



Fin Starling's Guide to Morsain



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Part 1: Fin Starling's Guide to Morsain

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*W*elcome, sir and madam, to the finest establishment in all of Rybalka: The Thirsty Serpent. I am your host and proprietor, Finbald Starling, but please, call me Fin and have a seat! I see by your bags that you're either moving to Rybalka, in which case, I bid you welcome to our humble town, or perhaps you're just stopping here on your way to somewhere else, in which case I might be able to provide some guidance, as well as food and drink.

You see, before taking over this wonderful tavern from my dearly departed father, I traveled everywhere within the Klavek Kingdom's lands—if there's a town or village or hamlet that I haven't visited, then it's not worth visiting. Morsain? Certainly, I've been there! Granted, this was a few years ago now, and some things might have changed, as they are wont to do.

Let's see. First off, Morsain is a ways northeast of here, snuggled in between the Galvoran Cliffs and the Klettat Peaks. That makes for some interesting weather, especially in the spring, when it can be cold and snowy one day then warm and dry the next. Make sure you have a variety of clothing for the spring.

How about we start with an overview of the area?

Landmarks

*T*here are several prominent landmarks around Morsain. The first are the two mountain ranges that span west to east. The Galvoran Cliffs are to the south, but curve northward as you travel east, while the Klettat Peaks are a short mountain range to the north of Morsain. South of the Klettats are the Khillhoyde Hills, a span of rounded foothills that differs greatly from the ragged crags that they border. Coming down from the Klettat Peaks is the Richka River. You should be able to see it from the road, unless there's fog or low-lying clouds.

The Richka, along with the Potik further to the east, flow into Lake Morsain—also known as Innjo Lake—from the north of town, flowing out of the lake to the south as the Storelv River. Now, don't worry, it doesn't have anything to do with elves; nobody has seen one of those for a long, long time.

As you get closer to Morsain there's a massive forest to the south which the locals claim is haunted. Now I don't know whether it is or not, but I can tell you that there's snow on those trees almost all year round. Some folks say that a gigantic white dragon lives in that forest, so that's why the snow doesn't melt. But then, there are lots of rumors about those woods. My advice is to stay out of them, just in case.

Once past the haunted forest, you'll come to another small woods where the leaves are gold and yellow and brown throughout the seasons. The view from the road is astounding, especially when there's a breeze and the leaves twist and flip in the wind—it's hypnotic. Partway through this forest, shortly before you'd cross the Storelv, you'll take a road north and from there you should be able to see the wall that reaches all the way around Morsain to Lake Morsain.





Morsain

The first thing you need to know about Morsain is that there are two parts to the town. There's the town itself and then there's the island, where Lord Valta has his castle. There are some who travel to Morsain to try to get a glimpse of His Lordship and his family when they leave the castle. A common notion up that way is that seeing Lord Valta wave to you is a blessing and that you will have a good year.

Morsain is loosely divided between twelve different sections, though one of them is divided again so some say there are 13—that's unlucky though so I like to say twelve. Unlike other towns there isn't exactly an armorers' district or a weavers' district or anything like that. Morsain was built with the motto "needs must". Wherever you look you'll find an inn, a food merchant, a clothier, or a blacksmith. When something was needed it was built, regardless of where anything else was. Most districts have a particular way of looking at the world: some are more helpful than others, some are out for their own good first-and-foremost, one or two you'd do well to avoid on moonless nights. Some merchants have gathered together on the lake shore, but this is to make best use of the dock facilities and show that they cater to all tastes rather than one a specific district's.

I'm guessing you'll need somewhere to stay when you get to Morsain, until you get yourself settled; I suggest the Riddling Tale. It's in the northwest part of town, near the warehouses. That area is pretty free-and-easy about most things, and they are usually good people. The guy who runs it used to be an adventurous type and behind the desk he keeps a book of riddles that he collected over his years as a hired sword—or lute, rather, since he wasn't much of a combatant. Anyway, you try to solve one of his riddles and if you get it in one guess, he halves the price of the room. Take more than two guesses, though, and you'll end up paying more. Could be worth the gamble, though.

Speaking of gambling, if you're wanting to try your luck, go seek out The Thief and His Master. Aside from their real money making game, Prime, I picked up a game there called Assassin's Breach. It's a dice game that I'm going to introduce here at the Serpent once I can commission someone to make the proper dice for me. Perhaps if you have time, I'll teach you later.

A word of warning, though—beware of anyone in the Thief and Master who likes to talk a lot. Anyone who talks that much is probably a professional gambler. Don't ever let them pick the game and don't let them flatter you. They're enchanters and swindlers, they are. Why, if they weren't so charming, they'd probably have been run out of town!

Somewhere between the bar-room bonhomie of a bard and the resolute rakishness of a rogue there sit these gamblers. Always ready with an invite to share a drink and a game, they spend their time winning and losing friends as often as they do coin. For although they aren't out to steal from their fellows in the way a thief would, they are ready to charm the very last copper piece out on an unfortunate opponent's moneybag if they think they can do it without getting into trouble. Well, not too much trouble, any way.

A gambler looks to cherry-pick their way through life, finding the right mark to squeeze, discovering the best places to win a pot or stay low for a while, and enjoying the finest establishments to spend their profits, because what's the point of sport without spoils? However, they are always ready to make a swift escape if the game—or the crowd—goes awry. Staying one step ahead of the law is also a must, because another throw of the dice is always just around the corner.

Now since you probably won't be getting into the castle, you'll probably be looking for somewhere to shop. Morsain isn't Mohkba, but it's a thriving little town out there, and while Lord Valta is a fair and just kind of ruler I think the success of the town has more to do with the Mercantile Guild. Morsain depends on trade and merchants bringing new materials, and new people, into town.

It always seems like there's more going on in Morsain than should be possible. I mean, they aren't big on parades or anything like that, but it seems like there's always another store or market around every corner. You think you've counted a hundred shops in Morsain, just walk down the street, because one-hundred and one is just a block away. You can find just about any type of specialty shop and service in the merchant district. Lots of interesting folks down there, and most of them don't ask too many questions, if that benefits your business at all.

Should you run into any problems with the merchants themselves, somebody trying to rip you off severely or trying any of that, "buy this! Oh, I don't actually have that, buy this instead!," nonsense, then you get yourself over to Trusty Sven's and you talk to Sven himself. He's not any kind of guild master or elected official, but people in the market trust him, hence the name of his place. That trust is something he takes seriously and he hates trouble in his place.

All of the shop owners and merchants in Morsain, well the ones that are above board, anyway, pay dues every year. Because of these dues, they are also protected, meaning that they have representation should any issues of legality be brought against them—Sven is in charge of that, too.

Each section of the marketplace has its own elected voice that in turn speak to Sven. A few times a year, Sven and all of the elected speakers of the districts have what they call the Great Congress. Everybody gets together to have a sit down to discuss the ups and downs of the marketplace and to fix any problems that need fixing and to keep an eye on any other problems that may crop up. Just between you and me, though, it's an excuse for them to get together and have a few drinks. All of the information gathered at the Great Congress is then taken to Lord Valta.

Now, everything isn't all wine and roses up in Morsain, though. There are some who don't like Lord Valta, fair enough, but then there are others that don't like rulership at all.

Maybe you've heard of them, maybe you haven't. They go by a lot of different names, depending on where you are—the Grinning Ragamuffins, the Grinning Rogues, the Laughing Daggers, the Beholden of Anarchy. Some people say that the Pegasus Guild and the College of the Quiet Maze are part of the Ragamuffins, or are at least related. But who knows, right? All of that cloak and dagger stuff.

The point is that these people are trying to destabilize the rule of the Klavek Kingdom. They even try to cause a ruckus in small towns under Klavek rule, like Sunglor. Word has it that these fellas are working out of Drak'kal, sneaking into Sunglor, and causing havoc. I have a friend up in Morsain by the name of Mohg who says that in Morsain, the Ragamuffins often work out of the forest south of town. He never said how he knows it though, and I honestly think that it's best if I don't ask.

So when you find of these folks, mostly they talk about the "Ragged King," who I think goes by the name Skira—that part is kind of hard to pin down—but they say he'll come back, though they don't know where or when, but when he does he'll rule all of what is now the Klavek Kingdom and beyond. Maybe the whole world.

Now they work like your standard group of thieves: they kidnap, they steal, they beat you up. The difference is that the Ragamuffins prefer not to kill. "A ransom is better than a body," they say. You definitely don't want to get on their bad side. These are the kind of people who will sacrifice a hundred of their own to win a battle, and a thousand to triumph in the war. The only way you can tell a Ragamuffin, aside from catching them in the act, is by their symbol: a coin hammered flat and carved to look like a smiling face. But they don't display them out in the open, no, it's only when they have your confidence that they'll show you. Be careful around them, should you run into one.





Matthew Lawrence

Castle Morsain

Common folk rarely get called to the castle. Really, only a few of the regulars make it that far, and usually only Trusty Sven. Lord Valta likes to meet with Sven occasionally to get the status of the marketplace. His Lordship resides there, obviously, along with Queen Attendant Haijyin and his son, Prince Ruhtin. Looks like a fine place, though, rising above the lake as it does. An imposing structure to be sure, but the people are proud of it. It's not a menacing place, however; it has an air of nobility and reliability, so much that, "as strong as the castle's foundations," is a phrase that the people of Morsain use when they trust something with their life.

The majority of common folk don't ever get to see the inside of the castle, but if you know someone who knows someone you might get a peek inside. Granted, I didn't make it very far, but there's a dining hall with a glass ceiling in it that is one of the most beautiful things I've ever seen—and I've seen my share of things, believe you me. The light poured into that room, illuminating it as if the sun itself had been invited in and taken a table.

Now, one thing you need to be careful of is the royal guards. There are regular guards, obviously, but these guys are something else. You can tell them apart because they wear the coat of arms as a tabard. These bruisers could talk you into confessing that you killed the King and then beat you up for it, but keep on their good side and you should be fine.

These are warriors who train to protect those that rule the lands. Not as worldly as their adventuring kin, Morsain's royal guardians use words to diffuse a situation as often as they do weapons.

Areas Around Morsain

"That's all well and good, Fin," you're saying, "but what about the really interesting stuff?" Don't you worry, friends—there are rumors and tales abounding Morsain and it's environs.

Innjo Lake is also called Lake Morsain, but the name never really stuck with folks that first settled the area. The lake was called "Innjo" by the Vikmordere that lived in that area. Nobody knows what it means, as the Viks wouldn't translate it. Most people think it means "ghost" or "spirit" or something along those lines. Personally I think it means something like "god" or "deity". If you've ever looked out over that beautiful body of water when the sun hits it from the east, you'd know why.

Lake Morsain is created when the Richka River in the west and Potik River in the east join together. The lake surrounds Castle Morsain and borders the town of Morsain on the northern side, where fishing boats are launched and return at the end of the day

There is also a barge owned by long-time Morsain resident Veneen Ohjaajan. He takes tourists around the lake for a bit of coin. He runs three of these tours a day; once in the morning, just as



the sun is rising; once right after lunch time, and once as the sun is setting. The most famous part of the little voyage is passing underneath the bridge that crosses from the town to the castle. Veneen loves to recount battles and visitors that the bridge has seen in its history. Occasionally, royal processions can be seen from the water.

