus to all the wearer's claw attacks and damage. If the gloves are used in conjunction with a *polymath's torc*, they allow the user to associate a melee weapon in their possession with the gloves, making the wearer's claw attacks use all enhancement and magical bonuses possessed by the weapon. Weapon traits, such as trip or disarm, or poison applied to the melee weapon are not applied to the claw attacks.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *magic weapon*; **Cost** 2,500 gp

Polymath's Torc

Aura minor transmutation; **CL** 5th
Slot neck; **Price** 12,000 gp; **Weight** 1 lb.

This bronze and copper torc does not meld into its wearer's form when changing shape but remains worn in all forms. It allows the wearer to activate rings, wands, potions, staves, and wondrous items which are melded into the wearer's form as if they were held in hand with all the benefits, consequences, and risks (such as attacks of opportunity) involved.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *detect thoughts, unseen servant*; **Cost** 6,000 gp

Feats

Existing feats which might be useful for werelion characters include: Endurance, Dazzling Display, Diehard, Improved Natural Armor, Improved Natural Attack, Multiattack, Run, Toughness, Weapon Focus (natural).

Feats specific to werelions are described below. Feats are available to both natural and afflicted werelions, unless the feat specifies one or the other. Feats can also be taken by other natural and afflicted lycanthropes, at the GM's discretion.

Bestial Roar

Your terrible bellow strikes primal fear in those nearby.

Prerequisite: Werelion, character level 3rd.

Benefit: As a move action, make an Intimidate check to demoralize all foes within 30 ft. who can see or hear your roar. This can be combined with the Dazzling Display feat to provide a +4 bonus to the check. This bonus stacks with that provided by Skill Focus (Intimidation). When used in conjunction with Dazzling Display, this becomes a full-round action.

Normal: Demoralizing an opponent is a standard action.

Capable Sprinter

Your swift, predatory nature makes you adept at running down foes and prey.

Prerequisite: Werelion.

Benefit: You gain the following extraordinary ability in all forms.

Capable Sprinter (Ex): You gain a +10 ft. racial bonus to your base speed when using the charge, run, or withdraw actions.

Normal: You gain no bonus to your base speed when using the charge, run, or withdraw actions.

Detect Shapeshifter

You can smell shapeshifters.

Prerequisite: Werelion.

Benefit: By spending a full-round action to make a DC 20 Perception check, you can determine if someone within 10 ft. has the shapechanger subtype. A successful DC 25 check tells you if someone within 5 ft. has the subtype or if there are multiple individuals within 10 ft. A DC 30 check allows you to pinpoint the square occupied by a shapechanger within 10 ft. or determine the exact number of shapechangers within 10 ft. Increase the DC by 5 if there are aberration shapechangers present, and decrease the DC by 5 if you have the Scent ability. Each additional 5 by which you exceed the DC allows you to determine an additional detail of one creature, such as age category, gender, or whether or not the creature is an afflicted or a natural lycanthrope. If a spell with an olfactory-based effect (such as *pyrotechnics* or *stinking cloud*) has been in effect in the area during last 10 minutes, increase the DC by twice the spell level.

Normal: You cannot use Perception to determine a creature's subtype.

Flawless Adaptation

Your body has almost perfectly adapted to the lycanthropic curse, embracing the change.

Prerequisite: Afflicted werelion.

Benefit: After taking this feat, your lycanthropy cannot be cured with a *remove curse* spell but instead requires a *heal* spell from a 15th-level caster, which you may save to resist. If cured, you may choose to fail the saving throw if later reinfected and retain this feat's benefits. While you no longer detect as an afflicted lycanthrope, you do not detect as a natural lycanthrope either. You do count as a natural lycanthrope for feats, werelion traits, and any spell effects which consider your nature, but your race remains unchanged. You can now change shape with the same ease as a natural lycanthrope, using a move action.

Normal: Afflicted werelions can assume animal or hybrid form as a full-round action by making a DC 15 Constitution check or assume humanoid form as a full-round action by making a DC 20 Constitution check. On nights when the full moon is visible, an afflicted werelion gains a +5 morale bonus to Constitution checks made to assume animal or hybrid form, but a –5 penalty to Constitution checks made to assume humanoid form.

Fluid Transformation

You have mastered the art of the change.

Prerequisite: Natural werelion or Flawless Adaptation, character level 4th.

Benefit: You have achieved mastery of your forms and can shift between human, hybrid, and lion forms as a swift, move, or standard action. You also gain a +1 bonus on saves against spells from the transmutation (polymorph) subschool.

Normal: A natural werelion can shift to any of its three alternate forms as a move-equivalent action.

Greater Lion Form

You are the king of beasts.

Prerequisite: Werelion, character level 9th, Improved Lion Form, Constitution 15.

Benefit: The size of the hybrid and lion form you can shift into increases from Large to Huge, and you may use the statistics for the dire lion (see *Pathfinder Roleplaying Game Bestiary*).

Normal: Player character werelions are limited to Medium-sized forms. Additionally, this allows werelion PCs to choose to shift into dire lions or larger lion types if they wish.

Improved Lion Form

You are a bigger, better beast.

Prerequisite: Werelion, character level 5th, Constitution 13.

Benefit: The size of the hybrid and lion form you can shift into increases from Medium to Large, and you may use the statistics for the lion (see *Pathfinder Roleplaying Game Bestiary*).

Normal: Player character werelions are limited to Medium-sized forms.

Infectious Lycanthropy

Your bite transmits lycanthropy.

Prerequisite: Afflicted werelion, requires GM approval.

Benefit: Victims must make a Fortitude save (DC 15 + your Constitution modifier + 1/2 your level) or gain the lesser template. If the creature is already able to transmit lycanthropy, then the DC to resist increases by +3.

Normal: Player character werelions cannot transmit lycanthropy.

Spells

There are a few unique spells found amongst werelions.

HUNTER'S DISCERNING SCENT

School divination; **Level** cleric/oracle 3, druid 3, magus 3, ranger 2, sorcerer/wizard 3, witch 2
Casting Time standard action
Components V, S
Target personal
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** no

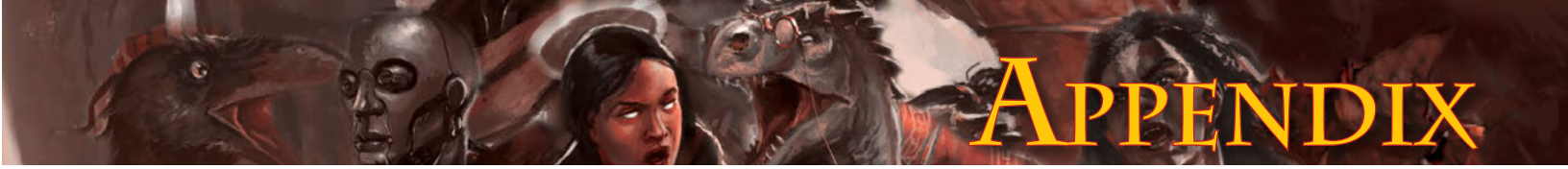
You gain a powerful, magically augmented sense of smell within a 5-ft. radius. This allows you to detect magic, lies, or alignment using your new sense. By concentrating for 3 rounds (the first round to detect the adjacent square where the scented object or creature is, a second round to pinpoint the source, and a third round to determine the strength of an object scent) or on a creature's speech for 2 rounds, you can make a Perception check to learn the information you desire. The lying creature can attempt to deceive your sense of smell. If they succeed at a DC 30 Bluff check, then the GM secretly adds 5 to the DC of your Perception check.

DC	Information learned
20	One alignment component (Law-Chaos axis or Good-Evil axis) or if magic is present.
25	Two alignment components or the strength of the magic (minor, moderate, strong).
30	Determine if a falsehood has been spoken or the school of magic associated with the object.

