

OCCULT SECRETS OF THE UNDERWORLD



PATHEFINDER
ROLEPLAYING GAME COMPATIBLE

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OCCULT SECRETS OF THE UNDERWORLD

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OCCULT UNDERWORLD

Blown away. That characterized best my response to the Kickstarter that birthed this book—both by the generosity of the backers and Jonathan G. Nelson, the master of AAW Games, who agreed to let me write this book, in spite of the stretch goal not being met. What is the occult? Stemming from the Latin word “occultus,”

meaning “clandestine, hidden, secret,” the occult has always been a hobby of mine—and also part of the title of, hands down, my favorite Paizo™ hardcover. In this book, I hope to do justice to the imaginative vision of the Underworld as well as to the wondrous associations of that word. A bit weird, a bit creepy, always wondrous—I sincerely hope you’ll enjoy the material!

– THILO GRAF, 2018



LIVING VAMPIRE

(Ahooring Fighter Archetype)

Ahoorings are primarily known as keening, bloodthirsty savages that have the potential to transform into a true horror. It is a lesser known fact that there is a secret order of ahoorings that eschews the demonic and primitive impulses of their tainted ancestry in favor of a warrior-mysticism based on the metaphysical river of blood that connects all life. A tradition born from the pages of the lost, legendary *Liber Sanguinis*, these ahoorings found a different truth, one written in the blood that binds all. As legends would have it, the revelations from this lost grimoire, handed down through the order's annals, changed the very physiology of those that embraced them, elevating these students from savagery, while at the same time heightening their hunger. These were the first of the stalwart living vampires, martial mystics with a heightened thirst, oath-bound to seek enlightenment through righteous bloodshed. From savage butchers to noble knights rivaling the purity of paladins, living vampires have been the heroes and villains of many a whispered tale, standing triumphant in the midst battle as they quest for their personal, elusive enlightenment through blood.

CLASS SKILLS

The living vampire adds Bluff (Cha), Diplomacy (Cha), Disguise (Cha) and Stealth (Dex) to his list of class skills.

Skill Ranks per level: 4 + Int modifier.

CLASS FEATURES

The following are features of this class archetype.

Vampire's Blood Thirst: The living vampire's blood thirst is more pronounced than that of other ahoorings, as their enhanced metabolism burns through their nourishing life force fast. They can't binge on blood as other ahoorings can—their metabolism consumes the

equivalent of two vitae points per day, which are subtracted either after 24 hours have elapsed, or after 8 hours of continuous activity, whichever happens first. A living vampire who cannot pay this cost of vitae points is fatigued and does not gain vitae points for feeding until they have fueled their metabolism by paying the 2 points of vitae. A living vampire already fatigued by vampire's blood thirst becomes exhausted instead. A living vampire rendered exhausted by this lack of blood can consume a total 2 vitae points to reduce the severity of the condition to fatigued. Immunity to fatigue or exhaustion does not prevent fatigue or exhaustion gained due to vampire's blood thirst and neither condition can be offset or negated by any means until the living vampire has fed. If a living vampire who is exhausted due to vampire's blood thirst fails to consume blood, they begin starving, taking 1 point of Constitution damage that cannot be healed by any means short of consuming an amount of vitae points equal to the Constitution damage taken. Each point of vitae thus consumed immediately heals 1 point of Constitution damage incurred from vampire's blood thirst. While the living vampire suffers from any negative conditions or Constitution damage incurred from vampire's blood thirst, they may not regain vitae points—instead, the drained blood automatically is used to pay off vampire's blood thirst's costs. Vampire's blood thirst never consumes more than two vitae points per day. The living vampire may choose to avoid this cost by going into hibernation. This decision must be made after resting and slows down the metabolism of the living vampire for 24 hours. A hibernating living vampire is considered to be helpless and unconscious for the duration of the hibernation. A living vampire entering hibernation can choose to hibernate any number of days, up to a maximum equal to twice their Constitution or Charisma score, whichever is higher. Living vampires awaken from hibernation either at the time chosen upon entering hibernation, or upon being awoken by another creature. Awakening from hibernation

is stressful for the living vampire's body—their vitae pool is reduced by a number of vitae points equal to 1/2 the total number of days spent in hibernation (rounded down, minimum 1), to a vitae pool minimum of 0 upon awakening, and the living vampire remains dazed for 1d8 rounds after awakening from hibernation. Immunity to the dazed condition does not negate being dazed after awakening from hibernation. This replaces the effects of the achoolings' blood thirst.

Vitae Pool (Ex): A living vampire's supply of blood is measured by their vitae pool. The vitae pool can contain up to the living vampire's Charisma or Constitution bonus (whichever is higher) + the living vampire's class levels (minimum 1) vitae points. A living vampire's vitae pool has a minimum size of 3 vitae points. Vitae is consumed by the metabolism of the living vampire and is used to power the living vampire's class abilities. The vitae pool does not automatically replenish.

The rush of death approaching can send a resonant song of power through the red river that connects a living vampire and their foes. Whenever a creature that suffers from an ongoing bleed effect that was caused by the living vampire, is reduced to 0 hit points or less, the living vampire gains 1 vitae point. Only creatures of a type that could sustain the living vampire's blood thirst (see side-bar) grant a vitae point when thus defeated. The living vampire may only gain 1 vitae point this way from a given creature per 24 hours. A living vampire may regain a maximum number of vitae points this way on any given day equal to their class level—for everything beyond that, the living vampire has to drink the blood of other creatures.

Vicious Bite (Ex): The living vampire gains Vicious Bite (*URC*, pg 24) as a bonus feat at 1st level.

Vampiric Techniques (Ex/Su): At 1st level, the living vampire's metabolism calls out via the red river that connects all to the blood of other creatures. This mystic connection manifests itself as vampiric techniques. The living vampire begins play with two techniques known, one of which must be vampire's gaze. At 2nd level and every even level thereafter, the living vampire gains another vampiric technique. Some vampiric techniques have a vitae point cost to



CRUNCHIER BLOOD THIRST

The ahooling's blood thirst as defined in URC is left deliberately vague, since not all groups enjoy tracking the mostly flavor-only blood consumption. However, the living vampire uses blood in the form of vitae points as a class resource and thus, does require a degree of keeping track of the vitae consumed, though not excessively so. The guidelines presented below can also be used for the regular blood thirst of the ahoolings for games that prefer a more simulationalist experience.

For the purpose of regaining vitae points, the following guidelines apply:

- As a living vampire grows in power, so do the requirements of their diet. The living vampire may only gain vitae points from drinking blood of a creature whose CR is equal to at least $1/3^{\text{rd}}$ of the living vampire's character level. Blood of rodents can't sustain a powerful living vampire.
- Unless decided otherwise by the GM, only aberrations, animals, dragons, fey, humanoids, magical beasts, monstrous humanoids, outsiders and vermin can be drained for vitae. Exceptions to this rule are blood draining undead or plants that feed on blood, oozes made of blood etc.—the GM is the final arbiter of what can and can't be drained for vitae.