The tour costs 1 sp per adult and 1 cp for children and includes a seat on the barge and access to snacks from Cat-Eat-Mouse Provisions during the trip. Veneen and Atter Urlim of Cat-Eat-Mouse have struck up a bargain in which Urlim gives Veneen a discount on food purchased for the tour and in return Veneen gives Urlim 25% of the money received from the tour. They both make out well and can improve the business of the other by advertising the other's services.

Ohjaajan also makes one trip on Saturday afternoon, replacing his post-lunch trip, where he takes his barge to the northern end of the lake in

hopes of his guests being able to see some of the larger creatures that live there. These include giant caribes, gar fish, black-spotted pike, and occasionally particularly large sturgeon, some reaching 20 feet in length! It's easy to tell when the sturgeon in the lake are prowling for food as any waterfowl have left the area so that they are not eaten. There is a truly impressive sight in early spring when the massive sturgeon swim against the flows of the Richka River and go upstream to spawn.

Tales have been passed down for ages of a lake spirit that protects the waters and, by extension, the town and castle. These legends have been around since the time the Vikmordere of the area were active. They have since moved on to other places, but their words persisted. There has never been proof found of the lake spirit, even by powerful priests and the wisest sages. It may be that there is no spirit at all or, if one exists, it could be from a time before the current deities and powers and is thereby rendered untrackable. Some of the older folks in Morsain say it's a seanda, what the Viks called a sea spirit, that lives in the lake and protects the people of the town. Can't say that I or anyone I've talked to has ever seen the thing, though some fishermen say that there are areas of the lake near the Herdlands that are really deep and that anything could be living down there.

My advice, if you want it, is to get out and enjoy the lake while you're in Morsain—just don't think about it too much and you should be fine.

If you get to Morsain and find yourself hungry, make sure you look for food sellers that say their product is "Herdlands Approved". You do that, you'll find some of the best food you've ever tasted. I'm not saying that unapproved food is bad, but that's where you want to get your stuff, if you can afford it. Given the regulation of the Herdlands, a steak or two can cost a pretty copper.

Up north of Lake Morsain, in the area where the Richka and Potik Rivers join the lake, is an area where the grasses and shrubs grow thick and lush. Livestock that are fed in this area is said to produce the finest, sweetest milks and the most tender, flavorful meats. The herds are watched over by some really nice guys from a temple up in the mountains. Part of their training for enlightenment or some such. Not something I've ever been interested in, but they seem to be fine conversationalists. They're really knowledgeable about the weather around Morsain, especially when those winds start whipping through the peaks.

Long story short, make sure your food is Herdlands Approved. You won't regret it.

The Herdlands contains the only royalty in all of Morsain, other than the palace itself. Let me tell you about The Pig King.

In the northwestern section of the Herdlands, once the snow in the mountains melts in early spring, the Richka River floods over the low bank bordering the region. The grass and soil here have adapted to hold onto this water, making it an ideal place for wallowing pigs. Creatively enough, this section is referred to as Pigwallow.

This has been going on for a long time. Probably a couple hundred years with no problems. Then one morning about a decade ago, there's a...well, I hesitate to call him a man, but he's sitting on a throne made of mud that he's dug up.

This fella calls himself The Pig King and that, by royal decree, Pigwallow is his kingdom and any who wish to wallow their pigs there must pay him tribute. Some of the people who use both the Herdlands and Pigwallow went to Lord Valta, asking for him to eject The Pig King. After a discussion with his advisors, Lord Valta sent an envoy to the Pig King, from one royal peer to another.

After some negotiation, Lord Valta awarded Pigwallow to The Pig King, along with weekly tributes of fresh fruits and vegetables. In return, all citizens of Morsain who wish to use Pigwallow must "swear fealty" to the self-named ruler of swine.

I went out to Pigwallow when I was there and met The Pig King. Now I don't know if he's a werepig



or some man-pig mongrel, but he's short and stout, with a large snout and pointed ears just like a pig. His skin is pink and he wears a crown made of stones that he claims to have discovered alongside the throne.

Some folks hint that he's got some sort of "underground kingdom" full of magical enhanced dire pigs or some such nonsense. Nobody has any proof, though, so it's all conjecture until then.

Speaking of conjecture, how about a Fountain of Youth? Pretty much every culture has their "stay young forever" myths, and Klaveks are no different. Rumor has it that east of town, up near where the Potik flows into Innjo Lake, there's a bubbling spring that's more like a puddle with a few bubbles in it. Makes it kind of hard to find. It's said that if you drink from it, you'll become young again. Not that I'm saying you're old, mind, but that's what I've heard.

Keep in mind, though, that magic doesn't come for free. There's always a price. Gossips say that there a curse cast on the pool. Story goes that two brothers, shepherders by trade, tried to make a bargain with a low-level agent of the underworld in hopes of making their flock bigger, thus ensuring themselves more profit. Now, when I say "underworld," I'm not talking about seedy gentlemen who look to break kneecaps. I'm talking about the horned kind that only show up when summoned, if you follow.

Anyway these two boys, they dumped a load of coins and drowned a sheep in that spring, but the agent, being the untrustworthy type the boys should have expected, made their flock bigger all right—but turning them brothers into sheep themselves! They were caught away from the flock and unable to speak, taken away and turned into a nice dinner for a happy family.



Some people say the pool is easy to find; all you have to do is look for the glitter of gold and silver at the bottom. The tales now sometimes tell that drinking from the "fountain" won't exactly keep you young, but that anybody imbibing that cool, clear water inherits the curse of the brothers and are turned into a sheep for a time.

But those are just stories, right?

Now when you're traveling up and around Morsain, it's probably best if you keep yourself inside at night. Not only might you have to worry about ruffians and bandits, but things seem to get a little...strange up that way after the sun goes down. You may think you've seen a thing or two in your time—I know I have—but that's when you hear tell of a couple of critters that might shake even the hardiest of souls. I'm talking about the phocce (foe-key) and the gobhoblin.

The phocce, well, it's hard to describe, because it's a shapechanger. Stories tell of it looking like an old man or woman, a rabbit, a horse, a dog, a goat; you name it, people have said that it can look like that. I've heard tales that say it can even look like a goblin or even a troll.

But them changing what they look like isn't even the worst part. See, them phocce like to talk and when they do, their words are pretty moving if you aren't strong of will—like yours truly. They talk your ear off and they can convince you of any old thing. When I was in Morsain, there was an old woman named Josie that I met in The Seven Ravens, which is a fine key shop. Not a bad place to know if you need to get into somewhere, if you get my drift.

Anyway, old woman Josie said that the spring before her husband, Hiram, ran afoul of a phocce. She said that it talked him into climbing up into the Galvoran Cliffs, despite his advanced age, then convinced him to fling himself off into the crags below. Hiram was never found.

That's the phocce. Then there's the gobhoblin.

Originally called the hobbling gob, a gobhoblin is basically a giant mouth on a couple of mismatched legs. I suppose you can see how its named from that. Anyway, one of its legs is big and muscular, while the other is small and thin. It runs by planting its small foot and pushing off with the bigger. This makes it spin in circles! Can you imagine that? A giant mouth spinning toward you?

The tricky thing about gobhoblins is that they pretend to be old men or women, making gibbering noises to make you think they're hurt. Then when you get close, they bite! Why, there's one story going around, the story of Karsir Griffonheart, Champion of the Cliffs—a title that was completely self-proclaimed, by the way. The tale says that Karsir was wandering the Galvoran Cliffs, ready to protect Morsain from any mountain-based threats when, on the wind, he heard the gibbering of an injured old woman! Karsir couldn't just leave the poor crone to that particular fate, so he sprang into action, coming upon a woman with her leg caught by some rocks. It was only when Karsir began to move the rocks that the old woman revealed itself to be a gobhoblin, swallowing the would-be rescuer whole! Poor Karsir Griffonheart was never heard from again.

So, the moral of the story, I suppose, is that if you're out after nightfall, beware of old people!



Locations South of Morsain

Something you may not have heard is that Morsain has its own population of golden spiders. Well, not Morsain proper, but just outside in the forest. And from hear tell, they aren't golden, exactly.

So Lantom Braveiron, dwarven explorer—you can find him at the Six Swans. He went with a halfling acquaintance named Sharlos, a lady adventurer of the spellcasting variety, to find what is called Goldspinner's Glen. The place is named for the stories of loads of gold in the spider's webs that are supposed to cover an entire dell.

To hear Lantom tell it, this vale has several solid gold statues in it. Now Lantom is no pushover in the strength department, so he tried to pick up one of the smaller statues, only to find it connected to the other statues by golden threads.

No sooner has he set the statue down then hundreds of spiders coming racing out from a multitude of hiding places. Lantom, he's no spider expert but he said that both hunting spiders and webspinners were working together. In no time at all, their retreat had been blocked by a golden gossamer lattice.

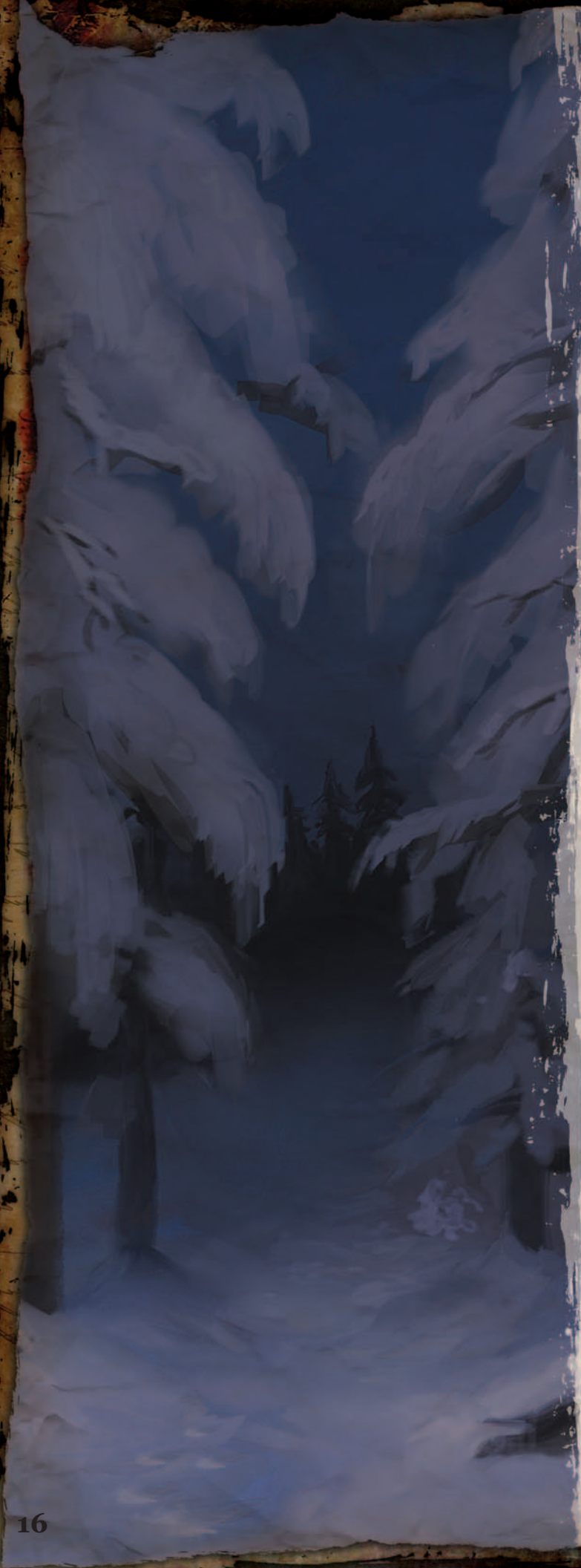
By this point the hunting spiders, each faster than Lantom would have thought possible, were on them, biting and climbing all over. Their poison made Lantom's skin itch and only his dwarven hardiness kept him from succumbing to it. Sharlos fared much worse, barely getting off a fire spell that allowed Lantom to escape before being overrun. As he looked back one last time, Sharlos was just another golden statue in the glen.