PREDATOR'S GAZE

School enchantment (compulsion) [fear]; **Level** cleric/oracle 3, magus 3, sorcerer/wizard 2, summoner 2, witch 2
Casting Time standard action
Components V, S
Effect see text
Target personal
Duration 1 round + 1 round/level
Saving Throw Will negates; **Spell Resistance** yes

You gain a gaze attack that you may use as a swift action against any sighted creature within 30 ft. The target of your gaze attack must make a Will save. Failure indicates the target is unable to move from their current square and is considered flat-footed for 1 round. They may still defend themselves or drop prone but cannot otherwise move unless they choose to take a run action to move away from you. Success indicates the target is unaffected by this spell for 24 hours.



Appendix

Additional Races

Many races are adaptable for use as player characters, and even a volume as large as the Advanced Races Compendium cannot cover everything. Fortunately, this project's backers commissioned extra details for the kitsune, ratfolk, sulis, and weresharks, and this section provides additional options for their use as PCs or NPCs. These and others can be adapted and explored more deeply with the assistance of the GM.

Kitsune

Though members of other races often see kitsune as the fox-faced equivalent of catfolk, ratfolk, and gnolls, they are much more than just "foxfolk." Kitsune are a race with natural shapechanging ability, strong connections to the gods (even gods they don't revere), and innate spellcasting ability. These abilities hint at the greater truth of kitsune—rather than mere animal folk, they are a special race of creatures that once served as the gods' messengers and agents.

Since kitsune are, on the whole, more interested in playing tricks and getting into mischief, they have generally proven to be poor archivists. As a result, the exact nature of their creation and relationship to the divine has been lost. Many kitsune clans have no remaining knowledge of their special origin while others believe they were created to serve specific gods of the harvest or to act as advisors to the worshipers of some deity of wisdom or crafting. In some cases, a clan of kitsune still maintains a strong connection to a specific deity, acting as clerics, oracles, and even warpriests and witches and working to advance that god's interests.

While the truth of their original purpose is likely lost forever, it is generally agreed that in time the kitsune simply proved too willful to remain servants of a single god. Their love of tricks, desire to explore new places, and clever ability to find loopholes drove a few kitsune in every generation to find a new path outside their original goals. Eventually, the kitsune in dedicated service to their first patron were outnumbered by those who had moved on to other tasks, and the truth of their creation was lost.

However, kitsune retain the special nature that originally served to benefit their creator. Unlike most humanoids, kitsune have a flexibility of both flesh and spirit. They are able to take two forms, and many discover

Random Starting Ages

Race	Adulthood	Intuitive[1]	Self-Taught[2]	Trained[3]
Kitsune	15 years	+1d4 years	+1d6 years	+2d6 years

1 This category includes barbarians, bloodragers, oracles, rogues, sorcerers, and swashbucklers.
2 This category includes bards, battle scions, brawlers, cavaliers, fighters, gunslingers, hunters, paladins, rangers, shamans, skalds, slayers, shadowsworn, spell-less rangers, summoners, and witches.
3 This category includes alchemists, arcanists, clerics, druids, inquisitors, investigators, magi, monks, theurges, warpriests, white necromancers, and wizards.

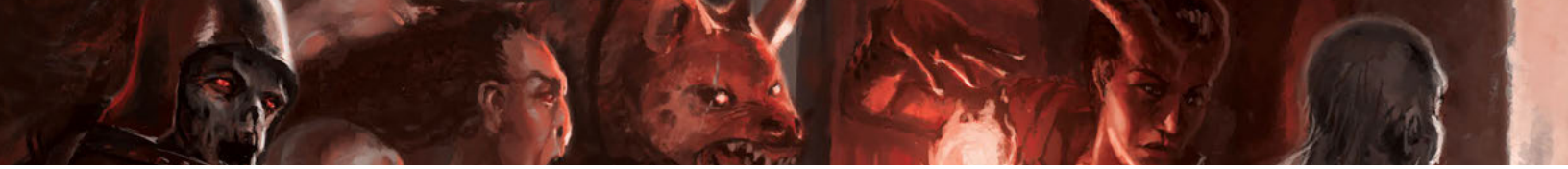
Aging Effects

Race	Middle Age[1]	Old[2]	Venerable[3]	Maximum Age
Kitsune	32 years	50 years	65 years	65 + 3d12 years

1 At middle age, –1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
2 At old age, –2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
3 At venerable age, –3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

Random Height and Weight

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Kitsune, male	4 ft. 10 in.	+2d8 in.	100 lb.	×5 lb.
Kitsune, female	4 ft. 5 in.	+2d8 in.	85 lb.	×5 lb.



a talent (through natural aptitude or dedicated practice) to assume many more forms. Similarly, they can learn to focus their spiritual energies into objects (creating star balls) or use it to access powers granted by a bemused god that are normally reserved for clerics.

KITSUNE RACIAL TRAITS

+2 Dexterity, +2 Charisma, –2 Strength: Kitsune are agile and companionable but tend to be physically weak.

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

Kitsune: Kitsune are humanoids with the kitsune and shapechanger subtypes.

Normal Speed: Kitsune have a base speed of 30 ft.

Low-Light Vision (Ex): Kitsune can see twice as far as humans in conditions of dim light.

Change Shape (Su): A kitsune can assume the appearance of a specific single human form of the same sex. The kitsune always takes this specific form when she uses this ability. A kitsune in human form cannot use her bite attack but gains a +10 racial bonus on Disguise checks made to appear human. Changing shape is a standard action. This ability otherwise functions as the *alter self* spell, except that the kitsune does not adjust her ability scores and can remain in this form indefinitely.

Agile (Ex): Kitsune receive a +2 racial bonus on Acrobatics checks.

Kitsune Magic (Ex/Sp): Kitsune add +1 to the DC of any saving throws against enchantment spells that they cast. Kitsune with a Charisma score of 11 or higher gain the following spell-like ability: 3/day—*dancing lights* (caster level equals the kitsune's level).

Natural Weapons (Ex): In her natural form, a kitsune has a bite attack that deals 1d4 points of damage.

Languages: Kitsune begin play speaking Common and Sylvan. Kitsune with high Intelligence scores can choose from the following: any human language, Aklo, Celestial, Elven, Gnome, Tengu.

KITSUNE FEATS

As a result of their unusual nature, kitsune are capable of manipulating their flesh and spiritual energies in ways other races cannot.

Attune Star Ball

You can attune yourself to a special the star ball, and it contains a small part of your kitsune power.

Prerequisites: Kitsune, Charisma 13, Fox Form, able to cast 1st-level spells.

Benefit: You can attune yourself to an ioun stone or pearl of power to use it as a "star ball," or hoshi no tama, a receptacle for some of your magic racial power. This requires 24 hours with the magic item, and you can only have one star ball at a time. If you attune yourself to another star ball, any previous attunement ends.

You can attach a star ball to your forehead (using the head slot) when you are in in any form or when in a form with a tail you can attach it to the tip (using the belt slot). The item continues to function as if worn or held normally, and you can't have any other magic item in the body slot used. Although the star ball appears to simply sit where attached, it is as difficult to wrestle free as a ring. You must have the star ball attached in order to use it: an ioun stone star ball is not able to orbit your head as long as it is a star ball.

While you are in any form other than a fox, having an attached star ball allows you to speak to foxes as if you had a constant *speak with animals* spell. While in fox form, it allows you to cast spells with somatic and verbal components as if you had the Natural Spell feat.

Flighty Forms

You were blessed with more than one humanoid form.

Prerequisites: Kitsune, Constitution 13, non-lawful alignment,.