Use the following guidelines for collecting blood for the purpose of replenishing vitae:

- A willing creature may donate blood to a living vampire. This process takes 1 round per point of vitae donated and requires, unless otherwise noted, that the living vampire is adjacent to the donor. Each point of vitae drained inflicts one point of Constitution damage to the donor. This represents the safe way to donate blood. The living vampire may also elect to drink in a manner that is more dangerous to the willing donor—in this case, the living vampire instead drains 2 points of vitae per round, but the donor must succeed a DC 15 Fortitude save or begin taking 1 point of hit point bleed damage per round. This bleeding can be stopped by a DC 15 Heal check or any amount of magical healing.
- A creature with blood currently suffering from bleed damage may contribute fresh blood to the living vampire. For the purpose of this form of donation, taking bleed damage equal to total of the creature's Hit Dice is the equivalent of 1 vitae point. When gaining vitae thus, the creature's HD in bleed damage is effectively converted into 1 Constitution damage for the donor creature, reducing the creature's maximum hit points until the Constitution damage has healed. This does not stop ongoing bleed damage.
- The life-sustaining properties of vitae are quickly lost: Unpreserved blood loses the capacity to provide vitae replenishment after 5 minutes.
- Blood may be preserved via the casting of *gentle repose* and similar spells. Alternatively, blood worth 2 vitae points may be preserved with a DC 20 Craft (alchemy) or Profession (herbalist) check. The necessary ingredients to preserve blood this way cost 10 gp. Blood thus preserved does taste foul and renders the living vampire sickened for 1 round upon consuming it. (No save.)
- The spell *Wine to Blood* (URC, pg. 24) provides a number of vitae points equal to $1 + \frac{1}{2}$ the caster level per casting, minimum 1.
- For other spells or effects that create blood, use the following formula to determine the amount of consumable vitae generated: Spell Level + $\frac{1}{2}$ caster level.
- Since vitae produced by magic is highly diluted and more ephemeral, a living vampire can only gain a number of vitae points per day from blood created by magic equal to twice the living vampire's character level. Any excess vitae that would be gained via magical means is lost.

activate, while others do not. Vampiric techniques with a vitae point cost note their activation actions in their respective entries.

Bleed effects generated by vampiric techniques stack with effects created by other vampiric techniques, as well as with bleed damage incurred via the *wounding* special weapon ability or the Vicious Bite feat. Bleed effects generated by vampiric techniques do not stack with themselves or bleed effects other than those mentioned above. All bleed effects caused by vampiric techniques require a DC 10 + the living vampire's class level + the living vampire's Constitution or Charisma modifier (whichever is higher) Heal check to staunch the flow of blood. Magical healing staunches the flow of blood, provided it restores more hit points than the total bleed damage per round that the target suffers from.

There are two ways to pay the activation cost of vampiric techniques: The living vampire may either pay the vitae cost or alternatively, they may choose to take 1/2 the vampiric technique's activation cost as Constitution damage and 1/2 the vampiric technique's activation cost as Charisma damage. If the activation cost is an odd number, you may choose how to pay for it—a technique that costs 3 vitae points, for example, could either cause 2 Constitution damage and 1 Charisma damage, or vice versa.

There are 4 kinds of vampiric techniques.

Anima: Anima vampiric techniques represent the exertion of control that a living vampire can establish over their physiology. They are based on the understanding of the living vampire's duality, of life consuming life, death begetting life—as such, they tend to grant a bonus as well as a penalty. A living vampire may only have one anima vampiric technique in effect at any given time and, once activated, the technique cannot be dismissed by the living vampire. It must run its course until its duration elapses. Anima techniques, unless otherwise noted, last for a number of rounds equal to the living vampire's choice of either Charisma or Constitution modifier (minimum 1), chosen each time anew. Anima techniques also generate a bit of resonance. (see escalations, below)

Escalations: Escalations have a vitae cost to activate and generate resonance, a harmony between the blood of the living vampire and that of their adversaries, a resource required to activate reaping vampiric techniques (see below). It does not matter if the escalation misses, is resisted, negated or otherwise fails to produce its intended effect—resonance is generated nonetheless. The connection required to maintain resonance is tenuous at best and may only be established when the blood of participants sings of battle. Resonance has a duration of 1 minute, which resets whenever the living vampire generates resonance. When this duration elapses, the resonance is lost. A living vampire can store resonance up to a maximum equal to their class level + their Constitution or Charisma modifier (whichever is higher).

Murmurs: Murmurs are the soothing sounds of the living vampire's blood. They do not have a cost to activate and are always considered to be in effect.

Reapings: Reaping vampiric techniques are impressive, often frightening abilities that rely on resonance to work. Each Reaping technique features the **Resonance required:** line in its entry. In order to execute the reaping vampiric technique, a living vampire must have at least the listed amount of resonance in addition to the vitae cost, if any. Performing a reaping vampiric technique generates a crescendo in the mystic song of blood that resets the living vampire's resonance to 0.

This replaces the fighter bonus feats gained at 2nd level and every even level thereafter, as well as bravery.

The Red River's Song (Ex): Starting at 5th level, the red river is no longer just a reference to the blood flowing through creatures; it becomes a mystic concept for the living vampire that represents animating life- (or unlife-) granting forces, allowing them to bleed dry even bloodless beings. The living vampire may choose a creature type or subtype from the ranger's favored enemy list. Creatures of the chosen type or subtype that

are immune to bleed effects lose their immunity to bleed effects that are caused by the living vampire's vampiric techniques. This does not allow the living vampire to gain sustenance from these creatures, unless they could sustain the living vampire—a living vampire that chooses constructs, for example, can cause bleed damage to them, but the living vampire can't gain vitae from them. At 9th, 11th and 15th level, the living vampire may choose an additional creature type or subtype. This replaces weapon training.

Exsanguination Aura (Ex): Starting at 3rd level, whenever a living vampire is within 30 ft. of a creature that suffers from an ongoing bleed effect caused by a vampiric technique and receives magical healing, there is a chance that the bleeding just won't stop. The resonance between the living vampire's life force and the target creature draws forth the precious red. In order to stop the bleed damage, the healer must succeed a caster level check against DC 10 + 1/2 the living vampire's class level + the living vampire's Constitution or Charisma modifier (whichever is higher). If successful, the bleed effects caused by vampiric techniques end as usual. On a failure, the spell or effect heals the creature as usual, but does not end the bleed damage. The range of this aura increases by a further +30 ft. at 7th level, 11th level and 15th level. This replaces armor training.

Master of the Red River's Waves (Su): At 19th level, the living vampire may, as a free action once per round, end or temporarily suspend all bleed damage that one creature within his exsanguination aura suffers from. Leaving the range of the living vampire's aura resumes suspended bleed damage. He taps into the red river's power and the blood coagulates and forms a potent armor around the living vampire. This grants the living vampire DR/— equal to twice the amount of bleed damage ended or suspended. This effect lasts for 1 minute or until the living vampire chooses to resume the bleeding, which is possible any time as a free action. This replaces armor mastery.

I am the River (Ex): At 20th level, the living vampire has reached the pinnacle of metaphysical enlightenment, becoming one with the red river. The living vampire no longer suffers from vampiric blood thirst, as he is sustained by the red river. The living vampire also ceases to age. Furthermore, he doubles his vitae pool size, may have two anima vampiric techniques in effect at once, and dismiss anima vampiric techniques as a swift action. He also regenerates 3 vitae points after 8 hours of uninterrupted rest. Finally, he may expend 1 point of vitae as a free action once per round to immediately gain 1d6 resonance. This replaces weapon mastery.