If you talk to Lantom about Goldspinner's Glen, be prepared to buy him a lot of drinks—he's still trying to forget what happened to his friend all those years ago.

Sages have been a bit hesitant to study the goldspinning spiders, as they don't want to become permanent fixtures in the dell, but their best guess is that the glen is rich in gold. Now, some places have these frogs that absorb poison from the bugs they eat. The sages think that the spiders do the same thing, taking in small portions of gold with all of the prey they eat. The most active glands in a spider's body are the poison glands and the spinnerets, where they make their webbing, so the gold particles mix in with those glands. When you see Lantom, you'll see small scars on his arms and face that are tinged with gold around the edges.

Gold, being inedible by both man and beast, the spider can't just keep it inside itself. The gold flecks that don't go to the poison glands end up binding to the web as a method of disposal, if you will. These gold webs form long strands that, after a long period of time, break down, leaving only chains of gold behind.

Not surprisingly, no one has tried to test this theory in person.



That big forest south of town? Locals call it "The Haunted Forest." Pretty quaint, huh? Now, I never made it over to those woods myself, so I don't know if it's haunted but I can tell you this: even on the warmest days of the year, something keeps snow on those trees.

Now I'm not a man that's easily scared, but there's something in that forest, whether it's man, beast, or god, that terrifies me. Just looking at the trees as they blow in the wind that comes down from the mountains brings on a chill; something about how they twist and sway, the snow never going away, just doesn't sit right.

Everybody in Morsain has a story about that forest. From the ghost of a wolf wearing a necklace of stones chasing the ghosts of pigs to a man who carries an object, an inkwell I think, that he will trade for any other item, to a flower that grows near the Galvoran Cliffs that, when eaten, cures you of any witch's curse. These and a thousand other stories can be heard about the Haunted Forest.

The problem is knowing which are true and which aren't.

I'll say this, though: there are some folks who aren't scared of the forest and go in there to collect bits and pieces of things to make, I don't know, magic potions or something. They use them to help animals. I think I heard them called "alchemicalists" or some such, sages that don't follow the traditional paths of discovery and use alchemy to "awaken" creatures of lesser intelligence instead of making bombs. It's a wonder what they do, replacing the horrors of necromantic magic with the subtleties of the brewer's art, but that's all I really know of them.



Locations in the Khillhoyde Hills and Klettar Peaks

The Galvoran Cliffs stand tall and imposing on the east and south of Morsain. To the west are the Khillhoyde Hills, peaks that are less impressive in stature but are arguably more important.

The rolling hills are green with grasses for most of the year, and the Khillhoyde Hills create a windbreak for anyone traveling east to Morsain making it an ideal route. Winds from the cliffs are slowed down and redirected by the many smaller peaks in these foothills.

Now within the rises and small valleys of these hills, life is abundant. From insects like ants, grasshoppers, and beetles, up to large mammals such as antelope and bison—they all wander the slopes of the Khillhoydes.

Plants in the hills seem to have adapted to the windy conditions. While most of the grasses are between a foot and two feet tall, other plants are lower to the ground, with thick, strong roots to hold them in place. Some of them are so strong, it takes a hardy man a long time to pull them out.

Rumor has it, well I overheard some big brawny adventuring type talking at the Knapsack, hat, horn, and tablecloth, that they had been up in the mountains past the Khillhoydes where something was awry. He was overlooking a long valley where the Richka River flows toward Morsain when he overheard a creaking sound.

He says he makes his way
down toward the

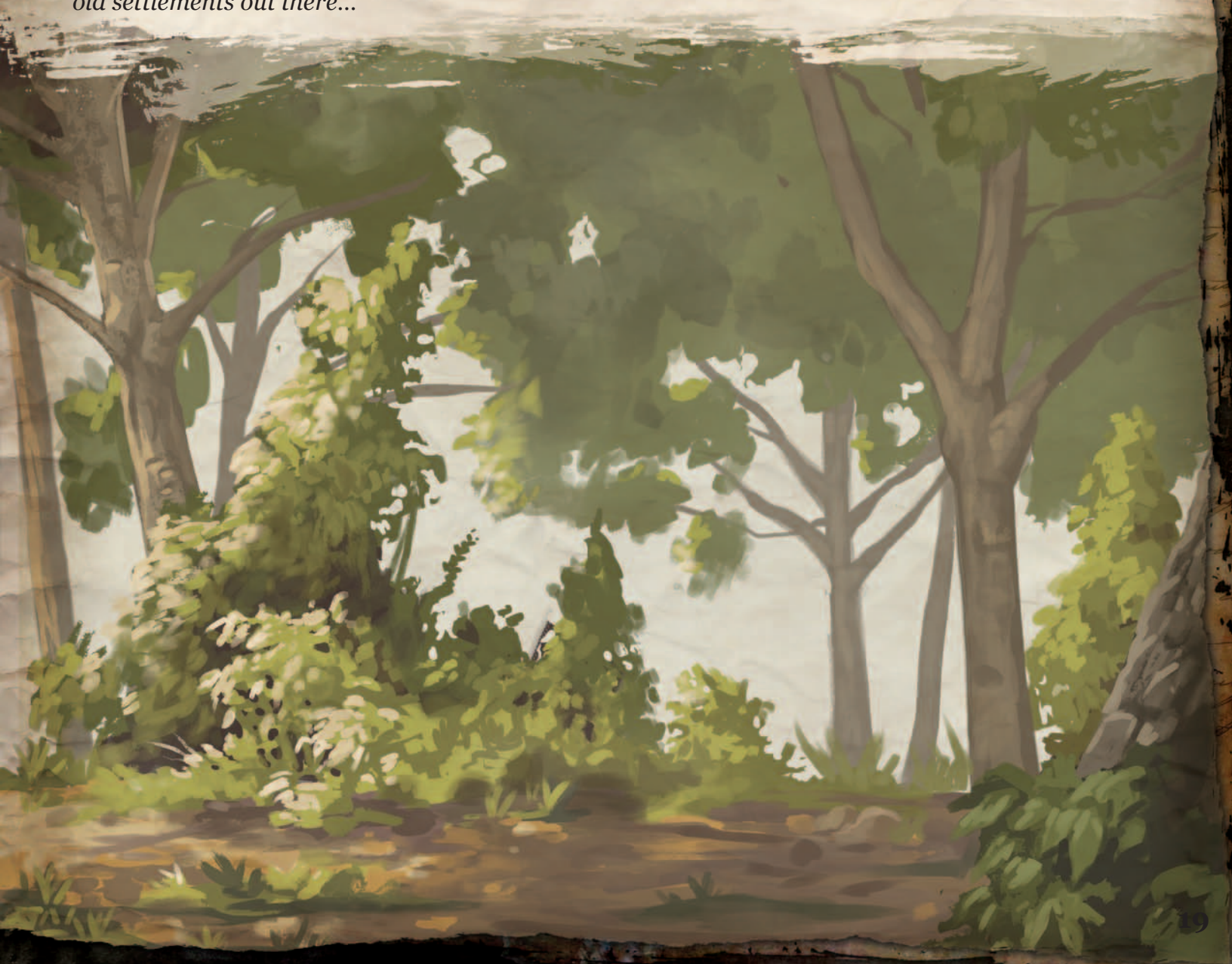


river when suddenly, the sky goes dark, as if a storm was brewing—only problem was, there was no wind. Everyone knows that storms in the mountains are brought by strong, cold winds.

So this guy gets down to almost river level and finds the source of the creaking: there's a small portion of the river that's been diverted to power an old waterwheel. Fair play, right? There are lots of old settlements around here, especially near the rivers. What's unusual about this one is that it's not attached to anything; no mill, no irrigation, not even a saw of any kind.

He inspects the waterwheel and notices that the water flowing to it is a pale pink color, as if there's blood in there. No sooner does he think that then a beautiful woman pops her head out of the river and invites him to swim. He feels a magical pull to join her, but manages to shake it off, having heard stories as a kid and knowing that if he goes in the water, he's never coming out. He runs off, all the way back to the Knapsack, where he's looking for gear and help to go back.

Other people aside from me hear this, and a party goes off to where he said he was. They come back the next morning, swearing they couldn't find a water wheel or a beautiful swimming woman. If you want my opinion, that fellow got himself lost and hungry and probably ate the wrong kind of plant out there in the mountains. Hallucinated the entire thing. On the other hand, there are a lot of old settlements out there...



North of the Khillhoyde Hills are the Klettat Peaks. Jagged. Rough. Barren. A most uninviting place, if I say so myself. Not to say people don't go up there, just a matter of whether and how they come back.

I'm going to tell you a story about a dragon. Many years ago, a black dragon, just finding his way in the world by himself—as we all do at some point—settled into an area up in the mountains. This area was away from the windiest parts of the mountain path, so some trees managed to grow there, fed by the Richka River.

Taking this spot as his home, the dragon began to take animals from farms in the valley and food stores from other creatures in the mountains. Many wanted the winged serpent to be dealt with, but there weren't many who believed that they could combat a dragon, even a young one. Numerous heroes went into the mountains to face it—rarely did any return. If they did, they told stories of different numbers of dragons inhabiting the small swamp. Sometimes it was two, others it was five. These dragons were difficult to hit by any sort of bow or sling, and even magic had a hard time reigning in the beast.

This dragon became such a nuisance that even other creatures that nobody wants to see in town went after it, trying to reclaim their own way of life. Let's just say that there are less of those monsters walking around the mountainous areas, while having the advantage of the dragon not needing to prey on our poor livestock.

If you're traveling in the mountains, make sure you keep well away from the fen of that black dragon—or dragons, as the case may be.

Have you heard of the Caves of Curses? Aye, up in the mountains north of Morsain, high above where the Potik River flows and turns toward the east, there are numerous caves pock-marking the face of the mountains. While the usual animal inhabitants can be found—bears, wolves, wild cats, bats—there are also large nests of a mountain rats that compete with a ferocious species of giant cave raccoon.

There's said to be a giant who has the power of witchcraft; the



name “Ngashach” is thrown around, but nobody knows if that’s true. They say the witch giant’s cave is decorated with skulls and bones that hang from the roots of mountain plants that have grown through the rock. Most of these are animals, but the occasional humanoid skull can be seen as well.

If you’re in the marketplace, you might find one Tunkki Kaato, a gentleman who specializes in hunting giants. Been in Morsain as long as anyone can remember. Nobody knows why he gave up tracking giants, but now he makes armor for people, especially those who have taken up his former trade.