Benefit: You can use your change shape ability to take on the form of three of the following humanoid races in addition to your human form: elf, dwarf, hobgoblin, orc, samsaran, and vishkanya. (See the *Pathfinder Roleplaying Game: Advanced Race Guide* for more information on these races.) You choose the three races when this feat is selected, and once made, the choice cannot be changed. As with your human form, you have one specific appearance for each humanoid race (though your orc form may have no features in common with your human form), the ability functions as the *alter self* spell, and you do not adjust your ability scores.

Special: This feat can be taken a second time, allowing you to take the form of the remaining three humanoid races as well.

Fox Form

You can assume a fully fox form.

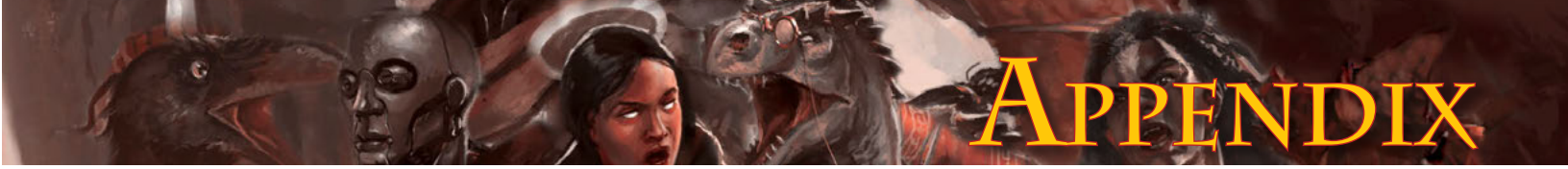
Prerequisites: Kitsune, Charisma 13.

Benefit: You can take the form of a fox whose appearance is static and cannot be changed each time you assume this form. Changing from kitsune to fox form is a standard action. This ability otherwise functions as the *beast shape II* spell, and your ability scores change accordingly.

God's Favor

A specific deity smiles upon you and grants you a mote of divine power as a result.

Prerequisites: Kitsune, Charisma 13, Perform (any) 1 rank.



Benefit: Select a deity that shares your exact alignment. That deity is entertained by you, sad for you, or hopeful you will further the deity's goals, even if you don't worship the deity. Select one domain granted by that deity. You gain the abilities that domain grants to a 1st-level cleric. Your effective cleric level for these domain powers is half your class level (minimum 1st level). You do not gain any domain spells, spell slots, or other cleric abilities from the domain.

Greater Attune Star Ball

You can call on the power of your star ball to augment your shapechanging abilities.

Prerequisites: Kitsune, Charisma 17, Attune Star Ball, Fox Form, Improved Attune Star Ball, able to cast 3rd-level spells.

Benefit: While your attuned star ball is attached, you can expend a spell slot or prepared spell to cast any of the following spells that is of the same spell level or lower: *alter self, beast shape* (*I, II, III,* or *IV*), *monstrous physique* (*I, II, III,* or *IV*) (see *Pathfinder Roleplaying Game: Ultimate Combat*). No matter what form you take, your star ball remains visible, and if it is removed, your spell immediately ends.

Improved Attune Star Ball

You can use your star ball as a bonded object.

Prerequisites: Kitsune, Charisma 15, Attune Star Ball, Fox Form, able to cast 1st-level spells.

Benefit: Your attuned star ball acts as a bonded object (as the wizard arcane bond class feature). If you already have a bonded object, this feat allows you to have a second and benefit from both normally. If you lose either, you must make a concentration check to cast any spell.

If you have a familiar that holds your spells (as a witch), you may use the bonded object to cast any one spell in your familiar once per day (instead of casting any spell in your spellbook). If you do not have a spellbook or a familiar with spells, the star ball allows you to cast any one spell you know (for spontaneous spellcasters) or any spell you prepared without expending the spell slot (for prepared spellcasters). As with a bonded object, if you attempt to cast a spell without your attuned star ball attached to you, you must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level. If your star ball is damaged or destroyed, you may replace it as with a bonded object.

Slip Away

Like the fox you sometimes resemble, you can nip at a foe's heels only to slip away unseen when the foe turns on you.

Prerequisites: Kitsune, Dexterity 13, Dodge, Mobility.

Benefit: When you make a melee attack as a standard action, if you successfully hit and damage your target, you may take a withdraw action as a move action before the start of your next turn.

Normal: Withdrawing is a full round action.

Trickster's Fingers

You can call upon the utility of your human form's hands, even when you don't have them.

Prerequisites: Kitsune, Intelligence 13, Charisma 13.

Benefit: You can use the *mage hand* spell at will as a spell-like ability while in your natural form. The spell ends immediately if you assume another form.

Ratfolk

Diminutive and rodent-like, ratfolk are nomadic scavengers, tinkerers, and traders who live on the outskirts around—or in the bowels below—other races' settlements. Clannish and jittery, ratfolk are cautious adventurers who bond with their companions as if they were family. While their expertise as tinkerers and alchemists makes them valuable, if marginalized, members of larger humanoid communities, many ratfolk shy away from society and indulge in the feral tendencies of the lesser rodents from which they evolved, playing in to the very stereotypes other races assume about their people as a whole.

RATFOLK RACIAL TRAITS

+2 Dexterity, +2 Intelligence, –2 Strength: Ratfolk are agile and clever yet physically weak.

Ratfolk: Ratfolk are humanoids with the ratfolk subtype.

Small: Ratfolk are Small and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty on combat maneuver checks and to their CMD, and a +4 size bonus on Stealth checks.

Slow Speed: Ratfolk have a base speed of 20 ft.

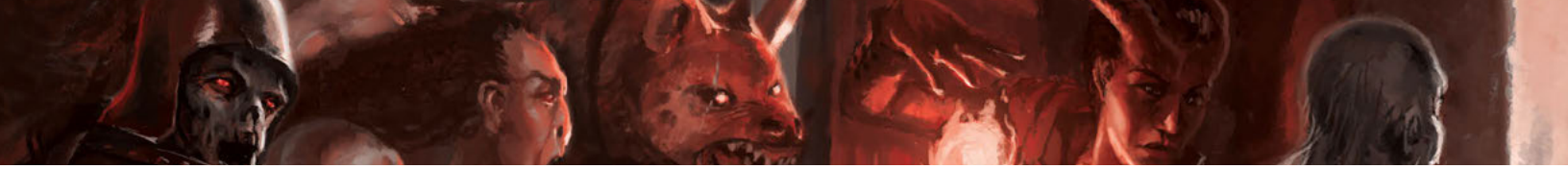
Darkvision: Ratfolk can see in the dark up to 60 ft.

Rodent Empathy: Ratfolk gain a +4 racial bonus on Handle Animal checks made to influence rodents.

Swarming: Ratfolk are used to living and fighting communally and are adept at swarming foes for their own gain and their foes' detriment. Up to two ratfolk can share the same square at the same time. If two ratfolk in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

Tinker: Ratfolk gain a +2 racial bonus on Craft (alchemy), Perception, and Use Magic Device checks.

Languages: Ratfolk begin play speaking Common. Ratfolk with high Intelligence scores can choose from the following: Aklo, Draconic, Dwarven, Gnoll, Gnome, Goblin, Halfling, Orc, Undercommon.



ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of existing ratfolk racial traits.

Feral: The sight of blood—particularly their own—brings out the vicious nature of some ratfolk. Ratfolk with this racial trait gain a –4 penalty to Charisma-based checks when they are below half hp but gain a +1 racial bonus to attack and damage rolls and a –1 penalty to AC. This Charisma penalty increases to –8 when they are below 1/4 hp, but the bonus to attack and damage rolls increases to +2 and the AC penalty to –2. This racial trait replaces rodent empathy and swarming.

Skin Shifter: Skin shifters have some trace of ancestral lycanthropy lingering in their blood and can take the shape of a dire rat. Shifting to or from dire rat form in this manner is a standard action. This ability otherwise functions as the *beast shape I* spell, except the ratfolk gains only a climb speed of 20 ft., low-light vision, and scent. This racial trait replaces swarming.