VAMPIRIC TECHNIQUES

List of Murmur techniques:

Distinguished Palate (Ex):

Prerequisite: The red river's song class feature
Whenever you gain a vitae point from a creature whose type matches the one chosen for the red river's song ability, you gain an additional vitae point.

Euphoria of Blood (Ex):

When rolling for initiative, you may choose to spend 1 vitae point. If you do, you receive a +2 morale bonus to initiative. This decision must be made before the results of the roll are made known.

Knowledge in Blood (Ex):

Prerequisite: Knowledge (any) 2 ranks
Whenever you gain a vitae point by draining blood from a creature, you receive a +2 insight bonus to all Knowledge and Sense Motive skill checks pertaining that creature and its type/subtype for 1 minute.

Red Rage (Ex):

Prerequisite: Living Vampire 10
Whenever you are subject to a critical hit by a creature that qualifies as a source of vitae, you gain 1 temporary vitae point. This point lasts until the end of your next turn.

The Red Song's Allure (Su):

Prerequisites: Any 4 vampiric techniques

You receive a +1 insight bonus to attack rolls against creatures suffering from an ongoing bleed effect. Additionally, when rolling for bleed damage caused by your vampiric techniques, you treat any roll of 1 as a 2 instead.

The River's Lullaby (Su):

Prerequisites: Living vampire 10, Heal 5 ranks, Perform (any) 1 rank

You move in a calming manner in battle, one that resonates with the red river's call. Creatures within 10 ft. of you that are currently suffering from an ongoing bleed effect are automatically fatigued. This is a mind-influencing effect that relies on audible components.

The Rush of Thirst (Ex):

Prerequisite: Living vampire 6

Whenever you choose to pay the activation cost of a vampiric technique by taking Constitution and Charisma damage, you get a +1 circumstance bonus to Fortitude saves and a +1 circumstance bonus to Charisma-based skill checks for every 2 points of damage incurred to the respective governing attribute.

The Tithe (Ex):

You may choose to extract the tithe of renewed life from nearby foes. Whenever a creature within 10 ft. of you receives magical healing, it takes 1 point of bleed damage. The bleed effect applied by this technique last for 1 round.

Special: You may choose this technique up to 2 additional times. The second time has a prerequisite of BAB +6, the third time BAB +12. Each additional time you choose the technique, you expand the range of the tithe by +10 ft., increase the bleed damage inflicted by +1 and also increase the duration of the bleed damage by an additional round.

Vampiric Regeneration (Ex):

Prerequisite: Living vampire 10

Whenever you gain a vitae point from drinking blood, you are also healed for 1d8 points of damage.

Weight of the Ages (Ex):

Prerequisite: Living vampire 4

You exude the weight of the eternal, red river. Creatures within 10 ft. of you that are currently suffering from an ongoing bleed effect also reduce their movement speed by -10 ft., to a minimum of 5 ft.

List of Anima techniques

Command the Flow (Ex):

Activation Cost: 1 vitae point

Generates: 1 resonance

Prerequisite: Living vampire 6

As a swift action, you whisper a mystic command to your blood, granting you a +2 insight bonus to saving throws against disease and poison as well as DR 2/-. At 6th level and every 4 levels thereafter, the damage reduction granted by this technique increases by +1, to a maximum of DR 6/- at 18th level. While affected by this technique, you are less excitable. You decrease the benefits of morale bonuses you receive by 1, to a minimum of +0.



Dive into the River (Su):

Activation Cost: 3 vitae points

Generates: 1 resonance

Prerequisites: Living vampire 10, Acrobatics 4 ranks, Swim 4 ranks

As a swift action, you can literally turn instantly into a liquid, rapidly flowing shape of blood that is rushed along on the red river's currents. While this technique is activated, you may choose to turn into a proxy of the red river whenever you move, flowing with unearthly grace over the

battlefield. Movement in this semi-liquid state does not provoke attacks of opportunity and ignores mundane, damaging terrain, but since the current is strong, you may not make attacks of opportunity while moving thus. Emerging from the river is stressful. For 1 round for every equivalent of a move action's worth of movement you thus move, you may not perform attacks of opportunity. Additionally, this movement leaves a strong, coppery smell behind, making regular tracking of your movement in quasi-liquid form impossible, but decreasing the DC to track you by scent by -10.

Melancholic Flow (Su):

Activation Cost: 1 vitae point

Generates: 1 resonance

As a swift action, you choose rounds, minutes or hours and whisper a tempering command to your blood, slowing the progress of substances coursing through it. For Constitution or Charisma modifier intervals of the chosen time frame, poisons, drugs and diseases (and any other bloodborne parasites) currently affecting you, are suspended. You retain any benevolent effects granted by such substances currently in your system. You also gain cold and electricity resistance equal to $\frac{1}{2}$ your living vampire level (minimum 1). However, while affected by this technique, you decrease all of your movement rates by 10 ft. and may not make 5-foot-steps in combat.

The Price of Magic (Su):

Activation Cost: 2 vitae points

Generates: 1 resonance

As an immediate action, you may exude a price in blood from casters foolish enough to try to quench your life. Whenever you are affected by a single-target spell or spell-like ability while this

technique is in effect, the caster may suffer. The caster must succeed a Fortitude saving throw or take bleed damage equal to the spell level of the spell cast upon you. This bleed damage persists for 1d4 rounds. While this technique is in effect, any potion or oil you try to use immediately spoils, becoming coagulated blood.

To Walk Among the Dead (Su):

Activation Cost: 1 vitae point

Generates: 1 resonance

As a swift action, you choose rounds or minutes—you may conceal your lifeforce and that of up to Charisma modifier adjacent willing creatures, reducing its pulse to the bare minimum. You and all affected allies, if any, become invisible to mindless undead and mindless vermin, as though affected by *invisibility*. Allies may

move as far away from you as they please after receiving the benefits from this technique. Any creature that performs any action that requires a full-round action or that performs a combination of a standard action and a move action or the combination of a swift or immediate action and a standard or move action in one round, loses



the benefits of this technique. While affected by this technique, the senses are dulled. All mental ability and skill checks must be rolled twice, using the worse result.

Vampire's Gaze (Su):

Activation Cost: 1 vitae point

Generates: 1 resonance

Duration: Constitution or Charisma modifier rounds, see text

As a free action, you can shift the power of the red river into your eyes, making them gleam an unearthly red, emitting light like a sputtering torch. For the duration of this technique, you gain the mesmerist's hypnotic stare class feature, using your living vampire level as your mesmerist level. Unlike hypnotic stare, targets affected do not take a penalty to Will-saves; instead, the penalty bestowed by this technique applies to all saves against vampiric techniques and, at 5th level, as a penalty to the caster level check to heal bleed damage caused by the living vampire's the red river's song ability.