If that’s your purpose for visiting Morsain, make sure to stop in and talk to Tunkki. Not only is his armor some of the best you can get in town, but it’s said that if you ask politely, he’ll give you some tips and tricks that can give you the edge over the giants.

Word of warning, though; if you go into the giant hunting business, don’t go looking for Ngashach. Many have gone looking for him, but none have returned. Take that for what you will.

Up in the Khillhoyde Hills, just past where the Richka River heads north, there’s a spot where the river carved out a notch in the rocks many moons ago. Now when I say “notch,” I mean that it’s a good fifty feet across and forty feet away from the bank of the river.

I found this out because one day, when I discovered I was less welcome at some establishments than I had been the day before, I took myself a walk up into those hills to hopefully let things below cool down a little bit.

So, I’m wandering up in the hills fighting a little bit of wind that’s coming down through the passes when I find this lush, green oasis among the rocks and dirt blown dry by the draughts those ridges create. Needing a bit of protection from the wind, I step inside this great, green canopy to rest.

I laid down my pack and looked around the thicket. At the center of it all was a large oak tree, branches thick with hardy leaves. The ground was a mass of roots and vines that covered everything from the hills at the back of the grove to the water’s edge. Finding a comfortable spot against the trunk of the tree, I pulled my cap down over my eyes and dozed off.

About half an hour later, give or take, I woke up because there was motion. I looked down and saw some of the vines wrapping themselves around my legs. I tried to push them off, but their grip was monstrous! I saw other vines making their way toward me in order to capture my arms, so I grabbed for my trusty sword and began hacking away at the vines, trying to free myself!

Those vines, with their un-plantlike strength, were no match for my blade and finally, I got loose! Without waiting to see what would happen next, I sheathed my sword and ran back to town to report the danger.

After speaking to the town guard and a party of worthy heroes, a sage approached me, asking to hear my tale. During the tell, which I will admit was spirited, I drew my sword, noticing that my blade still had the green lifeblood of those treacherous vines on it. The sage examined the sap and said that it would make an excellent sedative—he paid me a fair sum for the remainder of the syrupy stuff and asked where this grove was. As soon as I told him he hurried off, bottle of sap in hand.

I don’t know what happened to that sage, but I hope he makes good use of that stuff.

Well, that’s what I can tell you about Morsain. Granted, that was a few years ago so some things are probably different, but much like the castle’s foundations, some things never change.



Part 2: *Options for Morsinian Characters*

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Alchemicalist

(alchemist archetype)

Alchemicalists have chosen not to follow the traditional path of discovering and using alchemy to either enhance their own bodies or make bombs. Instead, they strive to improve creatures of lesser intelligence, using the subtleties of alchemy in place of the horror of necromancy (whether through the fickleness of religion or questionable arcane procedures).

Alchemicalists are able to affect the following six creature types, so long as the base being does not have an Intelligence greater than 2: animals, constructs, oozes, plants, undead, and vermin.

Handle Companion Creature: An alchemicalist gains access to the Handle Companion Creatures skill (a variant of Handle Animal). However, companion creatures can only be taught six different tricks with this feature: aid, come, defend, detect, guard, and watch. By learning aid, come, defend, detect, and either guard or watch, a companion creature can then act as a Sentry (a non-attacking Guarding role) with a DC 20 Handle Companion Creature check. A creature handled this way cannot have an Intelligence of 3 or more prior to receiving an intellect vivifier. This skill replaces Sleight of Hand.

Alchemicalist's Insight: An alchemicalist gains a +2 bonus to the following skills: Knowledge (arcana) with regard to constructs; Knowledge (dungeoneering) with regard to oozes; Knowledge (nature)

with regard to animals, plants, and vermin; Knowledge (religion) with regard to undead. This broad field of understanding is referred to as "companion creature knowledge" and generally covers creatures with a base Intelligence of 2 or less.

Companion Creatures (Ex): At 1st level, an alchemicalist gains the class feature companion creature (animal). This replaces Throw Anything.

At 3rd level, an alchemicalist gains the class feature companion creature (vermin). This replaces swift alchemy.

At 6th level, an alchemicalist gains the class feature companion creature (plants). This replaces swift poisoning.

At 10th level, an alchemicalist gains the class feature companion creature (undead). This replaces poison immunity.

At 14th level, an alchemicalist gains the class feature companion creature (oozes). This replaces persistent mutagen.

At 18th level, an alchemicalist gains the class feature companion creature (constructs). This replaces instant alchemy.

Companion Creature Bond (Ex): At 1st level, an alchemicalist forms a close bond with creatures of lesser Intelligence, gaining them as companions. An alchemicalist may choose any creature with an Intelligence score of 2 or lower from an allowable companion type for his level (determined by the companion creatures ability). This creature is a loyal companion that can be commanded by the alchemicalist to perform a number of duties to defend property, structures, and similar items, places, and people.



On receiving an intellect vivifier, the affected creature becomes an alchemicalist's companion for as long as the vivifier is active. The creature uses its standard statistics with the exception of the change to its Intelligence score and the subsequent effect this has on aspects such as skills, feats, and other Intelligence-related factors, which are determined as a regular animal companion's. When the vivifier stops working, the creature ceases to be a companion. Applying another vivifier to it restarts the companionship.

Class skills for companions depend on the type of creature it is, although companions with an Intelligence of 3 or higher can put ranks into any skill.

The number of feats a companion can possess depends on its hit dice, and those that have an Intelligence of 3 or higher while under the effects of a vivifier can select from the following list: Acrobatic, Agile Maneuvers, Armor Proficiency (light, medium, and heavy), Athletic, Blind-Fight, Combat Reflexes, Diehard, Dodge, Endurance, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Natural Armor, Improved Natural Attack, Improved Overrun, Intimidating Prowess, Iron Will, Lightning Reflexes, Mobility, Power Attack, Run, Skill Focus, Spring Attack, Stealthy, Toughness, Weapon Finesse, and Weapon Focus.

Companion creatures with an Intelligence of 3 or higher can select any feat they are physically capable of using.

Share Extracts (Ex): The alchemicalist may share an extract with a target of "You" on her companion creature (as a move-equivalent action) instead of on herself. An alchemicalist may use extracts on her companion creature

even if the extract normally does not affect creatures of the companion's type. This ability does not allow the companion creature to share abilities that are not extracts (even if they function like extracts).

Companions' Devotion (Ex): A companion creature gains a +4 morale bonus on Will saves against enchantment spells and effects when within 60 feet of its creating alchemicalist. This also gives the alchemicalist the telepathic ability to direct a companion creature to reform its energy defence gel and use it as a gel globe as a free action if the companion creature is within 60 feet of the alchemicalist.

Multiattack: A companion creature gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the companion creature instead gains a second attack with its primary natural weapon, albeit at a -5 penalty.

Energy Defence Gels (Su): In addition to magical extracts that they can use themselves, alchemicalists are adept at mixing various volatile chemicals and infusing them with their magical reserves to create powerful gels. These gels can coat companion creatures, and they can activate, reform, and spray the arcane power contained within the gels at enemies. Details of reformed gels are below. An alchemicalist can produce a number of gels each day equal to his class level + his Intelligence modifier. A gel is slightly unstable until applied, and if not used within a minute after it is created, it rapidly dries out and becomes inert—the method

of creating gels prevents the accumulated production and storage of large volumes of defensive material. In order to create a gel, the alchemicalist must use a small vial containing an ounce of liquid catalyst—the alchemicalist can create this liquid catalyst from small amounts of chemicals from an alchemy lab, and these supplies can be readily refilled in the same manner as a spellcaster's component pouch. Most alchemicalists create a number of catalyst vials at the start of the day equal to the total number of gel globes they can create in that day—once created, a catalyst vial remains usable by the alchemicalist for years.

Drawing the components of, creating, and applying a gel requires a standard action that provokes an attack of opportunity. Once applied, a gel lasts 24 hours or until the companion creature chooses to use it, whichever comes first. Once used, a companion creature can have another gel applied to it, but it cannot have more than one gel on it at any time.

Gel: On a direct hit by the companion creature (touch or ranged touch), a gel inflicts 1d6 points of heat damage + additional damage equal to the alchemicalist's Intelligence modifier. Gel damage increases by 1d6 points at every odd-numbered alchemicalist level (this bonus damage is not multiplied on a critical hit or by using feats such as Vital Strike)

Gel Globes: Gels can be reformed into splash weapons called gel globes. Gel globes have a range of 20 feet and use the Throw Splash Weapon special attack. However, the globes are unwieldy weapons and cannot be selected when using feats such as Point-Blank Shot and Weapon Focus.

A companion creature has to state that they are going to reform and use the gel (a standard action that does not provoke attacks of opportunity) before making their ranged touch attack. Alchemicalists can direct a companion creature to do this as a free action. The gel globe also inflicts splash damage in a 5-foot radius around the victim. Splash damage from a gel globe is always equal to the gel's minimum damage (so if the gel would deal 2d6+4 points of heat damage on a direct hit, its splash damage would be 6 points of heat damage). Anything caught in the splash damage can attempt a Reflex save for half damage. The DC of this save is equal to 10 + 1/2 the alchemicalist's level + the alchemicalist's Intelligence modifier.

Gel Sprays: Once an alchemicalist reaches 3rd level, gels can be reformed into a fine spray and used by a companion creature as a melee touch attack. Gel spraying has a reach of up to 10 feet. However, the spray is an unwieldy weapon and cannot be selected when using feats such as Weapon Focus and Weapon Specialization.

A companion creature has to state that they are going to reform and use the gel (a standard action that does not provoke attacks of opportunity) before making their spray touch attack. Alchemicalists can direct a companion creature to do this as a free action. The gel spray can be split by the companion creature into units of 1d6. The creature has to state how many 1d6 units it will use prior to making the touch attack. If the creature splits the damage from the gel in this way, it does not gain the additional damage due to the alchemicalist's intelligence as part of the total damage.

Alchemicalists can learn new types of gels as discoveries as they level up, as alchemists can do with bombs. An alchemicalist's gel, like an extract, becomes inert if used or carried by anyone else. This ability replaces bomb.

Intellect Vivifier (Su): At 1st level, an alchemicalist discovers how to create an intellect vivifier that he can inject into or spray onto low-intelligence creatures (Intelligence 2 or less) in order to heighten their mental prowess. It takes 1 hour to brew a dose of vivifier, and once brewed, it remains potent until used. An alchemicalist can only brew one dose of vivifier per day and

maintain its potency—if he brews a second dose, any existing vivifier becomes inert. As with an energy defence gel, a vivifier that is not in an alchemicalist's possession becomes inert until an alchemicalist picks it up.