Swarm Friend: Some ratfolk are talented at navigating agitated swarms. Each round, when it would damage the ratfolk, a swarm occupying the same space as a ratfolk with this trait must succeed at a Will save (DC 10 + 1/2 ratfolk's Hit Dice + its Constitution modifier) to damage the ratfolk. If the swarm fails this check, it does not deal damage to the creature that round. This ends if the swarm friend attacks or takes any hostile action against the swarm. This racial trait replaces swarming.

FAVORED CLASS OPTIONS

The following options are available to all ratfolk who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the class reward.

Gunslinger[UB]: Add 1/6 to the gunslinger's dodge bonus from the nimble class feature.

Investigator[ACG]: Add 1/6 of an investigator talent.

Ninja[UC]: Increase the ninja's bonuses from his no trace feature by +1/4.

Rogue[PU]: Add +1/4 to the rogue's bonus from the danger sense class feature.

RATFOLK ARCHETYPES

The following archetype is available to ratfolk.

SPECTRAL SHEPHERD (SPIRITUALIST)

Some other ratfolk spiritualists find that unconventional phantoms are drawn to their company: the feeble ghosts of their tiny rodent cousins who died of hunger, poison, or overzealous pest control. Singularly, the spirits of these rats are quite inconsequential, but when hundreds flock to a spiritualist willing to shepherd their restless phantoms, the resulting swarm of voracious vermin becomes a fearsome spectral horde of chittering, ectoplasmic death.

Spectral Horde: A swarm shepherd's phantom manifests as a swarm of spectral rodents that appears as a roiling, ectoplasmic cloud of hundreds of skeletal and

Random Starting Ages

Race	Adulthood	Intuitive[1]	Self-Taught[2]	Trained[3]
Ratfolk	12 years	+1d4 years	+1d6 years	+2d6 years

1 This category includes barbarians, bloodragers, oracles, rogues, sorcerers, and swashbucklers.
2 This category includes bards, battle scions, brawlers, cavaliers, fighters, gunslingers, hunters, paladins, rangers, shamans, skalds, slayers, shadowsworn, spell-less rangers, summoners, and witches.
3 This category includes alchemists, arcanists, clerics, druids, inquisitors, investigators, magi, monks, theurges, warpriests, white necromancers, and wizards.

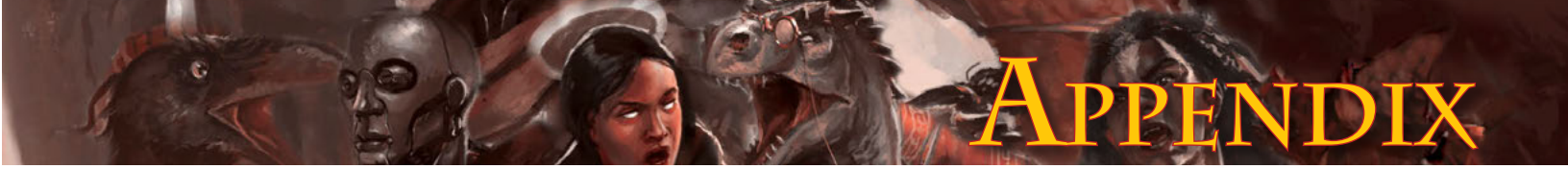
Aging Effects

Race	Middle Age[1]	Old[2]	Venerable[3]	Maximum Age
Ratfolk	20 years	30 years	40 years	40 + 1d20 years

1 At middle age, –1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
2 At old age, –2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
3 At venerable age, –3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

Random Height and Weight

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Ratfolk, male	3 ft. 7 in.	+2d4 in.	65 lb.	×3 lb.
Ratfolk, female	3 ft. 4 in.	+2d4 in.	50 lb.	×3 lb.



mummified rats. Unlike most swarms, this roiling mass of Tiny chittering rodentia takes up a single 5-ft. square when it begins play, though it occupies larger squares at later levels. The spectral horde deals swarm damage as a normal swarm of its Hit Dice and gains the traits and abilities of the swarm subtype. The spectral horde otherwise follows all rules for phantoms, including incorporeal and ectoplasmic manifestation forms, etheric tether, shared consciousness, bonded senses, and other spiritualist class abilities. It does not gain an emotional focus (see below).

The following skills are class skills for the spectral horde: Acrobatics (Dex), Climb (Str), Disable Device (Dex), Escape Artist (Dex), Perception (Wis), Sense Motive (Wis), Stealth (Dex), Swim (Str).

In addition, at 1st level, the spectral shepherd can choose one additional skill as a class skill for her spectral horde. The spectral horde does not gain two class skills from an emotional focus. Rather, it gains a total number of ranks in Perception and Stealth equal to its number of Hit Dice. These ranks can split between the two skills however the spiritualist sees fit. While confined to the spiritualist's consciousness, the spectral horde grants the spiritualist Skill Focus in each of these skills.

The spectral horde has the following base statistics, which are modified as the spiritualist increases in level (see *Pathfinder Roleplaying Game*: Occult Adventures). This ability alters the phantom.

Spectral Horde Starting Statistics

Outsider (phantom, swarm); **Size:** Tiny (5-ft. square); **Speed:** 15 ft.; **AC:** +2 dodge (in incorporeal form) or +2 natural armor (in ectoplasmic form); **Attack:** swarm (1d6); **Ability Scores: Str** 2, **Dex** 14, **Con** 13, **Int** 2, **Wis** 10, **Cha** 13.

The spectral horde does not gain an emotional focus like other phantoms but instead grows in power and abilities as the spirits of dead rats join the ever-growing swarm.

Good Saves: Fortitude and Reflex.

Lightning Reflexes: The spectral horde gains Lightning Reflexes as a bonus feat. Furthermore, when the spectral horde is within its master's consciousness, it grants the benefits of Lightning Reflexes to its master.

Ghost Plague (Su): If a creature is damaged by the spectral horde, that creature must succeed at a Will saving throw (DC 10 + 1/2 the spectral horde's Hit Dice + its Charisma modifier) or be sickened for 1d4 rounds, as if inflicted by some supernatural infection. This is a mind-affecting fear effect.

Ample Sufficiency of Feasters (Su): When the spectral shepherd reaches 7th level, her ever-expanding horde of ectoplasmic companions grows in size. Though still composed of hundreds of Tiny ectoplasmic creatures, the spectral horde now occupies a 10-ft. square, though its reach remains 0 ft., like its component creatures. The area occupied by the swarm is shapeable, though the spectral horde must remain in contiguous squares.

Chitter (Su): When the spiritualist reaches 12th level, three times per day as a standard action, her spectral horde can emit a disturbing, mind-rending chittering in a 15-ft.-radius burst that acts as the *confusion* spell. The spectral horde uses its Hit Dice as its caster level for the effect, and the DC of the effect equals 10 + 1/2 the spectral horde's Hit Dice + its Charisma modifier. The spectral horde can use this ability in either ectoplasmic or incorporeal form.

Voracious (Su): When the spiritualist reaches 17th level, as a swift action, its spectral horde can grow more ferocious and frightening for 1 round. The space it occupies grows to 15 ft., and its attacks deal an additional 2d8 hp damage as it becomes more bloodthirsty and ravenous. The spectral horde can use this ability for a number of rounds per day equal to 1/2 the spiritualist's class level. These rounds do not need to be consecutive. When the spiritualist reaches 18th level, the spectral horde also gains the frightful presence extraordinary ability (see *Pathfinder Roleplaying Game Bestiary*).

RATFOLK FEATS

Ratfolk have access to the following feats.

Longtooth (Combat, Ratfolk)

Your incisors rend and tear at the flesh of foes.

Prerequisite: Ratfolk.

Benefit: You gain a bite attack. This is a primary natural attack that deals 1d4 points of damage.