Vampiric Vision (Su):

Activation Cost: 2 vitae points

Generates: 1 resonance

Prerequisite: Living vampire 6

As a swift action, you can see the countless branches of the red river flowing through those around you—red, pulsating, and tempting. You can see the veins, arteries and capillaries of creatures within 60 ft., as per *see invisible*. The light these circulatory systems emit to your mystic sight penetrates up to 1 foot of stone, 1 inch of common metal, or up to 3 inches of wood or dirt. Thicker substances or thin sheets of lead block your sight. Unfortunately, the branches of the red river make the outlines of their creatures blurry, obscuring tell-tale body-language. While this technique is in effect, creatures receive a +4 competence bonus to make feints against you.

List of Escalation techniques

Arcing Assault (Su):

Activation Cost: 3 vitae points

Generates: 1 resonance

Prerequisite: Living vampire 10

Duration: Instantaneous

As a standard action, you rip open the red river's arms in a wide arc, dealing 1d4 points of bleed damage for every two living vampire levels you possess to all creatures in a 15-foot cone. A successful Fortitude save negates. Bleed effects applied by this vampiric technique last 1d4 rounds.

Blood Magnetism (Su):

Activation Cost: 1 vitae point

Generates: 1 resonance

Prerequisite: Living vampire 8

Duration: Constitution or Charisma modifier rounds, see text

Upon activating this technique as a swift or move action, your eyes begin to draw forth the blood of his victims. When an attack that deals damage hits the target of your vampire's gaze vampiric technique, you can cause the target to take additional bleed damage equal to 1/3 your living vampire class levels (minimum 2). You may use this ability as a free action and can use it even if it's not your turn. If you use this technique's effects to enhance the damage caused by your own attacks, the bleed damage instead increases to 1d4 for every 4 living vampire class levels you possess. Any bonus damage caused by this vampiric technique is considered to be precision damage and is not multiplied on a critical hit. You may only trigger this ability once per round, but a single target can take damage from the techniques of multiple living vampires in one round. The bleeding caused by this vampiric technique stops one round after you have changed the target of your vampire's gaze vampiric technique.

Special: This vampiric technique qualifies as the mesmerist's painful stare class feature for the purpose of acting as a prerequisite for feats with the stare-descriptor, with the exception

of Bleeding Stare. The benefits of Intense Pain only apply to damage you cause. You treat your living vampire levels as mesmerist levels for the purpose of prerequisites for these feats.

Blood's Surge (Ex):

Activation Cost: 1 vitae point

Generates: 1 resonance

Prerequisite: Living vampire 10

Duration: see text

As an immediate action, you cause your blood's flow to stimulate your reflexes, granting you a +4 dodge bonus to AC and Reflex saves as well as the benefits of evasion until the end of your next turn.

Coax Forth the Flow (Su):

Activation Cost: 1 vitae point

Generates: 1 resonance

Duration: Instantaneous

As a swift action, you increase the remaining duration of a single bleed effect affecting a creature within 30 ft. by 1 round. A successful Fortitude save negates. At 8th and 16th level, the number of rounds added by using this technique increase by +1 round, for a total of +3 rounds at 16th level.

Connect the Flow (Ex/Su):

Activation Cost: 2 or 6 vitae points, see text

Generates: 1 or 3 resonance, see text

Prerequisite: Living vampire 8

Duration: Instantaneous

As a standard action, you can attempt to connect disparate parts of the red river, with devastating consequences. Make a single melee attack at your full attack bonus. On a successful hit that successfully inflicts damage, choose an ability score; the subject of your attack takes 1 point of ability damage bleed of the chosen ability score. Bleed effects applied by this vampiric technique last for 1 round, + 1 round for every 5 living vampire levels you possess. Additionally, if you successfully inflict ability score damage to Intelligence, Wisdom or Charisma on the subject, you may, as an immediate action, spend 4 vitae points to duplicate the effects of *create mindscape*^{OA}, with a Will-save to negate.

Your caster level for the purpose of this use of the technique is equal to your living vampire level. The mindscape you generate with this technique is always a vast, crisscrossing delta of fast-moving rivers of blood that encircle small islands of eerily organic-looking swampland. Defeating a foe in a mindscape thus created generates an additional 3 resonance.

Excessive Blood Loss (Su):

Activation Cost: 1 vitae point

Generates: 1 resonance

Prerequisite: Living vampire 4

Duration: Instantaneous

As a swift action, you cause a creature within 30 ft., who is suffering from an ongoing bleed effect, to take 1 point of Constitution damage, with a Fortitude save to negate the ability score damage. At 8th and 16th level, the Constitution damage caused increases by +1, for a total of 3 at 16th level.

Freeze the Tide (Su):

Activation Cost: 1 vitae point

Generates: 1 resonance

Prerequisite: Living vampire 4

Duration: Instantaneous

As a standard action, you end all ongoing bleed effects affecting a single creature within 60 ft. to which you have line of sight. This inflicts cold damage equal to the amount of bleed damage the creature would have taken in the next round. Each point of bleed damage affecting ability scores stopped this way instead deals 1 point of ability score damage instead of dealing cold damage.

Ride Red Waves (Su):

Activation Cost: 1 vitae point

Generates: 1 resonance

Duration: Charisma or Constitution modifier rounds

As a move action, you conjure forth slippery blood beneath your heels, granting you a +30 ft. enhancement bonus to your base land speed. However, you only benefit from this enhancement when moving directly towards or directly away from a creature that you can affect with bleeding damage.

Sanguine Imbalance (Su):

Activation Cost: 2 vitae points

Generates: 1 resonance

Prerequisite: Living vampire 8

Duration: Constitution or Charisma modifier rounds

As a standard action, you increase the imbalance in bodily humors caused by bleeding in a creature within 30 ft. If the subject is suffering from an ongoing bleed effect, it becomes enveloped in despair, duplicating the effects of *crushing despair*. Spell resistance does not help against this technique, and unlike the spell, there is no saving throw against the effect.

The Red Mire (Su):

Activation Cost: 1 vitae point

Generates: 1 resonance

Prerequisite:

Living vampire 4

Duration: Charisma or Constitution modifier rounds

At the banks of the red river, there is the red mire—both representation of flesh and metaphysical swamp, vibrant and suffused with volatile lifeforces struggling for survival. As a swift action, you can cause a single creature within 30 ft. to perceive, in glimpses, this concept, mirroring the target. The subject now provokes attacks of opportunity whenever it takes a 5-foot-step and when it uses the withdraw action. A successful Reflex save negates.

The River Remembers (Ex):

Activation Cost: 2 vitae points

Generates: 1 resonance

Prerequisite: Living vampire 4

Duration: See text

The red river remembers where it once flowed freely. As a standard action, you make a melee attack against a creature who suffered from a bleed effect that was ended last round. If the attack hits

and successfully deals damage, the bleed effect resumes as though it had not ended. If the bleed effect or parts of it had a finite duration, that duration is reset as if it had been newly applied.

List of Reaping techniques

All Rivers Must End in the Sea (Su):

Activation Cost: 4 vitae points (special, see below)

Resonance required: 5 resonance

Prerequisite: Living vampire 16

Duration: Instantaneous

As a standard action, you make a single melee attack, aiming to end the target, emptying them.