When an alchemicalist brews a vivifier, he selects one type of creature that he intends to enhance out of animals, vermin, plants, undead, oozes (including blobs, cubes, jellies, molds, puddings, and slimes), or constructs; at lower levels, an alchemicalist can only choose from a restricted list. Injecting or spraying a vivifier is a standard action that provokes attacks of opportunity. Upon being administered, the vivifier causes the

Table 1-1: Alchemicalist

Level	Energy Defense Gel Discoveries (Damage and alternative types of gel)	Intellect Vivifier (Intelligence enhancement)	Companion Creature (Type and maximum HD)
1st	1d6, gel globes	1d4+1 plus half Int modifier	Animal; 2 HD
2nd	Acid gel, defoliant gel, directed gel, ectoplasmic gel, explosive gel, frost gel, healing gel, inflicting gel, precise gel, shock gel, smoke gel, stink gel, strafe gel		3 HD
3rd	2d6, gel sprays	1d3+2 plus half Int modifier	Vermin; 3 HD
4th	Immolation gel, lingering spirit gel		4 HD
5th	3d6	1d4+2 plus half Int modifier	5 HD
6th	Breath gel, concussive gel, dispelling gel, grease gel		Plants; 6 HD
7th	4d6	1d5+2 plus half Int modifier	6 HD
8th	Anarchic gel, axiomatic gel, blinding gel, confusion gel, delayed gel, force gel, holy gel, plague gel, profane gel		7 HD
9th	5d6	1d4+3 plus half Int modifier	8 HD
10th	Boneshard gel (undead), sticky gel, sunlight gel		Undead; 9 HD
11th	6d6	1d5+3 plus half Int modifier	9 HD
12th	Cursed gel, incompetence gel, madness gel, poison gel		10 HD
13th	7d6	1d6+3 plus half Int modifier	11 HD
14th	Pseudopod gel (oozes)		Oozes; 12 HD
15th	8d6	1d5+4 plus half Int modifier	12 HD
16th	Inferno gel		13 HD
17th	9d6	1d6+4 plus half Int modifier	14 HD
18th	Scrap gel (constructs)		Constructs; 15 HD
19th	10d6	2d4+3 plus half Int modifier	15 HD
20th	Grand discovery		16 HD

subject creature to undergo an intellectual awakening, granting it an alchemical bonus to Intelligence for 1 day per alchemicalist level. The granted bonus is detailed on **Table 1-1: Alchemicalist**, on the previous page.

A non-specified creature that is injected or sprayed with a vivifier must make a Fortitude save (DC 10 + 1/2 the alchemicalist's level + the alchemicalist's Intelligence modifier) or fall to Intelligence 1. This effect lasts for one day. A non-specified creature can never gain the benefit of a specific vivifier. An alchemicalist can administer another alchemicalist's vivifier if he injects or sprays it onto a specified creature (However, if the other alchemicalist creates a different vivifier, the effects of the "stolen" vivifier immediately cease.) The effects of vivifiers on a specified creature do not stack. If an alchemicalist administers a second vivifier, the effects of a previous vivifier immediately end. This ability replaces mutagen.

Discovery (Su): At 2nd level, and then again every 2 levels thereafter (up to 18th level), an alchemicalist makes an incredible alchemical discovery, as listed on **Table 1-1: Alchemicalist**. An alchemicalist cannot select an individual discovery more than once. Some discoveries can only be made if the alchemicalist has met certain prerequisites first, such as uncovering other discoveries. Discoveries that modify gels that are marked with an asterisk (*) do not stack. The DC of any saving throw called for by a discovery is equal to 10 + 1/2 the alchemicalist's level + the alchemicalist's Intelligence modifier.

*Acid gel**: This gel deals acid damage. Creatures that take a direct hit from an acid gel globe take an additional 1d6 points of acid

damage 1 round later. Those hit by an acid gel spray take an additional 1 point acid damage per 1d6 of initial damage 1 round later.

Anarchic gel: This gel deals chaotic divine damage, possibly staggering lawful creatures on their next turn if they take a direct hit. Anarchic gel deals 1/2 damage vs. neutral creatures and such targets are not affected by the staggering effect. Anarchic gel globes and spray have no effect on chaotic-aligned creatures.

Axiomatic gel: This gel deals lawful divine damage, possibly staggering chaotic creatures on their next turn if they take a direct hit. Axiomatic gel deals 1/2 damage vs. neutral creatures and such targets are not affected by the staggering effect. Axiomatic gel globes and spray have no effect on lawful-aligned creatures.

*Blinding gel**: This gel blinds enemies. Creatures that take a direct hit from a blinding gel globe are blinded for 1 minute unless they succeed at a Fortitude save. Creatures in the splash area that fail their saves against the gel globe are dazzled for 1 minute. Those hit by a blinding gel spray are blinded for 1 round per 1d6 of damage up to a maximum of 1 minute.

In addition, any creatures in the affected area at the time of the bursting glow faintly. This glowing effect lasts for 1 minute per 1d6 of damage up to a maximum of 10 minutes unless the gel is removed using alcohol, and is otherwise identical to *light*.

*Boneshard gel**: This gel deals piercing damage instead of heat. Creatures that take a direct hit from a boneshard gel globe must succeed at a Fortitude save or take 1d4 bleed



damage in addition to normal damage. Those hit by a boneshard gel spray must succeed at a Fortitude save or take 1d2-1 bleed in addition to normal damage.

Creatures killed by a boneshard gel globe or the bleed effect immediately reanimate as an undead creature with the skeleton template and count as undead created by *animate dead* for the purposes of determining how many undead the alchemicalist can control.

*Breath gel**: This gel can be used as a breath weapon by the companion creature. The creature can absorb the gel, then expel it as a breath weapon as a standard action. This breath weapon is a 15-foot cone and has the same DC as the gel. Each creature within the cone takes damage as if it had suffered a direct hit from an alchemicalist's gel globe or spray, but succeeding at a Reflex save (DC = 10 + 1/2 the alchemicalists level + the alchemicalist's Intelligent modifier) halves the damage. Unlike reforming and using normal gel globes and spray, absorbing and expelling breath weapon gels does not provoke attacks of opportunity.

*Concussive gel**: This gel deals sonic damage. Concussive gel globes and spray deal 1d4 points of sonic damage, plus 1d4 points of sonic damage for every odd-numbered level, instead of 1d6. Creatures that take a direct hit from a concussive gel globe are deafened for 1 minute unless they succeed at a Fortitude save. Those hit by a concussive gel spray are deafened for 1 round per 1d6 of damage up to a maximum of 1 minute unless they succeed at a Fortitude save.

*Confusion gel**: This gel causes *confusion*. A creature that takes a direct hit from a *confusion* gel globe takes damage from the gel and is under the effect of a *confusion* spell for 1 round per caster level of the alchemicalist. Those hit by a *confusion* gel spray may take damage from the gel and is under the effect of a *confusion* spell for 2 rounds per 1d6 of damage up to a maximum total of the caster level of the alchemicalist. Reduce the amount of normal damage dealt by the gel by 2d6 (so a gel globe that would normally deal 6d6+4 points of damage deals 4d6+4 points of damage instead, while a gel spray that is split would have 4d6 to use rather than 6d6).

*Cursed gel**: This gel delivers a debilitating effect. A creature that takes a direct hit from a cursed gel globe must succeed at a Will save or be affected by *bestow curse*. Those hit by a cursed gel spray must succeed at a Will save or be affected by *doom* for 1 minute per 1d6 of damage up to a maximum total of the caster level of the alchemicalist, when *bestow curse* takes effect.

Defoliant gel: This gel deals extra damage to plant creatures (d8 instead of d6 at each odd-numbered level) and less damage against other creatures (d4 instead of d6 at each odd-numbered level).

Delayed gel: The bursting of a gel globe can be delayed for any number of rounds as chosen by the alchemicalist or companion creature, up to a number of rounds equal to the alchemicalist's level. If at any point the alchemicalist or companion creature reclaims possession of the delayed gel globe, they can end the timer and

prevent the globe's detonation. A gel spray's effect can be delayed for a number of rounds chosen by the alchemicalist or companion creature, up to a 1 round per 1d6 of damage and up to a maximum total of the caster level of the alchemicalist

Directed gel: This gel causes a gel globe to splash in a 15-ft. cone instead of a 5-foot burst. The companion creature chooses the direction of the cone. If the attack misses, roll an additional 1d8 to determine the direction of the blast from where the gel globe lands. If a gel spray uses directed gel, it increases the reach of the melee touch attack to 15 feet. This discovery can't be combined with the explosive gel discovery.

Dispelling gels: This gel can be used to *dispel magic*. Creatures that take a direct hit from a dispelling gel globe are subject to a targeted *dispel magic* spell, using the alchemicalist's level as the caster level. This cannot be used to target a specific spell effect. A gel spray can not use dispelling gel.

Ectoplasmic gel: This gel damages incorporeal creatures and reveals the presence of hidden undead creatures in the area. Incorporeal creatures struck by an ectoplasmic gel globe take full damage from the gel. In addition, squares in the affected area of the gel globe begin to faintly glow in the spaces where undead creatures have traveled in the last minute, including undead benefiting from *invisibility* or other forms of obscurity (such as *ethereal jaunt*), effectively creating a glowing trail. Any undead creatures in the affected area at the time of the bursting likewise glow faintly.

This glowing effect lasts for 1 minute, and is otherwise identical to *faerie fire*. A hit by an ectoplasmic gel spray creates a glow for 1 round per 1d6 of damage up to a maximum of 1 minute.

Explosive gel*: This gel globe gains an increased area of effect, and now have a splash radius of 10 feet rather than 5 feet (see Throw Splash Weapon). In addition to the heat damage from the gel, creatures that take a direct hit from an explosive gel globe heat up as if affected by a maximised *heat metal* spell. The gel spray increases the reach of the melee touch attack to 15 feet. In addition to the initial heat damage from the gel, creatures that are hit by the explosive gel spray heat up in the following way:

Table 1-2: Effects of Explosive Gel

Round	1	2	3-5	6	7
Metal Temperature	Warm	Hot	Searing	Hot	Warm
Damage	0	1 point plus 1 per 3d6 of initial damage	2 points plus 2 per 3d6 of initial damage	1 point plus 1 per 3d6 of initial damage	0

Force gel*: This gel deals force damage. Force gel globes deal 1d4 points of force damage, plus 1d4 points of force damage for every odd-numbered level, instead of 1d6. Creatures that take a direct hit from a force gel globe are knocked prone unless they succeed on a Reflex save. Creatures hit by a force gel spray get a +4 circumstance bonus to their save as the power of the spray is much less than that produced by a bursting gel globe.

*Frost gel**: This gel deals cold damage. Creatures that take a direct hit from a frost gel globe are staggered on their next turn unless they succeed on a Fortitude save. Creatures hit by a frost gel spray get a +4 circumstance bonus to their save as the power of the spray is much less than that produced by a bursting gel globe.

*Grease gel**: When you create this gel, you can choose to have it create a grease slick upon detonation. A gel globe coats an area equal to the globe's splash radius in grease (as the *grease* spell) for 1 round per level. A gel spray coats an area equal to the 10-ft melee reach (2 squares) in grease (as the *grease* spell) for 1 round per 1d6 of damage. The DC of the Reflex save to avoid falling after a failed Acrobatics check is equal to $10 + 1/2$ the alchemicalist's level + the alchemicalist's Intelligence modifier. A grease gel can't affect items or armor. Companion creatures are not affected by their own grease.