Plague Carrier (Ratfolk)

You easily spread diseases afflicting your body.

Prerequisite: Ratfolk.

Benefit: When suffering ability damage while under the effects of a disease, you can transmit this disease through your natural attacks. Instead of the disease's normal DC, its DC is equal to 10 + 1/2 of your Hit Dice + your Con modifier. If the ability damage you are suffering is healed in any way, you lose the ability to transmit this disease.

RATFOLK SPELLS

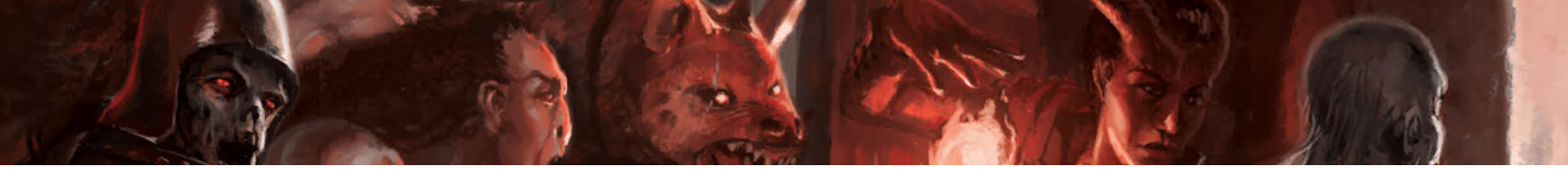
Ratfolk have access to the following spells.

ACCELERATE DISEASE

School transmutation; **Level** alchemist 2, bloodrager 2, druid 2, ranger 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M (a bloody bandage)



Range touch
Target creature touched
Duration instantaneous
Saving Throw Fortitude negates; **Spell Resistance** yes

You hasten the onset of a lingering disease in the target, causing the disease's symptoms to immediately trigger. If the target is affected by more than one disease, randomly determine which disease is affected.

SYMPATHETIC SWARM

School conjuration (summoning); **Level** bard 3, druid 3, occultist 3, sorcerer/wizard 3, summoner 3
Casting Time 1 round
Components V, S, M/DF (a cloth stained with your blood)
Range personal
Target you
Duration 1 round/level (D)

This spell functions similarly to summon swarm, except that the swarm is summoned and stays centered on you, spreading out around you in a 5-ft. radius for the duration of the spell. You gain a +2 deflection bonus to AC due to the presence of the vermin and are immune to the summoned swarm's damage and distraction ability. Any creatures occupying squares adjacent to you at the end of your turn take the swarm's damage and are subject to the swarm's distraction ability. If you move, the swarm moves with you. If you move into an area that would not allow the swarm to fully surround you in a 5-ft. radius (a 5-ft.-wide corridor for example), this spell ends.

Sulis

Sulis are humans with a significant amount of genie blood in their ancestry, specifically the blood of jann. Compared to the other geniekin races, sulis are remarkably strong both physically and emotionally. That said, their strength and beauty has its costs. Humans often ostracize sulis due to their physical perfection while jann often have little to do with anyone, including sulis.

Physical Description: Sulis are indistinguishable from humans, save for their vividly colored eyes and hair as well as their magical ability to wreath their limbs in elemental energy. All sulis have bronze skin, a gift from their multi-elemental heritage. Despite being the offspring of the weakest of true genies, they are among the most physically and emotionally imposing of the geniekin and are supernaturally beautiful by most human standards.

Society: As an offshoot of humanity, sulis have no true society of their own. As youths, sulis pass well enough for humans and easily blend into their surrounding societies, but aging sulis often find themselves pushed more and more away from their loved ones as their elemental nature becomes apparent. Most sulis remember the first time they discovered their elemental powers with terror or disgrace.

Sulis who find themselves among jann fair little better, for jann prefer solitude to company and often view sulis as a nuisance at best. At worst, jann see sulis

Random Starting Ages

Race	Adulthood	Intuitive[1]	Self-Taught[2]	Trained[3]
Suli	15 years	+1d4 years	+1d6 years	+2d6 years

1 This category includes barbarians, bloodragers, oracles, rogues, sorcerers, and swashbucklers.
2 This category includes bards, battle scions, brawlers, cavaliers, fighters, gunslingers, hunters, paladins, rangers, shamans, skalds, slayers, shadowsworn, spell-less rangers, summoners, and witches.
3 This category includes alchemists, arcanists, clerics, druids, inquisitors, investigators, magi, monks, theurges, warpriests, white necromancers, and wizards.

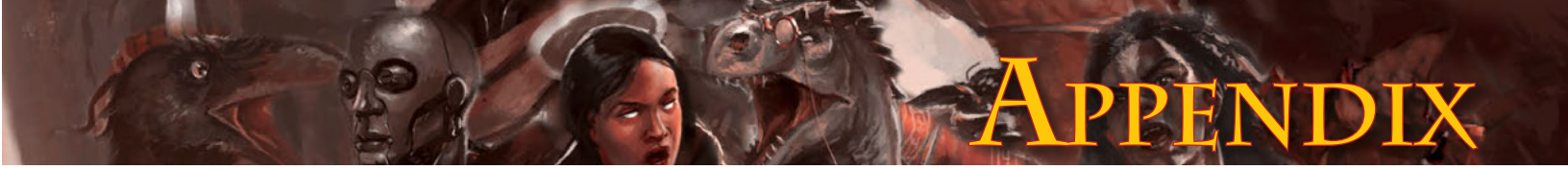
Aging Effects

Race	Middle Age[1]	Old[2]	Venerable[3]	Maximum Age
Suli	35 years	53 years	70 years	70+2d20 years

1 At middle age, –1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
2 At old age, –2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
3 At venerable age, –3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

Random Height and Weight

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Suli, male	4 ft. 10 in.	+2d10 in.	120 lb.	×5 lb.
Suli, female	4 ft. 5 in.	+2d10 in.	85 lb.	×5 lb.



as a constant reminder of their superficial similarities to humans, whom they view with disdain. As a result, sulis often resort to wandering, staying in each settlement just long enough to enjoy the fineries of society before fearfulness and jealousy chases them away.

Relations: In youth, sulis often have close relations with humans, but as they age, their human peers tend to become jealous of their physical perfection and their elemental abilities. Most sulis find the attitudes of their former friends and peers change drastically as they age, eventually pushing sulis to leave their home communities, willingly or otherwise. As a result, sulis often find that they have the most in common with half-elves and half-orcs, who have similar problems. Mirroring the preferences of their genie parents, sulis get along well with oreads and sylphs but find undines proud and aloof and ifrits deceptive and manipulative.

Alignment and Religion: Sulis are born from a balance of elemental energy, and as a result, they too seek balance in their lives, both ethically and religiously. Sulis who eschew this balance tend toward alignment extremes. Sulis typically revere deities who are associated with all the elements rather than a god who favors one particular element over all others. Of course, staunchly good, evil, lawful, or neutral sulis tend to look toward religions that are willing to indulge this preference.

Adventurers: Sulis frequently become adventurers as young adults should they be asked (or forced) to leave their childhood homes. Most sulis become obsessed with the source of their elemental heritage and seek ways to explore their powers, such as becoming arcanists, bloodragers, magi, and sorcerers. Some atypical sulis seek control and self-discipline, however, and these sulis often become monks in pursuit of self-discovery, physical perfection, and enlightenment.

Male Names: Ahmed, Chadia, Hysser, Jahilo, Kalmad, Mahamet, Marim, Omyr, Rizza, Shahid, Tahed, Tetsi, Xavlah, Yuosni, Zakarif.

Female Names: Ala, Bayan, Betul, Bushra, Famia, Ghafya, Habra, Hadeel, Iizetta, Lulu, Oladra, Namia, Yasmire, Walnouf, Zefaya.