If the attack hits and successfully inflicts damage, the target must succeed a Fortitude saving throw equal to DC 20 + your Constitution modifier. On a failure, the target dies, as all blood immediately evaporates within the target's body. This

is both a conjuration (teleportation) and death effect. The vitae cost of this technique

may not be paid from the vitae pool, it must be paid from your Constitution and Charisma scores.

Atop the Cresting Wave (Su):

Activation Cost: 2 vitae points (special, see below)

Resonance required: 2 resonance

Prerequisite: Living vampire 4

Duration: See text

As a swift or move action, you strain your mortal body and raise yourself metaphorically atop a cresting wave of the red river, granting you the benefits of the *haste* spell for rounds equal to the resonance you had when you activated this technique. You may split the duration of this technique with allies adjacent to you upon activation, as though it was a *communal* effect. The vitae cost of this technique may not be paid from the vitae pool, it must be paid from your Constitution and Charisma scores.



Bathe in Blood (Ex):

Activation Cost: 0 vitae points

Resonance required: 3 resonance

Duration: 1 round/level

As a full-round action, you focus on the major arteries and veins of all creatures within a 60 ft.-radius. You remain focused on these creatures until the technique's duration elapses, or until you activate this vampiric technique again, at which point the new targets supersede the old. The next time you hit one of these creatures with a melee attack and successfully deal damage, you inflict an additional $1d4 + \frac{1}{2}$ your living vampire class level points of bleed damage to the target.

Bleed effects generated by this technique halve their damage (rounded down) each round and end once their bleed damage reaches 0. A bleed effect dealing 7 damage in the first round, will inflict 3 in the second, 1 in the third and end in the fourth round.

Battering Waves (Ex):

Activation

Cost: 1 vitae point

Resonance required: 2 resonance

Duration: See text

As a swift action, you can cause a creature within 30 ft. that is currently suffering from a bleed effect to experience the battering of the red waves with each blow it suffers. The target must succeed a Will save or suffer a -1 penalty to attack and damage rolls for each attack that hits and successfully deals damage to the target. This penalty stacks with itself and other penalties and persists until the target no longer suffers from bleed effects. This is a curse effect.

Countering Wave (Ex):

Activation Cost: 2 vitae points

Resonance required: 2 resonance

Prerequisite: Living vampire 8

Duration: See text

As an immediate action, you fortify your body and mind for the assault to come, granting you the benefits of the stability racial trait. Additionally, if you succeed a Fortitude or Will save against an effect with a partial effect on a successful save, you instead suffer no effects from the attack, but immediately end this technique and reduce your resonance to 0. This technique otherwise lasts until the end of your next turn.

Endless River (Su):

Activation Cost: 2 vitae points

Resonance required: 3 resonance

Prerequisite: Living vampire 6

Duration: See text

The river is both endless and finite—this paradox is exemplified by you taking its immortal power into your fragile, mortal form as a standard action. Immediately upon activating this technique and at the beginning of your turn for a number of rounds equal to the amount of resonance you had upon activating the technique, you gain 20 temporary hit points. These temporary hit points last for 1 round. At 10th level and 20th level, the amount of temporary hit points you gain each round is increased by +5.

Exsanguinare! (Su):

Activation Cost: 1 vitae point

Resonance required: 2 resonance

Prerequisite: Living vampire 4

Duration: See text

You can command the red river to satiate your thirst with but one mystic utterance. As a standard action, you deal damage to one creature for every 4 living vampire class levels you possess.



All affected creatures must be within 60 ft. The damage inflicted is equal to the amount of bleed damage that will be dealt to the respective creature next round. This ends all ongoing bleed damage the targets suffer from, as the mystic command also hastens coagulation. The blood thus extracted flies straight towards your mouth and sates your thirst, provided you have an uninterrupted line of effect to the respective creature affected. You are treated as though you had drunk from a bleeding wound, granting you one vitae point for every Constitution ability score bleed, and for every HD times the respective creature's hit point bleed damage that you drink thus. Track hit point bleed damage for each creature affected separately. You can only regain vitae from creatures satisfying the criteria laid out in the Crunchier Blood-Thirst sidebar, as usual.

Open the Dam (Ex):

Activation Cost: 1 vitae point

Resonance required: 4 resonance

Prerequisite: Living vampire 8

Duration: Instantaneous

You can see the river bursting at the seams and strike at the feeble bonds of flesh holding it back. As a standard action, you make a single melee attack. If the attack hits and successfully inflicts damage, the target takes 1d3 points of Constitution damage for every 5 living vampire levels you possess.

Predator's Roar (Ex):

Activation Cost: 0 or 1 vitae point, see text

Resonance required: 3 resonance

Prerequisite: Living vampire 4

Duration: See text

Fear of flesh generates fear of the blood—and the red river shuns those that fear it. As a standard action, you let out a primal roar, focusing your hate on a single, non-adjacent creature within 30 ft. Make an Intimidate check to demoralize the subject. You gain a circumstance bonus equal to twice the resonance you had upon activating this vampiric technique. If you succeed, the target is

demoralized and also takes bleed damage equal to twice the amount of resonance you had upon activating this technique. Bleed effects incurred from this technique persist for as long as the target is demoralized. This is a mind-influencing, fear-based effect.

Special: You may use this vampiric technique as an immediate action whenever a creature is using a 5-foot step to move out of your melee reach or uses the withdraw action to flee from you. Using the technique this way costs 1 vitae point, though.

Red Tide (Su):

Activation Cost: 2 vitae points

Resonance required: 4 resonance

Prerequisite: Living vampire 10

Duration: Instantaneous

You call forth the red river from all around you. As a standard action, you cause all foes within 30 ft. to take 1d4 points of bleed damage for every 2 living vampire levels you possess, with a Fortitude save to negate. Bleed effects applied by this technique last for 1d4 rounds.

The Red River Rises (Su):

Activation Cost: 4 vitae point

Resonance required: 3 resonance

Prerequisite: Living vampire 10

Duration: Permanent

As one dam bursts and precious red spews forth, so will others. As a standard action, you curse a single target within line of sight that is suffering from bleed effects to relay its experiences to all of its nearby allies. Each round, all creatures within 10 feet that consider the cursed target to be an ally take precision damage equal to the bleed damage inflicted on the target by its ongoing bleed effects. Creatures that have 4 or more HD than the cursed target are immune to any precision damage caused by it. A successfully Will-save negates the curse. It is otherwise a permanent curse effect with a caster level equal to your living vampire level.



COLLOID-KINETICIST

(Colliatur Kineticist Archetype)

Of all races that can be found in the vast, lightless reaches of the underworld, none is as uncanny as the colliatur. Deep within the recesses of the world, the colloid sprawls, transforming all life it encounters into a collective consciousness of resplendent immortality, crystallized and eternal within its form. There are some colliatur, who, by chance or devotion, have learned to tap into these landscapes of resplendent beauty, channeling the power of the vast entity as it makes its way, glacially slow but inexorable, through the vast caverns.

The Colloid's Mercy (Ex): At 1st level, colloid-kineticists can exert unprecedented levels of control over their blasts. A colloid-kineticist may choose freely to deal either lethal or nonlethal damage with his blasts without taking the usual -4 penalty to attack rolls. Additionally, the colloid-kineticist can choose to calculate kinetic blast damage as though his kineticist level were lower than his actual kineticist level (minimum 1).