*Healing gel**: When you create this gel, you can choose to have it heal damage instead of dealing it. Creating a healing gel requires the alchemicalist to expend a *potion* containing a cure spell. A creature that takes a direct hit from a healing gel globe is healed as if she had imbibed the *potion* used to create the gel. Creatures in the splash radius are healed for the minimum amount of damage the cure spell is capable of healing. A creature that is hit by a healing gel spray is healed for each 1d8 of curative assigned by the companion creature, but not the +1 point per caster level. A healing gel damages undead instead of healing them.

*Holy gel**: This gel deals good divine damage, possibly staggering evil creatures on their next turn if they take a direct hit. Holy gel deals 1/2 damage vs. neutral creatures and such targets are not affected by the staggering effect. Holy gel globes and spray have no effect on good-aligned creatures.

*Immolation gel**: This gel globe deals damage over time as the gel coats the direct target's body, causing the gel globe to deal its damage over time instead of all at once. The globe's effect lasts for a number of rounds equal to the number of damage dice the gel would normally deal (for instance, a 5d6 gel globe lasts for 5 rounds). When the gel globe hits the direct target, the gel deals 1d6 + the alchemicalist's Intelligence modifier in damage, and those within the splash zone take damage equal to 1 + the alchemicalist's Intelligence modifier. It repeats this damage against the direct target of the gel globe each round the immolation gel lasts, dealing the damage at the start of the alchemicalist's turn. Splash damage is dealt again to any creature that is adjacent to the direct target when it takes damage from the immolation gel. A creature taking damage from an immolation gel globe's direct hit can attempt to extinguish the flames as a full-round action that requires a Reflex save (DC = $10 + 1/2$ the alchemicalist's level + the alchemicalist's Intelligent modifier). A gel spray does the same thing as the gel globe, but only with the chosen damage (for instance, a 2d6 gel spray lasts for 2 rounds). Because of the alchemical nature of this gel, dousing a creature with water does not stop it from burning. These gel globes can be used underwater.

Incompetence gel: This gel deals Intelligence damage, as it short circuits the brain's synapses. A creature that takes a direct hit from an incompetence gel globe takes damage from the gel plus 1d4 points of Intelligence damage. A creature that is hit by an incompetence gel spray takes damage from the gel, but the 1d4 points of Intelligence damage are temporary and only last for 1 round for each 1d6 of damage dealt by the incompetence gel spray.

Reduce the amount of normal damage dealt by the gel by 2d6 (so a globe that would normally deal 6d6+4 points of damage deals 4d6+4 points of damage instead, while a gel spray that is split would have 4d6 to use rather than 6d6). The amount of Intelligence damage dealt by an incompetence gel is reduced by 1 for each incompetence gel globe or spray that hit the target in the past 24 hours, to a minimum of 1 point of Intelligence damage.

Inferno gel:* This gel can be used to create an *incendiary cloud* effect, filling an area equal to twice the gel bomb's splash radius for 1 round per level (see Throw Splash Weapon), and a 20-ft space instead of the standard 10-ft reach for gel spray for 1 round per 1d6 of damage. An alchemicalist needs to have mastered the smoke gel discovery to use inferno gel.

Inflicting gel:* When you create this gel, you can choose to have it cause damage as an *inflicting wounds* spell. Creating an inflicting gel requires the alchemicalist to expend a *potion* containing an inflict spell. A creature that takes a direct hit from an inflicting gel globe is harmed as if she had

imbibed the *potion* used to create the gel. Creatures in the splash radius are harmed for the minimum amount of damage the inflict spell is capable of healing. A creature that is hit by an inflicting gel spray is harmed for each 1d8 of inflicative assigned by the companion creature, but not the +1 point per caster level. An inflicting gel heals undead instead of harming them.

Lingering Spirit gel: The alchemicalist is familiar enough with the ties between not only his body and spirit, but also those of his companion creatures. he can ensure that either he or the companion creature lingers at death's door far longer than is normally possible.

In Pathfinder, the gel allows the alchemicalist to treat his or his companion creature's Constitution as 10 points higher than normal for the purpose of determining when hit point damage finally brings death about (so an alchemicalist with a Constitution of 10 and this discovery dies at -20 hit points instead of -10). Reducing him or the companion creature to 0 Constitution or its equivalent (from ability damage, ability drain, Constitution penalties, and so on) induces unconsciousness and a comatose state, but either he or the companion creature is only killed after taking an additional 5 points of Constitution damage, drain, or penalty (in effect, the alchemicalist or companion creature must be brought to -5 Constitution in order to be killed by these attacks).

In 3.5E, the gel has the effect of granting an additional 10 hit points to the alchemicalist or companion creature when they reach -10 hp and are about to die. This means they are reset to 0 hp, but drop to -1 hp at the end of the round because of the strenuous nature

of the gel activating (it takes an amount of internal energy to become active and “jolt” the user back above -10 hp)

Madness gel: This gel deals Wisdom damage, as it sears the mind. A creature that takes a direct hit from a madness gel globe takes damage from the gel plus 1d4 points of Wisdom damage. Reduce the amount of normal damage dealt by the gel globe by 2d6 (so a globe that would normally deal 6d6+4 points of damage deals 4d6+4 points of damage instead). The amount of Wisdom damage dealt by a madness gel globe is reduced by 1 for each madness gel globe that hit the target in the past 24 hours, to a minimum of 1 point of Wisdom damage.

A creature that takes a direct hit from a madness gel globe takes damage from the gel plus 1d4 points of Wisdom damage. A creature that is hit by a madness gel spray takes damage from the gel, but the 1d4 points of Wisdom damage is temporary and only lasts for 1 round for each 1d6 of damage dealt by the madness gel spray.

Reduce the amount of normal damage dealt by the gel by 2d6 (so a globe that would normally deal 6d6+4 points of damage deals 4d6+4 points of damage instead, while a gel spray that is split would have 4d6 to use rather than 6d6). The amount of Wisdom damage dealt by an madness gel is reduced by 1 for each madness gel globe or spray that hit the target in the past 24 hours, to a minimum of 1 point of Wisdom damage.

Plague gel:* This gel duplicates the effects of *contagion*, filling an area equal to twice the gel globe’s splash area for 1 round per level (see Throw Splash Weapon), and a 20-

ft space instead of the standard 10-ft reach for gel spray for 1 round per 1d6 of damage. An alchemicalist needs to have mastered the smoke gel discovery to use plague gel.

Poison gel:* The gel globe duplicates the effects of *cloudkill*, filling an area equal to twice the gel globe’s splash area for 1 round per level (see Throw Splash Weapon), and a 20-ft space instead of the standard 10-ft reach for gel spray for 1 round per 1d6 of damage. An alchemicalist needs to have mastered the smoke gel discovery to use plague gel.

Precise gel: This gel allows a companion creature either to choose which squares are missed by the gel globe’s splash damage or to ignore the +4 bonus to AC that one person would get if they were standing behind another within the 10-ft reach of the gel spray’s melee touch attack. If the gel globe or spray misses, this discovery has no effect.

Profane gel:* This gel deals evil divine damage, possibly staggering good creatures on their next turn if they take a direct hit. Profane gel deals 1/2 damage vs. neutral creatures and such targets are not affected by the staggering effect. Profane gel globes and spray have no effect on evil-aligned creatures.

Pseudopod gel: The gel globe creates the same effect as a chosen ooze’s improved grab and constrict combat ability, or its engulf combat ability. The number of hit dice of the chosen ooze can not exceed the alchemicalist’s level. The effect lasts for 1 minute. A gel spray can not use pseudopod gel.

Scrap gel: This gel creates shrapnel that deals piercing damage. A creature that takes a direct hit from a scrap gel globe or gel spray takes 1 point of bleed damage per die of gel damage unless it succeeds at a Reflex save. An alchemicalist does not need to be a goblin to learn this discovery in the way alchemist does. The gel can only be used on companion constructs or companion undead that wear armor.

Shock gel:* This gel deals electricity damage. Creatures that take a direct hit from a shock gel globe are dazzled for 1d4 rounds. Creatures hit by a shock gel spray get a +4 circumstance bonus to their save as the power of the spray is much less than that produced by a bursting gel globe.

Smoke gel:* This gel duplicates the effects of *fog cloud*, filling an area equal to twice the gel globe's splash radius for 1 round per level (see Throw Splash Weapon), and a 20-ft space instead of the standard 10-ft reach for gel spray for 1 round per 1d6 of damage.

Sticky gel: This gel deals splash damage for one extra round after the initial damage. Creatures that take a direct hit from a sticky gel globe take the splash damage 1 round later. Gel globes that have effects that would normally occur 1 round later instead have those effects occur 2 rounds later. A gel spray can not use sticky gel.

Stink gel:* This gel duplicates the effects of *stinking cloud* filling an area equal to twice the gel globe's splash radius for 1 round (see Throw Splash Weapon), and a 20-ft space instead of the standard 10-ft reach for gel spray for 1 round per 1d6 of damage. An alchemicalist needs to have mastered the smoke gel discovery to use sunlight gel.

Strafe Gel: This gel causes a gel globe to splash in a 40-foot line rather than affecting a radius. The line starts at the companion creature and extends away from it in the direction it chooses. It causes a gel spray to ricochet off the original victim and strike another target that is adjacent to that creature.

Sunlight gel:* This gel creates a searing radiance equivalent to that of sunlight and that acts as blinding gel. Undead, fungi, molds, oozes, slimes, and creatures to which sunlight is harmful or unnatural take +2 damage per die from the gel, whether hit by the full damage from a globe or the divided damage of a spray. Undead that are harmed by sunlight and that fail their saves against the gel are staggered for 1 round. An alchemicalist needs to have mastered the blinding gel discovery to use sunlight gel.

Grand Discovery (Su): At 20th level, the alchemicalist makes two grand discoveries from the list below, representing truly astounding alchemical breakthroughs of significant import. These grand discoveries affect the alchemicalist and the companion creature at the same time. For many alchemicalists, the promise of these grand discoveries is the primary goal of their experiments and hard work.

Awakened Intellect: The alchemicalist's constant exposure to strange chemicals has expanded his mind. His Intelligence score permanently increases by 2 points.

Eternal Youth: The alchemicalist has discovered a cure for aging, and from this point forward he takes no penalty to his physical ability scores from advanced age. If the alchemicalist is already taking such penalties, they are removed at this time.

Fast Healing: The alchemicalist's flesh responds to damage with shocking speed—he gains fast healing 5.



Royal Guard

(fighter archetype)

There are warriors who train to protect those that rule the lands. Not as worldly as their adventuring kin, these guardians use words to diffuse a situation as often as they do weapons.

Class Skills: At 1st level, a royal guard adds Diplomacy and Knowledge (nobility) to his list of class skills and removes Knowledge (dungeoneering) from his list of class skills.

Bonus Feat: At 1st level, the royal guard gains either Negotiator (3.5) or Persuasive (PF) as a bonus feat.

Strategic Placement (Ex): At 1st level, the royal guard becomes adept at putting himself into harm's way with a reflexive quickness. As an immediate action the royal guard may take a 5-foot step to intercept an attack on their ward. The royal guard must place themselves between their ward and the attacker and may not use this 5-foot step for any other reason. This ability replaces the bonus feat gained at 1st level.

Sworn Ward (Ex): At 1st level, the royal guard conditions himself to become so inured to another creature that he becomes accustomed to constantly protecting it.