SULI RACIAL TRAITS

+2 Strength, +2 Charisma, –2 Intelligence: Sulis are brawny and charming but slow-witted.

Native Outsider: Sulis are outsiders with the native subtype.

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

Normal Speed: Sulis have a base speed of 30 ft.

Low-Light Vision: Sulis can see twice as far as humans in dim light.

Negotiator: Sulis are keen negotiators and gain a +2 racial bonus on Diplomacy and Sense Motive checks.

Elemental Assault (Su): Once per day, as a swift action, a suli can shroud her arms in acid, cold, electricity, or fire. This lasts for 1 round per level and can be dismissed as a free action. Unarmed strikes with her arms or hands (or attacks with weapons held in those hands) deal +1d6 points of damage of the appropriate energy type.

Energy Resistance 5: Sulis have resistance to acid 5, cold 5, electricity 5, and fire 5.

Languages: Sulis begin play speaking Common and one elemental language (Aquan, Auran, Ignan, or Terran). Sulis with high Intelligence scores can choose from the following: Aquan, Auran, Draconic, Ignan, Terran.

FAVORED CLASS OPTIONS

The following options are available to all sulis who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Arcanist: Add +1/4 to the arcanist's effective class level when determining the effects of the acid jet, bloodline development, energy shield, flame arc, ice missiles, and lightning lance arcanist exploits as well as any greater exploits that list any of these as a prerequisite.

Bloodrager: Add +1/4 to the bloodrager's effective class level when determining the power of her bloodrager bloodline powers from the elemental bloodline.

Sorcerer: Add one bonus spell known from the sorcerer spell list. This spell must be at least 1 level below the highest spell level the sorcerer can cast, and it must possess one of the following descriptors: air, acid, cold, earth, electricity, fire, or water.

Summoner: Select acid, cold, electricity, or fire. All natural attacks made by the summoner's eidolon deal an additional +1/4 point of damage of the chosen energy type. This bonus damage stacks with the energy attacks evolution. The type of energy does not need to match the type of the eidolon's energy attacks.

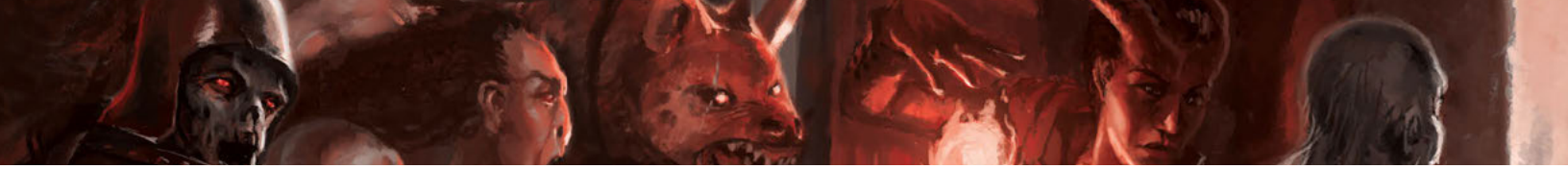
SULIS ARCHETYPE

The following racial archetype is available to sulis.

ELEMENTAL BLOODFURY (BLOODRAGER)

Born with elemental energy coursing through their veins, elemental bloodfuries embrace that power in all of its primal glory.

Bloodline: An elemental bloodfury must select the elemental bloodline. An elemental bloodfury adds all



feats that list suli as a prerequisite to the list of bonus feats that he can select from when he gains a bloodline bonus feat.

Bloodfury's Assault (Su): At 3rd level, an elemental bloodfury gains Incremental Elemental Assault (see *Pathfinder Roleplaying Game*: Advanced Race Guide) as a bonus feat. In addition, an elemental bloodfury may expend rounds of duration from his elemental assault ability to begin bloodraging or maintain his bloodrage as though they were rounds of bloodrage. This ability replaces blood sanctuary.

Mutable Bloodline (Su): At 6th level, an elemental bloodfury can use his innate blood to realign which element he has selected with the elemental bloodline. Starting at 6th level and at each level thereafter, he can reselect which element his bloodline is associated with: air, earth, fire, or water.

In addition, while bloodraging, an elemental bloodfury can spend 1 round of elemental assault as a free action to temporarily change which element his bloodline is associated with until the start of his next turn. This does not replenish the number of times per day that he can use his bloodline powers (such as the elemental strikes bloodline power), but if he is assuming an elemental form via the elemental form bloodline power, he may immediately alter which elemental form he has taken to match the element of his bloodline (air elemental for air, earth elemental for earth, and so on).

Maintaining this effect is a free action. This ability replaces the bloodrager's 6th-level bloodline feat.

SULIS FEATS

The following feats are available to sulis.

Critical Elemental Assault (Combat, Critical)

Your elemental powers become more effective when you strike your foe with a deadly blow.

Prerequisites: Suli, Critical Focus, Incremental Elemental Assault (see *Pathfinder Roleplaying Game: Advanced Race Guide*), elemental assault racial trait.

Benefit: When you confirm a critical hit against an opponent with an unarmed strike made with your arms or hands (or a melee weapon held in those hands) while your elemental assault ability is active, you can spend 1 round of elemental assault to multiply your elemental assault's extra damage by your weapon's critical multiplier. If your weapon's critical multiplier is ×3, you must spend 2 rounds of elemental assault in order to use this ability. If your weapon's critical multiplier is ×4 or higher, you must spend 3 rounds of elemental assault.

Special: If you have the Ranged Elemental Assault feat, you can apply the benefits of this feat to any thrown weapon attacks and attacks made with projectile weapons.

Raging Elemental Assault

Your anger provides fuel to your elemental powers.

Prerequisites: Suli; Incremental Elemental Assault; bloodrage, rage, or raging song class feature.

Benefit: You may use rounds of bloodrage, rage, or ranging song and rounds of your elemental assault interchangeably.

Ranged Elemental Assault (Combat)

You are able to stabilize your elemental powers, so they linger long enough to cling to your ranged weapon attacks.

Prerequisites: Suli, Point-Blank Shot, Precise Shot, elemental assault racial ability.

Benefit: While your elemental assault ability is active, you can add your elemental assault's additional damage to any thrown weapons that you throw from your element-shrouded hands or any ammunition that you load into a projectile weapon held in your hands. Ammunition affected by your elemental assault ability is automatically destroyed after the attack is made unless it has a special quality that prevents its destruction.

Weresharks

Weresharks are humanoids with the ability to transform into a shark and a shark-humanoid hybrid. Powerful and vicious hunters, they dwell in shore towns and coastal cities where they can harass sailors and merchants on the high seas.

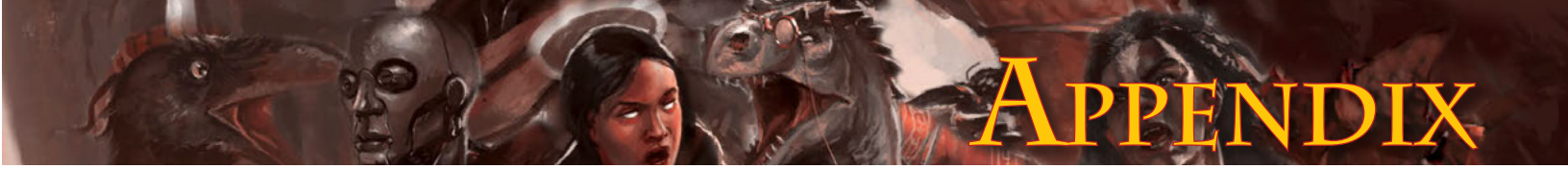
ORIGINS OF WERESHARKS

As with all lycanthropes, sages are unsure exactly when the first wereshark came into being. Many speculate it was divine intervention—though whether it was a curse or blessing is unknown. Other sages take a more nuanced view and believe that, unlike other forms of lycanthropy, weresharks evolved from goblin sharks (see *Midgard Bestiary*), possibly by interbreeding with sahuagin. Whatever the cause, sailors are thankful these sadistic creatures are still relatively rare.