Colloid Terrain (Su): The colloid-kineticist may channel the power of the colloid directly into the area around him as a move action, transforming natural vegetation, minerals, rock, mud and worked stone in a 20-foot radius around himself into crystalline, hauntingly-beautiful versions of themselves for 1 round. While within this extension of the colloid, the colloid-kineticist can reduce the total burn cost of a blast wild talent he uses by 1 point. This cannot reduce the total burn cost below 0. A colloid-kineticist can instead spend 1 full-round action using this ability to stabilize the terrain, which extends the duration of the transformation to 1 round per colloid-kineticist level. If the colloid-kineticist chooses to extend the duration thus, he may expend a move action during his next turn to extend the duration of the transformation to 1 minute per colloid-kineticist level. If the colloid-kineticist takes

damage while activating any of the functions of this ability, he must succeed a concentration check (DC = 10 + damage taken) or take whiplash from the sundered connection to the colloid and accept 1 point of burn. Such an interruption also cancels the effects of the respective use of this ability on a failed concentration check. Undead within colloid terrain lose the channel resistance defensive ability while they are within the colloid terrain. Once established, colloid terrain does not require concentration to maintain. This replaces gather power.

Colloid-specialist (Ex): At 3rd level, the colloid-kineticist's terrain generated by the colloid-terrain class feature is treated as difficult terrain for non-colliatur and other non-colloid-based creatures. (Exceptions would, for example, be the Vidre (URC, pg 203) and the Colliatur Monstrosity (URC, pg 191)). Starting at 8th level, the colloid-kineticist can exempt up to his Constitution modifier allies from this effect, allowing them to freely move through the colloid terrain. This decision must be made upon first establishing the colloid terrain. Starting at 13th level, while in colloid terrain, the colloid-kineticist gains a +2 racial bonus to the DC of kinetic blasts and infusions as well as all caster level checks he must make. At 18th level, this bonus increases to +4 and the colloid-kineticist may spend a move action while within colloid terrain to reduce the total burn cost of a blast wild talent by 4. This cannot reduce the total burn cost below 0 and does not stack with the regular burn cost reduction granted by colloid terrain. This replaces elemental overflow.

Colloid's Vastness (Su): Starting at 6th level, the colloid-kineticist may choose to accept burn upon establishing colloid terrain to increase its radius. For each point of burn accepted, the radius of the colloid terrain expands by 10 feet. This replaces internal buffer.

Instant Colloidification (Su): Beginning at 7th level, the colloid kineticist may choose to accept 1 point of burn when attempting to establish colloid terrain. If he does, he can establish colloid terrain as a swift action. Additionally, the colloid-kineticist may choose to accept 2 points of burn to reduce the action required to stabilize colloid terrain from a full-round action to a standard action. Lastly, the colloid-kineticist may choose to accept 2 points of burn to increase the duration of established colloid terrain as a move action in the same round. This replaces supercharge.





MESSIAH OF ASHES

(Dødelig Spiritualist Archetype)

Those that spend time with the weird undead halflings known as the dødelig know that there is a lot of mirth in their communities. Beyond their ability to see the bright side of even (un) death, as they often comment with a whistle, they seem to almost be suffused with an unwavering optimism, one that borders on irreverent disrespect to the countless horrid threats lurking in the Underworld. There is more to this than the cosmic joke of their creation—every dødelig, to a degree, seems to understand that there is power in laughter and song, far beyond what more serious or dour races would allow themselves to believe. In dødelig culture, this philosophy is known as the grand *Joke of Ashes*. Among the dødelig, however, there are those that understand it even better than others—these rare dødelig move through the Underworld with the express purpose of bringing mirth and salvation to their fellow undead, whether they like it or not. These dødelig call themselves, with a dash of characteristic irony, messiahs of ashes, and they invariably are surrounded by the most mellow living dead you'll ever see.

CLASS SKILLS:

The messiah of ashes replaces the Intimidate (Cha) class skill with Perform (any) (Cha).

CLASS FEATURES

Undead Entourage: At 1st level, the messiah of ashes gains an undead entourage consisting of 6 humanoid undead (either zombies or skeletons or any combination thereof) of the dominant, non-dødelig race of the messiah of ashes' starting village/region (subject to GM approval). These undead are mellowed by the *Joke of Ashes* and as such, have an alignment of N. The positivity inherent in the mystic joke also allows them to

be either healed by positive or negative energy damage (and damaged by the other)—it depends on whether the messiah of ashes gravitates to a more light-hearted or a darker humor. Once made, this choice cannot be reverted until the messiah of ashes gains a new level.

The entourage acts as a collective, not unlike a troop or swarm, with no single member more important than the rest. The statistics of the messiah of ashes' entourage follow a set guideline and advance as she levels up, similar to an animal companion. The precise values can be found in **Table: the Undead Entourage**.

The entourage is something of an abstraction, in that the component undead that make up the entourage are mostly irrelevant; only the entourage as a whole matters for the purposes of combat.

The entourage gains all the traits of the undead type.

While the constituent members are mindless, the entourage as a whole may still use feats.

The entourage is not subject to flanking or the massive damage optional rule, but it is subject to critical hits and precision damage, like sneak attacks.

Reducing the entourage to 0 hit points or fewer causes it to break up, effectively destroying the entourage, though the damage taken until that point does not degrade its ability to attack or resist attack.

The entourage has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single armor class. It also makes saving throws as though it were a single creature.

The entourage initially occupies 3 squares, though the actual size category of the entourage is the same as that of the component undead. The area occupied by the entourage is completely shape-able, though the entourage must remain in contiguous squares at all times, even during movement, to accurately reflect a cohesive entity.

The entourage has a reach equal to that of the constituting undead, based on their size.

The entourage can move through squares occupied by enemies and vice versa without impediment, although the entourage provokes

an attack of opportunity if it does. The entourage can move through any area large enough for its component creatures without needing to squeeze. The exact number of an entourage's component creatures varies based on the level of the messiah of ashes and some other factors, but as a general guideline, is approximately equal to 2 or 3 times the numbers of squares the entourage takes up.

The entourage is never staggered or reduced to a dying state by damage; it simply disperses instead. The entourage cannot be dragged, pushed, repositioned, tripped, grappled, or bull rushed, except by area effects that include such combat maneuvers and affect more than 1 square of the entourage. However, an entourage can grapple an opponent, and this does cause the entourage to gain the grappled condition.

Entourages are immune to single target spells. To be affected by multiple target spells, the spell must have a sufficient number of targets to affect all the members of the entourage, and the entourage uses up a number of targets from the spell equal to the number of undead in the entourage.

At the GM's discretion, the entourage may be partially hindered by a spell that targets a high number of its members; for instance, if the entourage fails a saving throw against an effect that would entangle most of the undead in the entourage, the GM might rule that part of the entourage is affected by the spell or that the entourage loses the benefits of the boundless mirth ability for the duration of the effect.