With a one minute ritual, the royal guard designates one creature as his ward, swearing an oath of duty. When a royal guard's ward dies, the royal guard must wait a week before designating a new ward (though if relinquished of his oath, a royal guard may designate a new ward immediately).



Matthias Laurent

Diplomatic Action (Ex): At 2nd level, a royal guard develops a stronger understanding of what his job entails. When within 10 feet his ward, the royal guard gains a +1 competence bonus to AC, attack rolls, damage rolls, Sense Motive, and Diplomacy checks made to defuse a hostile situation. This bonus increases by +1 every four levels after 2nd (to a maximum of +5 at 18th level). This ability replaces the bonus feats at 2nd, 6th, 10th, 14th, and 18th level.

The penalty for attacking a ward under the protection of a royal guard and the duration of the staggered condition increase as per to the table below.

Table 2-1: Royal Guard's Detaining Strike

Level	3rd	7th	11th	15th	19th
Penalty to assailant's attack	-1	-2	-3	-4	-5
Duration of staggered condition	Cha bonus + 1 (min 1)	Cha bonus + 2 (min 2)	Cha bonus + 3 (min 3)	Cha bonus + 4 (min 4)	Cha bonus + 5 (min 5)

Tabard Recognition (Ex): At 3rd level, a royal guard can act as protection without action. Simply by displaying a tabard bearing the sigil of their ward, the royal guard imparts a -1 circumstance penalty to anyone attacking the royal guard's ward. This penalty increases by -1 for every four levels past 3rd (to a maximum of -5 at 19th level).

Detaining strike cannot be used on a target that misses a royal guard's ward because of the strategic placement ability.

Detaining Strike (Ex): While actively protecting their ward in combat, the royal guard designates a number of enemies equal to $\frac{1}{2}$ his level as assailants. When an assailant attacks and misses the royal guard's ward, the assailant gains the staggered condition for a number of rounds equal to the royal guard's Charisma bonus + 1 (minimum one round). In this circumstance royal guards are required to deal nonlethal damage to the assailant (duty-bound to take the attacker in for questioning); should a royal guard deal lethal damage or allow an ally to deal lethal damage to an assailant staggered by detaining strike, the staggered condition immediately ends.

Gambler

(base class)

Class Features

Somewhere between the bar-room bonhomie of a bard and the resolute rakishness of a rogue there sits the gambler. Always ready with an invite to share a drink and a game, these chancers of fate spend their time winning and losing friends as often as they do coin. For although they aren't out to steal from their fellows in the way a thief would, they are ready to charm the very last copper piece out on an unfortunate opponent's moneybag if they think they can do it without getting into trouble. Well, not too much trouble, any way.

A gambler looks to cherry-pick their way through life, finding the right mark to squeeze, finding the best places to win a pot or stay low for a while, and enjoying the finest establishments to spend their profits, because what's the point of sport without spoils? However, they are always ready to make a swift escape if the game—or the crowd—goes awry. Staying one step ahead of the law is also a must, because another throw of the dice is always just around the corner.

Alignment: Any chaotic

Hit Dice: d8

Class Skills

The gambler's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), Linguistics (Int), Perception (Wis), Perform (act, oratory only) (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int modifier.

The following are class features of the gambler.

Weapon and Armor Proficiency:

A gambler is proficient with bolas, kukri, light pick, rapier, sai, sap, shuriken, whip, unarmed strikes, simple light weapons, and simple ranged weapons (excluding the heavy crossbow and javelin). Gamblers are also proficient with light armor but not with shields. A gambler can cast gambler spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a gambler wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass gambler still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells:

A gambler casts arcane spells drawn from the gambler spell list presented below. A gambler need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her allotment of spells per day for the spell's level. Every gambler spell has a verbal component. To learn or cast a spell, a gambler must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a gambler's spell is 10 + the spell level + the gambler's Charisma modifier.

Like other spellcasters, a gambler can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is on **Table 3-1: Gambler**. She



Table 3-1: Gambler

Level	BAB	Fort	Ref	Will	Special	Spells per day			
						1st	2nd	3rd	4th
1st	+0	+0	+2	+2	1st easy mark (own kind), cutting comment, disruption, fascinate, gambler's commentary, motivate self-confidence	0			
2nd	+1	+0	+3	+3	Heard it all before	0			
3rd	+2	+1	+3	+3	1st favored game, galvanize proficiency, it's a trick +1, no flies on me +1	1			
4th	+3	+1	+4	+4	Just what I wanted 1/day	1	0		
5th	+3	+1	+4	+4	2nd easy mark, lucky charmer 1/day	1	0		
6th	+4	+2	+5	+5	As I see it, it's a trick +2	1	1		
7th	+5	+2	+5	+5	No flies on me +2	2	1	0	
8th	+6/+1	+2	+6	+6	2nd favored game, devastating put-down	2	1	0	
9th	+6/+1	+3	+6	+6	It's a trick +3, undoubted reputé	2	1	1	
10th	+7/+2	+3	+7	+7	3rd easy mark, just what I wanted 2/day	2	2	1	0
11th	+8/+3	+3	+7	+7	Lucky charmer 2/day, no flies on me +3	3	2	1	0
12th	+9/+4	+4	+8	+8	It's a trick +4, you can do better	3	2	1	1
13th	+9/+4	+4	+8	+8	3rd favored game	3	2	2	1
14th	+10/+5	+4	+9	+9	Sickening realization	3	3	2	1
15th	+11/+6/+1	+5	+9	+9	4th easy mark, it's a trick +5, luck's with us, no flies on me +4	4	3	2	1
16th	+12/+7/+2	+5	+10	+10	Just what I wanted 3/day	4	3	2	2
17th	+12/+7/+2	+5	+10	+10	Lucky charmer 3/day	4	3	3	2
18th	+13/+8/+3	+6	+11	+11	4th favored game, believe you me, it's a trick +6	4	4	3	2
19th	+14/+9/+4	+6	+11	+11	No flies on me +5	5	4	3	2
20th	+15/+10/+5	+6	+12	+12	5th easy mark, lose all hope	5	4	3	3

also receives bonus spells per day if she has a high Charisma score.

The gambler's selection of spells is extremely limited. A gambler begins play knowing just two 1st-level spells of the gambler's choice. At each new gambler level, she gains one or more new spells, as indicated on **Table 3-2: Gambler Spells Known**. (Unlike spells per day, the number of spells a gambler knows is not affected by her Charisma score. The numbers on **Table: Gambler Spells Known** are fixed.)

Upon reaching 5th level, and at every third gambler level after that (8th, 11th, and so on), a gambler can choose to learn a new

spell in place of one she already knows. In effect, the gambler "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level gambler spell the gambler can cast. A gambler may swap only a single spell at any given level and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

Table 3-2: Gambler Spells Known

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

Easy Mark (Ex): At 1st level, a gambler treats her own kind as her first easy mark. She gains a +2 luck bonus on Bluff, Knowledge, Perception, Perform, and Sense Motive checks against creatures of her type. She gains a +2 luck bonus to initiative when entering combat against creatures of her type, and always goes first on a tied initiative check result against an easy mark. She also gains a +2 luck bonus on attack and damage rolls against creatures of her type when dealing nonlethal damage

within 10 rounds of a gambling-based interaction. A gambler may make Knowledge skill checks untrained to identify whether or not a creature is of her type.

A creature must be able to gamble and have an Intelligence of 3 or more to qualify as a target for easy mark.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the gambler may pick an additional easy mark from **Table 3-3: Gambler Easy Marks**. Also, at each such interval, the bonus against any one easy mark (including the one just selected, if desired) grows by +2.

When the gambler chooses humanoids or outsiders as an easy mark, she must also choose an associated subtype, as indicated on the table below. (Note that there are other types of humanoid to choose from—those called out specifically on the table below are merely the most common.) If a specific creature falls into more than one category of easy mark, the gambler's bonuses do not stack; she simply uses whichever bonus is higher.

Gambler's Commentary: A gambler is trained to use the Perform skill to create magical effects on those around her, including herself if desired. She can use this ability for a number of rounds per day equal to 4 + her Charisma modifier. At each level after 1st a gambler can use gambler's commentary for 2 additional rounds per day. Each round, the gambler can produce any one of the

Table 3-3: Gambler Easy Marks: Type (Subtype)

Dragon	Humanoid (elf)	Humanoid (gnoll)	Humanoid (human)	Outsider (chaotic)	Outsider (lawful)
Fey	Humanoid (giant)	Humanoid (gnome)	Humanoid (orc)	Outsider (evil)	Outsider (native)
Humanoid (dwarf)	Humanoid (goblin)	Humanoid (halfling)	Monstrous humanoid	Outsider (good)	Undead

types of gambler's commentary that she has mastered, as indicated by her level.

Starting a gambler's commentary is a standard action, but it can be maintained each round as a free action. Changing a gambler's commentary from one effect to another requires the gambler to stop the previous commentary and start a new one as a standard action. A gambler's commentary

cannot be disrupted, but it ends immediately if the gambler is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A gambler cannot have more than one gambler's commentary in effect at one time. Each gambler's commentary has audible or visual components, or both.



If a gambler's commentary has audible components, the targets must be able to hear the gambler for the commentary to have any effect, and many such commentaries are language dependent (as noted in the description). A deaf gambler has a 20% chance to fail when attempting to use a gambler's commentary with an audible component. If she fails this check, the attempt still counts against her daily limit. Deaf creatures are immune to gambler's commentaries with audible components.

If a gambler's commentary has a visual component, the targets must have line of sight to the gambler for the commentary to have any effect. A blind gambler has a 50% chance to fail when attempting to use a gambler's commentary with a visual component. If she fails this check, the attempt still counts against her daily limit. Blind creatures are immune to gambler's commentaries with visual components.

At 7th level, a gambler can start a gambler's commentary as a move action instead of a standard action. At 13th level, a gambler can start a gambler's commentary as a swift action.

Cutting Comment (Su): At 1st level, a gambler learns to counter magic effects that depend on sound (but not spells that have verbal components) by commenting on (e.g.) their inefficiency or lack of style. Each round of cutting comment she makes a Perform (act or oratory) skill check. Any creature within 30 feet of the gambler (including the gambler herself) that is affected by a sonic or language-dependent magical attack may use the gambler's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the cutting

comment is already under the effect of a non-instantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the cutting comment, but it must use the gambler's Perform skill check result for the save. Cutting comment does not work on effects that don't allow saves. It relies on audible components.

Disruption (Su): At 1st level, a gambler can use her commentary to counter magic effects that depend on sight. Each round of the disruption, she makes a Perform (act, or oratory) skill check. Any creature within 30 feet of the gambler (including the gambler herself) that is affected by an illusion (pattern or figment) magical attack may use the gambler's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the disruption is already under the effect of a non-instantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the disruption, but it must use the gambler's Perform skill check result for the save. Disruption does not work on effects that don't allow saves. Disruption relies on visual components.

Fascinate (Su): At 1st level, a gambler can use her commentary to cause one or more creatures to become fascinated with her. Each creature to be fascinated must be within 90 feet, able to see and hear the gambler, and capable of paying attention to her. The gambler must also be able to see the creatures affected. The distraction of nearby combat or other dangers prevents this ability from

working. For every three levels the gambler has attained beyond 1st, she can target one additional creature with this ability.