Weresharks come in two varieties: natural and afflicted. A natural wereshark is simply born as such. Natural weresharks have perfect control of their shapeshifting ability, though they generally prefer their hybrid form due to the terror their horrid visage inflicts. Afflicted weresharks are typically the products of a curse or disease. Afflicted weresharks have less control over their ability to shift forms—especially during the light of the full moon.

PLAYING A WERESHARK

Weresharks are cruel, sadistic, vicious, and cunning. In wereshark society—such as it is—there is little



difference between males and females. Ironically, in this way weresharks are more egalitarian than other races. Everybody pulls their weight in the wereshark groups, usually called schools, or they become the next meal. They're comfortable wandering solo but are equally comfortable working with a partner or in groups.

While each wereshark is its own individual, many share common personality traits. They tend to anger quickly, have little patience for learning new tasks, and are ruthless when they sense weakness in their foes. Few weresharks gain experience in classes that require patience and study, such as alchemist, monk, and wizard. They prefer classes that favor the bold and reward brashness, like barbarian and rogue. Weresharks have keen hunting skills, so many also take up the path of the spell-less ranger. Most wereshark spellcasters are sorcerers or—rarely—oracles.

WERESHARK CHARACTERS

Players wishing to create a wereshark PC must choose between creating a natural wereshark or an afflicted wereshark. Typically, the lycanthrope template is inappropriate for characters below 6th level because game balance becomes difficult to maintain. The "lesser" versions presented below attempt to alleviate this issue while offering players the opportunity to gain their full power later in the campaign.

The rules presented here present the natural wereshark as its own race rather than as a template to add onto an existing character. (A few additional rules for afflicted weresharks are also presented for the player's convenience.) Most weresharks appear to be humans when in humanoid form, though many resemble other races such as elves or sahuagin. While the appearance may present as a member of other races, all weresharks have the same abilities.

WERESHARK RACIAL TRAITS

+2 Wisdom, –2 Charisma: Natural weresharks have keen senses but often find it difficult to relate with other humanoids. These modify the wereshark's abilities in all of its forms. In addition, in their hybrid and animal forms, the wereshark gains +2 Strength and +2 Constitution.

Size and Type: Weresharks are humanoids with the shapechanger subtype. In their natural form, they're Medium creatures. In hybrid or animal form, their size is that of their animal form. An afflicted wereshark retains any subtypes it had previously.

Bite: In hybrid form, the wereshark gains a bite attack. It is a primary natural weapon that inflicts 1d6 hp.

Weapon Proficiency: All weresharks are proficient with the trident.

Low-Light Vision and Scent: Weresharks gain low-light vision and scent in all of their forms.

Languages: Natural weresharks begin play speaking Common. Weresharks with high Intelligence scores can choose from the following languages: Abyssal, Aquan, Draconic, Giant, Infernal.

Not Infectious: Natural weresharks are unable to inflict the lycanthropic curse.

Were-Animosity: Weresharks who have not advanced using the methods detailed below suffer in their interactions with other lycanthropes. They suffer a –2 penalty to their social interactions, and these creatures' starting attitude toward them begins one step lower than normal. This animosity ends when they advance.

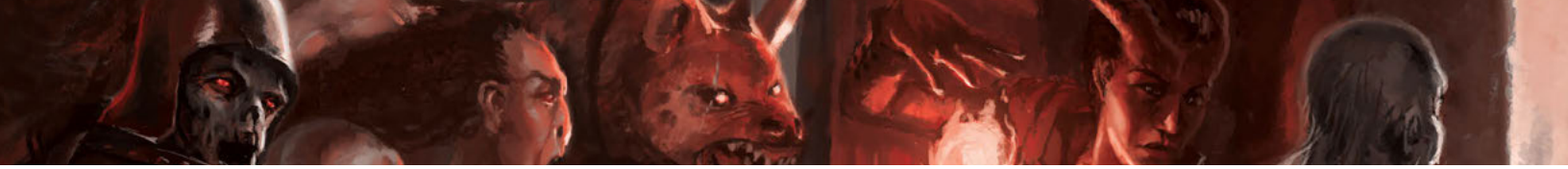
Lesser Change Shape (Su): A wereshark has three forms—humanoid, lesser shark, and hybrid. A natural wereshark can switch between these forms as a move action. (An afflicted wereshark can assume animal or hybrid form as a full-round action with a successful DC 15 Constitution check. The afflicted wereshark can revert back to humanoid form as a full-round action with a successful DC 20 Constitution check.)

Equipment does not meld when assuming hybrid form (hybrid weresharks have all the same body slots as other humanoids), but it does when assuming animal form. This ability functions as a *polymorph* spell, except that in hybrid or animal forms the wereshark uses its own ability scores or that of the shark, whichever is higher. A wereshark can remain in an alternate form indefinitely with some exceptions for an afflicted wereshark, as detailed below. If slain, the wereshark reverts to humanoid form.

For an afflicted wereshark, failing the Constitution check to change shape inflicts a –1 penalty to all die rolls for 2 hours as an aborted transformation contorts muscles and strains tendons. Afflicted weresharks cannot attempt multiple checks within the same 2-hour period. Failing to shift is hard on the body, and they need time to recover.

On nights when the full moon is visible, an afflicted wereshark gains a +5 morale bonus to Constitution checks made to assume animal or hybrid form but a –5 penalty to Constitution checks made to assume humanoid form (see details below for what happens to an afflicted wereshark during the full moon). An afflicted wereshark reverts to its humanoid form automatically with the next sunrise or after 8 hours of rest, whichever comes first.

Curse of the Hunting Moon (Ex): One price all afflicted weresharks must endure is the hunting moon. For three nights each month—the night of the full moon, the night before, and the night after—the afflicted wereshark uncontrollably attempts to change to



Random Starting Ages

Race	Adulthood	Intuitive[1]	Self-Taught[2]	Trained[3]
Wereshark	12 years	+1d4 years	+1d6 years	+2d6 years

1 This category includes barbarians, bloodragers, oracles, rogues, sorcerers, and swashbucklers.
2 This category includes bards, battle scions, brawlers, cavaliers, fighters, gunslingers, hunters, paladins, rangers, shamans, skalds, slayers, shadowsworn, spell-less rangers, summoners, and witches.
3 This category includes alchemists, arcanists, clerics, druids, inquisitors, investigators, magi, monks, theurges, warpriests, white necromancers, and wizards.

Aging Effects

Race	Middle Age[1]	Old[2]	Venerable[3]	Maximum Age
Wereshark	30 years	43 years	60 years	60 + 2d10 years

1 At middle age, –1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
2 At old age, –2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
3 At venerable age, –3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

Random Height and Weight

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Wereshark, male	4 ft. 6 in.	+2d6 in.	140 lb.	×7 lb.
Wereshark, female	4 ft. 3 in.	+2d6 in.	120 lb.	×5 lb.

his shark form at sunset. The wereshark must hunt, kill, and consume a Small (or larger) creature each of these nights. Failing to do so results in a 24-hour penalty that increases with subsequent missed nights. Note, this ability does not permit the wereshark to breathe on land while in shark form.

Hunting and killing after the third missed night reduces the penalties to only –1 on all die rolls, but this penalty lasts until the next full moon. Spells like *greater restoration* can completely eliminate the penalties but only work after the hunting moon period has passed.

Afflicted weresharks usually consider their party members to be part of their school and will not hunt them during the hunting moon. However, this assumes relations are cordial: disagreements or arguments during a full moon often have messy consequences.