The entourage takes half again as much damage (+50%) from spells or effects that affect an area. For every 20% of their maximum hit points in damage that the undead entourage takes during an encounter, the entourage loses one undead. Undead loss does not reduce the base fighting capacity

of the entourage. At a GM's discretions, more undead can be lost.

So long as the entourage has at least the minimum number of undead in it equal to the minimum number in the undead column for the messiah of ashes' level, the entourage takes no penalties. If the entourage has less undead than the minimum number, the entourage loses the ability to execute a paroxysm of morbid laughter.



If the entourage has fewer undead in it than 1.5 times the number of squares the entourage occupies, it is treated as dispersed until the messiah of ashes replenishes the number of undead in the entourage.

Some abilities of the messiah of ashes allow her to sacrifice members of her entourage. When this happens, she selects one undead within her entourage and severs the negative energy that granted it. The selected body turns to dust instantly, and it reduces the number of undead in the entourage by 1.

The messiah of ashes replenishes the undead in her entourage through a specialized ritual, the telling of the *Joke of Ashes*. This ritual takes 1 minute to perform, and requires a body to be reanimated and an onyx gem worth 15 gp per 4 levels of the messiah of ashes (minimum 15 gp). Upon completion, the undead rises and joins the entourage as a member.

Regardless of the size and shape of the original corpse, the undead arises as a humanoid zombie or skeleton. At GM's discretion, larger-sized corpses could arise as multiple undead. If her entourage of undead is at the maximum allowed amount, the messiah of ashes cannot use the ritual until there is room in the entourage.

When the messiah of ashes gains a level where the minimum number of undead in her entourage increases, she gains those additional undead for free, so long as there are corpses that can be used.

The entourage attacks with a variety of claws, bites, slams, and decrepit weapons, so the entourage attack as a whole counts as the following weapon:

Martial Melee Weapon	Damage	Critical	Range	Damage Type
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Entourage Attack	1d8	X2	—	Bludgeoning, Piercing or Slashing
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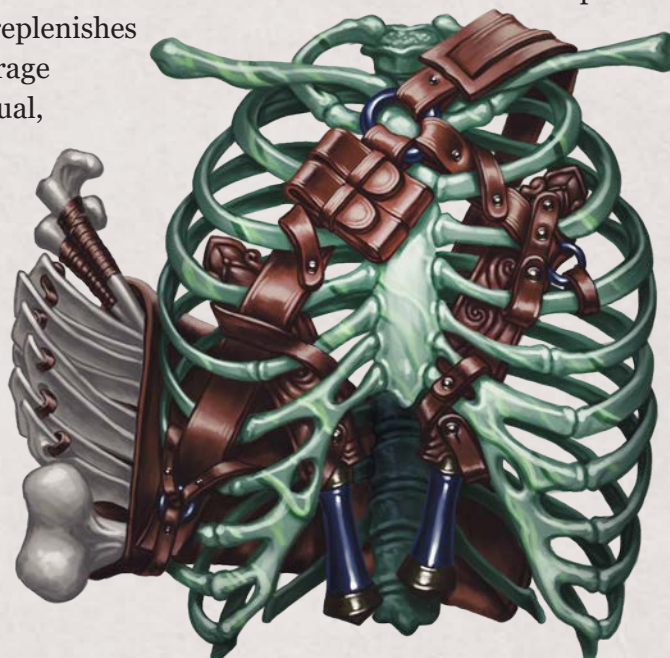
This weapon counts as a two-handed melee weapon and counts as a weapon for

feats like Weapon

Focus. The messiah of ashes may command

the entourage to

change the damage type of attacks inflicted as a swift or move action, but not more than once per round. If it shapes itself appropriately, the entourage can flank an enemy with itself, and it takes no penalty for attacking creatures within its space. The entourage can make combat maneuvers as normal.



The entourage threatens all creatures within its reach and within its area, and it can attempt attacks of opportunity as normal with its entourage weapon attack. This replaces phantom and etheric tether.

Command Undead: The messiah of ashes gains Command Undead as a bonus feat, using her messiah of ashes level as her cleric level to determine the effects. For any ability or feat that modifies or requires Command Undead, the messiah of ashes also treats her class level as her cleric level. This replaces knacks.

Command the Merry Dead (Ex): At 1st level, the messiah of ashes gains the ability to enhance

her undead entourage by entertaining them. As a standard action, the messiah of ashes makes a Perform check (usually comedy, but the undead aren't picky). The DC of this check is equal to 10 + twice the number of squares currently taken up by the undead entourage. If the messiah of ashes is successful, the undead entourage's base attack bonus is equal to the messiah of ashes' class level until the beginning of her next turn. This does not allow the entourage to qualify sooner for feats—for the purpose of prerequisites, the entourage has to use their own base attack bonus. In addition, while thus amused by the messiah of ashes, the entourage gains a competence bonus to melee damage rolls equal to 1/4th of the messiah of ashes' class level (minimum 1). These bonuses last until the beginning of the messiah of ashes' next turn. This replaces shared consciousness.

Friendly Dead (Ex): Walking into a city with a horde of the living dead is something that usually results in pitchforks, torches, screams and pyres. Thankfully, the mystic influence of the *Joke of Ashes* infuses the messiah of ashes and her entourage. Beginning at 2nd level, the starting attitude towards the messiah of ashes and her entourage is usually not lower than unfriendly, provided the undead behave themselves. Attacks on the living may change that, but as a whole, the messiah of ashes and her entourage are greeted with surprising stoicism by the living. This replaces bonded senses.

Paroxysms of Morbid Laughter (Ex): At 3rd level, the messiah of ashes may use her command the merry dead class feature as a standard action to issue her entourage to burst out into a destructive paroxysm of laughter and flailing limbs. When she does, the entourage can attack wildly in all directions as a standard action, dealing damage equal to the messiah of ashes' class level of the current entourage attack's chosen damage type to all creatures and unattended objects within reach, excluding the messiah of ashes. This replaces bonded manifestation and the bonded manifestation increases.

The Joke's on You (Su): At 4th level, the messiah of ashes can sacrifice a member of her undead entourage to more easily modify her spells—she tells a final joke as part of casting the spell, one that only one of her undead “gets.” This undead crumbles to dust, ending its vigil in a final burst of relieved laughter. Whenever the undead entourage is within 30 feet of the messiah of ashes and she casts a spell modified by metamagic, she can choose to divert the sustaining negative energy of a single undead in her undead entourage to her spell. This destroys the selected undead, but the metamagic spell does not have the increased casting time it would normally have. Since this ability requires the telling of a joke, it adds a verbal component to spellcasting and may not be used in conjunction with Silent Spell or similar effects. This replaces spiritual interference.

Entourage Recall (Su): The messiah of ashes calls her undead entourage to herself. She cannot use this ability to call the undead entourage into her consciousness, as the undead entourage is a physical entity. This modifies phantom recall.

Boundless mirth (Ex): At 10th level, the messiah of ashes has internalized the hilarity of the *Joke of Ashes* to the extent that she becomes immune to any mind-affecting, emotion-based effects that cause sadness or despair, such as *crushing despair*. She also increases the DC to successfully intimidate her by +20. This replaces fused consciousness.

The Joke's Still on You (Su): At 12th level, whenever the messiah of ashes uses her the joke's on you class feature, she decreases the level-increase of a metamagic feat by 1, to a minimum of +0.