Each creature within range receives a Will save (DC 10 + 1/2 the gambler's level + the gambler's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the gambler cannot try to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes the commentary for as long as the gambler continues to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect.

Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Motivate Self-Confidence (Su): A 1st-level gambler can use her commentary to motivate self-confidence in her allies (including herself), bolstering their self-belief and improving their combat abilities. To be affected, an ally must be able to perceive the gambler's commentary. An affected ally receives a +1 dodge bonus on saving throws against gaze and ray attacks and a +1 luck bonus on attack and weapon damage rolls. At 5th level, and every six gambler levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Motivate self-confidence is a mind-affecting ability. It can use audible or visual components. The gambler must choose which component to use when starting her commentary.

Galvanize Proficiency (Su): A gambler of 3rd level or higher can use her commentary to help an ally succeed at a task by praising her ability. That ally must be within 30 feet and be able to hear the gambler. The ally gains a +2 luck bonus on skill checks with a particular skill as long as she continues to hear the gambler's commentary. This bonus increases by +1 for every four levels the gambler has attained beyond 3rd (+3 at 7th, +4 at 11th, +5 at 15th, and +6 at 19th). Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A gambler can't galvanize proficiency in herself. Galvanize proficiency relies on audible components.

As I See It (Sp): A gambler of 6th level or higher can use her commentary to make a *suggestion* (as per the spell) to a creature she has already fascinated (see above). Using this ability does not disrupt the fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the fascinate effect). A gambler can use this ability more than once against an individual creature during an individual commentary.

As I See It does not count against a gambler's daily use of gambler's commentary. A Will saving throw (DC 10 + 1/2 the gambler's level + the gambler's Cha modifier) negates the effect. This ability affects only a single creature. As I see it is an enchantment (compulsion), mind affecting, language-dependent ability and relies on audible components.

Devastating Put-down (Su): A gambler of 8th level or higher can use her commentary to foster a sense of increasing incompetence in her enemies, causing them to become sickened.

To be affected, an enemy must be within 30 feet and able to see and hear the gambler's commentary. The effect persists for as long as the enemy is within 30 feet and the gambler continues her commentary. Devastating put-down is a mind-affecting fear effect and it relies on audible and visual components.

Undoubted Repute (Su): A gambler of 9th level or higher can use her commentary to bolster undoubted repute about herself or a single willing ally within 30 feet, granting extra fighting capability. For every three levels the gambler attains beyond 9th, she can target an additional ally while using this commentary (up to a maximum of four targets at 18th level). To develop undoubted repute, all targets must be able to see and hear the gambler. Undoubted repute gives a target a number of temporary hit points equal to $2d12 +$ the gambler's Charisma modifier, a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. Creatures benefiting from undoubted repute treat their hit dice as 2 higher when determining the effects of spells and spell-like abilities targeting them. Undoubted repute is a mind-affecting ability and it relies on audible and visual components.

You Can Do Better (Su): A gambler of 12th level or higher can use her commentary to create an effect equivalent to a *mass owl's wisdom*, using the gambler's level plus her Charisma modifier as the caster level. In addition, this commentary removes the fatigued, sickened, and shaken conditions from all those affected. Using this ability requires 4 rounds of continuous commentary, and the targets must be able

to see and hear the gambler throughout the commentary. You can do better affects all targets that remain within 30 feet throughout the commentary. You can do better relies on audible and visual components.

Sickening Realization (Sp): A gambler of 14th level or higher can use her commentary to cause nausea in her enemies as they realize their gross incompetence. To be affected, an enemy must be able to hear the gambler perform and be within 30 feet. Each enemy within range receives a Will save ($DC 10 + 1/2$ the gambler's level + the gambler's Cha modifier) to negate the effect. If the save succeeds, the creature is immune to this ability for 24 hours. If it fails, the target becomes *nauseated* and moves away from the gambler for as long as they can hear the gambler's commentary. Sickening realization relies on audible components.

Luck's With Us (Su): A gambler of 15th level or higher can garner immense self-confidence in herself or a single ally within 30 feet. For every three gambler levels the character attains beyond 15th, she can garner self-confidence in an additional creature. To garner self-confidence, all of the targets must be able to see and hear the gambler. Enthused creatures gain a +4 luck bonus on saving throws and a +4 dodge bonus to AC. This effect lasts for as long as the targets are able to witness the commentary. Luck's with us is a mind-affecting ability that relies on audible and visual components.

Believe You Me (Sp): This ability functions just like as I see it, but allows a gambler of 18th level or higher to make a *mass suggestion* simultaneously to any number of creatures that she has already fascinated. Believe you me is an enchantment (compulsion), mind-affecting, language-dependent ability that relies on audible components.

Lose All Hope (Su): A gambler of 20th level or higher can use her commentary to cause one enemy to become immediately paralyzed at the start of the round with chronic indecision and then petrified during the course of it from complete lack of self-belief. To be affected, the target must be able to see and hear the gambler perform for 1 full round and be within 30 feet. The target receives a Will save (DC 10 + 1/2 the gambler's level + the gambler's Cha modifier) to negate the effects. If a creature's saving throw succeeds, the target is nauseated for 1d4 rounds at their own gross incompetence and acts as if affected by sickening realization. The gambler cannot use lose all hope on that creature again for 24 hours. If a creature's saving throw fails, it becomes paralyzed and then petrified. Lose all hope is a mind-affecting effect that relies on audible components.

Heard It All Before (Ex): At 2nd level, the gambler becomes resistant to the gambler's commentary of others, and to sonic effects in general. The gambler gains a +4 bonus on saving throws made against gambler's commentary, sonic, and language-dependent effects.

Favored Game (Ex): At 3rd level, a gambler may select a type of game from **Table 3-4: Favored Games**. The gambler gains a +2 bonus on Bluff, Diplomacy, Intimidate, Perception, Profession (gambler), Sense Motive, and Sleight of Hand skill checks when she is playing one of her favored games. A gambler playing her favored game doesn't attract attention with regard to her tactics, and other players cannot remember how she played (though she may make herself memorable if she so chooses).

At 8th level and every five levels thereafter, the gambler may select an additional favored game. In addition, at each such interval, the skill bonus when playing any one favored game (including the one just selected, if so desired), increases by +2. If a specific game falls into more than one category of favored game, the gambler's bonuses do not stack; she simply uses whichever bonus is higher.

Table 3-4: Gambler Favored Games

Animal-based racing or animal racing	Dice-based	Rock-paper-scissors-style
Bingo-style	Lottery-style	Roulette/rotating wheel-style
Blackjack-style	Poker-style	Tile/token-based (mahjong, checkers)

It's A Trick (Ex): At 3rd level, a gambler gains an intuitive sense that alerts her to danger from sneak attacks, giving her a +1 luck bonus to AC against such attacks. These bonuses rise to +2 when the gambler reaches 6th level, to +3 when she reaches 9th level, to +4 at 12th level, to +5 at 15th, and to +6 at 18th level.

The gambler gains an additional +1 bonus on AC to avoid sneak attacks at each of these

levels if the sneak attack is being made with a weapon that the gambler is proficient with.

Gambler Spells

No Flies On Me (Ex): At 3rd level, a gambler gains a +1 luck bonus to initiative while wearing light or no armor. This bonus increases by 1 for every 4 levels beyond 3rd (to a maximum of +5 at 19th level). In addition, a number of times per day equal to her 1 + her Charisma modifier, a gambler can roll two dice for initiative and take the higher roll. At 7th level and every 4 levels thereafter, the gambler gains another daily use of this ability (to a maximum of 5 times per day + her Charisma modifier at 19th level).

Just What I Wanted (Sp): At 4th level, once per day, a gambler can make her favored bare hand act as if it was wearing a *glove of storing*, and produce either equipment suited to one of her favored games or a bolas, sap, or whip. This ability may be used twice per day at 10th level, and 3 times per day at 16th level.

Lucky Charmer (Ex): At 5th level, the gambler becomes exceptionally lucky and can take 10 on any Charisma-based skill check in which she has ranks. A gambler can choose not to take 10 and can instead roll normally. In addition, once per day, the gambler can take 20 on any Charisma-based skill check as a standard action. She can use this ability one additional time per day for every six levels she possesses beyond 5th, to a maximum of three times per day at 17th level.

Gamblers gain access to the following spells.

1st Level

burst bonds, charm person, comprehend languages, confusion (lesser), disguise self, divine favor, expeditious retreat, grease, hypnotism, identify, ill omen, obscure object, sleep, stroke of luck, undetectable alignment, ventriloquism

2nd Level

aid, alter self, blessing of luck and resolve, blur, cat's grace, daze monster, detect thoughts, eagle's splendor, hypnotic pattern, mirror image, pyrotechnics, silence, sound burst, tongues

3rd Level

blink, clairaudience/clairvoyance, crushing despair, deep slumber, displacement, glibness, good hope, haste, phantom steed, prayer, see invisibility, slow, tiny hut

4th Level

confusion, detect scrying, deadly juggernaut, dimension door, freedom of movement, legend lore, modify memory, rainbow pattern, secure shelter, shadow conjuration, shout, zone of silence

New Spells

Stroke of Luck

School enchantment (compulsion) [mind-affecting]; **Level** gambler 1

Casting Time 1 standard action

Components V, S, M (a lock of hair from a member of the first easy mark type)

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

Target one creature

Duration 1 round/level or until discharged

Saving Throw none; **Spell Resistance** yes

You boost the target with good luck. On the next d20 roll the target makes, it rolls twice and takes the most favorable result. For every five caster levels you have, the target may roll twice on an additional d20 roll (to a maximum of five rolls at 20th level).

Professional's Certainty

School transmutation; **Level** gambler 1

Casting Time 1 standard action

Component V, S, F (a piece of equipment from the first favored game)

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

Target one creature

Duration 1 day/level or until discharged (D)

Saving Throw Will negates (harmless);

Spell Resistance yes (harmless)

The target is struck by inspiration and gains a +5 luck bonus on its next Profession skill check.



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Fin Starling's Guide to Morsain

Having a map of Morsain and having an in-depth knowledge of a town are two very different things, believe you me.

Allow me to introduce myself. I am Fin Starling, a visitor of towns and cities throughout the Klavek Kingdom; I will be your guide in this journal exploring the very unique and exciting town of Morsain. Together we shall travel to the city and explore the region—borne along by my astute observations, keen memories, and informative commentary.

In this guide, you'll get the ins and outs of Morsain, such as Morsain Castle, the areas around the town and the town itself as well as interesting characters like Trusty Sven and the Pig King.

Within these pages you can read about people who have made interesting career choices, whether they mix herbs with magic, rely on their steel, or steal from others under the guise of cards and dice. You'll hear tales of dragons, gold-spinning spiders, curses, haunted mills, and monsters never before seen; let me tell you, the Haunted Forest holds treasures and creatures unimaginable! Read about who and what lurks in the Khillhoyde Hills and the Klettat Peaks. Is there a Fountain of Youth in or around Morsain? How about an old Vikmordere god? Who are the Grinning Ragamuffins and what do they have to do with everything?

Read up, my friends! Everything you need to begin exploring this unique and exciting region of the Klavek Kingdom is inside.