CHARACTER OPTIONS: NATURAL WERESHARK ADVANCEMENT

Low-level natural weresharks have two methods by which they can advance. Characters can choose either method, but the total numerical benefits cannot exceed those gained by the standard lycanthrope template.

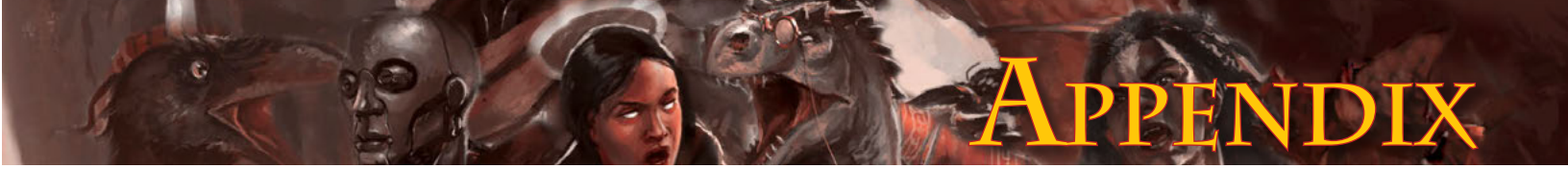
RACIAL LEVEL

Any time after 5th level, a natural wereshark can choose to take a single racial level instead of a class level. A racial level counts as a character's favored class but offers no additional class skills. It grants +1 base attack bonus, +2 to Fortitude saves, skill points equal to the character's favored class, +1d8 hp, and the following powers.

Change Shape (Su): The natural wereshark can now assume the form of a standard shark.

Tough Hide: In hybrid or animal form, the natural wereshark has a total natural armor bonus of +6.

Nights without a Kill	Penalty
1	–1 to all die rolls for 24 hours
2	For 24 hours, the afflicted wereshark must roll two d20s for each d20 roll and take the lower result.
3	Bloodlust: The afflicted wereshark cannot assume human form and must succeed at a Will saving throw (DC 25 + character level) upon encountering any living creature or attack (and eat) them on sight.



Animal Empathy (Ex): In any form, natural weresharks can communicate and empathize with sharks and shark-like animals. They can use Diplomacy to alter such an animal's attitude and, when doing so, gain a +4 racial bonus on the check. They also no longer suffer the penalties of were-animosity.

Moon-Touched (Ex): Natural weresharks gain DR/10 silver.

Curse of Lycanthropy (Su): With GM permission, the natural wereshark gains the ability to create afflicted weresharks with his bite attack (Fortitude DC 15 negates).

Favored Class Bonuses

Instead of the normal benefits of a favored class, a natural wereshark can choose "wereshark" as their favored class in order to receive racial bonuses. When they do so, they can elect to receive one of the following benefits each time they gain a level.

+1/2 natural armor bonus, maximum +3.

+1 DR/silver to a maximum of DR 7/silver (requires +2 or higher natural armor bonus).

CHARACTER OPTIONS: AFFLICTED WERESHARK ADVANCEMENT

Upon reaching 6th level, afflicted weresharks automatically gain the full afflicted wereshark template.

For characters created at levels higher than 5th, it is likely easier to apply the standard lycanthrope template. Characters created at higher level should still be allowed to take wereshark feats at the appropriate levels.

Full Afflicted Wereshark Template

The following is a summary of the changes necessary.

AC: In hybrid or animal form, the afflicted wereshark has a total natural armor bonus of +6.

Defensive Abilities: An afflicted wereshark gains DR 5/silver in animal or hybrid form.

Change Shape (Su): Afflicted weresharks can now assume the form of a normal shark instead of a lesser one.

Lycanthropic Empathy (Ex): In animal or hybrid form, afflicted weresharks can communicate and empathize with sharks. They can use Diplomacy to alter the animal's attitude and, when doing so, gain a +4 racial bonus on the check.

SHARK FORM

Until the wereshark completely matures, use the shark entry in the *Pathfinder Roleplaying Game Bestiary* but apply the young simple template. When the character has advanced, such that it gains access to the full benefits of the change shape ability, remove the young template.

FAVORED CLASS OPTIONS

The following options are available to all weresharks who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the class reward.

Bloodrager[ACG]: Add one spell to the bloodrager's list of spells known. This spell must be at least 1 spell level lower than the highest level spell he can cast.

Druid: Add +1/2 to the druid's wild empathy and Intimidate checks.

Ranger: Add +1/4 to the value of one of the ranger's favored terrain bonuses.

Witch[APG]: Add +1 hp or +1 skill rank to the witch's familiar.

WERESHARK ARCHETYPE

The following archetype is available to weresharks.

Bloodfrenzier (Rogue)

Weresharks love the taste of blood and the feeling of viscera sliding through their fingers. The faintest hint of fresh blood triggers primal urges that the bloodfrenzier can barely control.

Race: The character must be a wereshark to take this archetype.

Skills: Remove Knowledge (dungeoneering) and Use Magic Device as class skills. Add Knowledge (nature) and Survival.

Frenzy (Ex): Whenever the bloodfrenzier rolls maximum damage on a single sneak attack die, he also inflicts 1 point of bleed damage to the target. (Should the rogue have the ability to rero ll dice from another class feature or feat, rolling a maximum result on the reroll does not trigger this ability.) For example, a 5th-level rogue delivers a sneak attack with his bite. The player rolls 3d6 and gets results of 2, 6, and 6. The sailor takes 14 points of damage and 2 points of bleed damage.

Whenever the bloodfrenzier's sneak attack deals bleed damage in this way, he must make a Will save (DC 10 + 1/2 class level + Constitution modifier). On a failed save, the smell of blood sends the wereshark into a frenzy. He must continue to make melee attacks against the nearest foe. He can still maneuver to acquire better position, for example to gain a flanking bonus, but he must make an attack if he is able. If he has not moved, he must make a full attack. If no foes are in reach, he moves to the nearest foe: a charge is permitted. If no foes remain, the rogue suffers nonlethal damage equal to twice the amount of bleed damage that caused the frenzy, and he becomes fatigued for that many hours. In the example

above, the rogue would suffer 4 points of nonlethal damage and would be fatigued for 4 hours. This ability alters sneak attack.

Master Bleeder: At 2nd level, the bloodfrenzier must select bleeding attack as his rogue talent.

Frenzied Thrashing (Ex): At 8th level, the wereshark's reflexes are honed to a keen edge. When in animal or hybrid form, he can make a second bite attack during a full attack action while in a frenzy. In hybrid form, he cannot use any manufactured weapons as part of this full attack action—only his bite attack. He makes the attack at his full base attack bonus, and he still receives 1-1/2 × his Strength bonus on damage. This ability replaces the rogue's 8th-level rogue talent.

FEATS

The following feats are available to weresharks and, possibly, other characters—especially other lycanthropes.

Always Aware

You are in tune with the smallest ripples in the air and water around you.

Prerequisites: Lycanthrope whose base animal has the blindsight or blindsense ability, Constitution 13.

Benefit: You gain blindsight to a range of 30 ft.

Special: You can gain this feat multiple times (up to three times total). Each time, increase the range of your blindsight by 30 ft.

Gills

You are more closely related to sharks than many of your kin.

Prerequisites: Lycanthrope of a base animal with the aquatic subtype.

Benefit: You gain the aquatic subtype in your humanoid and hybrid forms, the amphibious special quality while in those forms, and a swim speed equal to 1/2 your base land speed (rounded down to the nearest 5 ft.).

Lockjaw

Your tightened jaw muscles are like steel.

Prerequisites: Bite attack.

Benefit: You gain the grab ability with your bite attack. You can grab opponents up to one size category smaller than you. If you have your opponent grabbed at the beginning of your turn, you automatically inflict bite damage.

The Smell of Blood

Like your shark cousins, you can smell blood in the water.

Prerequisites: Scent ability.

Benefit: You gain the keen scent extraordinary ability.

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