This replaces greater spiritual interference.

The Bond of Merry Dead (Su): At 14th level, a messiah of ashes' life force becomes intrinsically linked with her undead entourage. As long as the undead entourage has 1 or more hit points, when the messiah of ashes takes damage that would reduce her to fewer than 0 hit points, those points of damage are transferred to the undead entourage instead. This transfer stops after the

undead entourage takes all the points of damage or the undead entourage is reduced to 0 hit points. In the latter case, points of damage dealt in excess of this limit are dealt to the messiah of ashes. This ability affects only effects that deal hit point damage. This modifies spiritual bond.

If You Can't Take the Joke... (Su): At 17th level, whenever an opponent misses the undead entourage with an attack of opportunity, they provoke an attack of opportunity from the undead entourage. The undead consider the missed attack just too funny. For this attack of opportunity, the critical threat range and multiplier of the entourage attack is expanded to 18–20/x3. This replaces dual bond.

Too Funny to Die (Su): At 20th level, the messiah of ashes becomes literally too funny for the multiverse to let her die. If the messiah of ashes would die due to any circumstance, even if it's not her turn, she may make a special Perform check against DC 40. If she fails, she dies. If she succeeds, she and her undead entourage are healed completely, and stripped of any negative conditions and curses. This ability may only be used once per week. This replaces empowered consciousness.

SIDEBAR: TOO FUNNY TO DIE

A more rewarding way to deal with this ability, particularly if your group is mature and fair enough to handle this, is as follows: Give the player up to 5 minutes to prepare and then, let the player tell a joke—if even one player or the GM has to guffaw, laugh, etc., the ability works. This obviously requires players being genuine about their reactions and the group to have a somewhat similar sense of humor. It's not a solution for every group, but it's the one I prefer.



THE UNDEAD ENTOURAGE

STARTING STATISTICS:

Speed: 20 ft. **Ability Scores:** Str 15,

Dex 13, Con —, Int —, Wis 12, Cha 14

HD: The undead entourage has d8 HD. Its type is undead.

ENTOURAGE SKILLS:

The undead entourage has no skill ranks per level. The entourage's class skills are Climb (Str), Disguise (Cha), Intimidate (Cha), Perception (Wis), Perform (any) (Cha), Sense Motive (Wis), Stealth (Dex) and Swim (Str).

ENTOURAGE FEATS:

The *Joke of Ashes* instills a degree of sentience in the undead following the messiah of ashes. In spite of the lack of Intelligence, the entourage may choose from the following list of feats. Agile Maneuvers, Blind-Fight, Combat Reflexes, Dodge, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Natural Armor, Improved Overrun, Iron Will, Lightning Reflexes, Mobility, Power Attack, Run, Spring Attack, Toughness, Weapon Finesse, and Weapon Focus.

Distracting Celebrants (Ex): Starting at 1st level, spellcasting or concentrating on spells within the area of an undead entourage or within its reach requires a concentration check (DC 20 + spell level). Using skills that involve patience or concentration requires a successful DC 20 Will save. Failure indicates that the action is still expended, but automatically fails.

Trample (Ex): At 10th level, the undead entourage may carouse all over their foes. They gain the trample universal monster ability and increase the damage of this attack to 2d6 + 1.5 times the undead entourage's Strength modifier on a successful trample.

TABLE: THE UNDEAD ENTOURAGE

Messiah of Ashes level	Undead Entourage HD	BAB	Fort	Ref	Will	Feats	Armor Bonus	Str/ Cha Bonus	Squares occupied	Number of Undead
1 st	1	+0	+0	+2	+0	1	+1	+0	3	6 – 9
2 nd	2	+1	+0	+3	+0	1	+2	+1	3	6 – 9
3 rd	3	+2	+1	+3	+1	2	+3	+1	3	6 – 9
4 th	4	+3	+1	+4	+1	2	+4	+1	3	6 – 9
5 th	5	+3	+1	+4	+1	3	+5	+2	4	8 – 12
6 th	6	+4	+2	+5	+2	3	+6	+2	4	8 – 12
7 th	7	+5	+2	+5	+2	4	+7	+2	4	8 – 12
8 th	8	+6	+2	+6	+2	4	+8	+3	4	8 – 12
9 th	9	+6	+3	+6	+3	5	+9	+3	4	8 – 12
10 th	10	+7	+3	+7	+3	5	+10	+3	5	10 – 15
11 th	11	+8	+3	+7	+3	6	+11	+4	5	10 – 15
12 th	12	+9	+4	+8	+4	6	+12	+4	5	10 – 15
13 th	13	+9	+4	+8	+4	7	+13	+4	5	10 – 15
14 th	14	+10	+4	+9	+4	7	+14	+5	5	10 – 15
15 th	15	+11	+5	+9	+5	8	+15	+5	6	12 – 18
16 th	16	+12	+5	+10	+5	8	+16	+5	6	12 – 18
17 th	17	+12	+5	+10	+5	9	+17	+6	6	12 – 18
18 th	18	+13	+6	+11	+6	9	+18	+6	6	12 – 18
19 th	19	+14	+6	+11	+6	10	+19	+6	6	12 – 18
20 th	20	+15	+6	+12	+6	10	+20	+7	6	12 – 18



GHOLAAD'S TRANSLATION

(Draaki Fighter Archetype)

There is wonder to be found amidst the darkened chasms of the Underworld, yes, but there is also plenty to fear; the reputation of the occult for unhealthy pursuits, strange rites and worse, does have its foundation in reality. Few dare to whisper the old greeting “Gholaad put his teeth to me,” lest the *Wind of Wasting*, the strange and alien thing that lurks in the dark, take heed. Yet, there are those, particularly among the draaki, that have sought the blessing of Gholaad, the translation through death that the dreaded entity grants. Few find translation to be what they were looking for. Fewer still return. Yet those that do return are changed forever, marked by skin and scales like old, dust-clung air. These are Gholaad’s Translations, and they are nigh-unstoppable engines of destruction.

CLASS SKILLS

Skill Ranks Per Level: 4 + Int modifier.

CLASS FEATURES

Like Dust-clung Air (Ex): Gholaad’s translations bear the obvious sign of having been scoured by the *Wind of Wasting*’s howl. A gholaad’s translation that is reduced to 0 hit points is killed rather than rendered unconscious. Additionally, the mind of gholaad’s translation is scoured by the *Wind of Wasting*. Gholaad’s blessing does take a toll on the body: Gholaad’s translation only adds half their Constitution bonus to their hit point maximum (minimum +0). This is retroactive in the case of multiclassing. Gholaad’s translation may never benefit from a morale bonus.

Death Translates Us Into What It Will (Su): At 1st level, the first time per day, gholaad’s translation is killed, they are resurrected (as

though affected by *true resurrection* with a CL of 20) at the start of their next turn. Gholaad’s translation is lifted to an upright position by an echo of the howling *Wind of Wasting*. During the turn when gholaad’s translation is resurrected, they may take actions as normal. At 4th level and every 4 levels thereafter, gholaad’s translation may be resurrected thus an additional time per day. The daily uses of this ability reset at the stroke of midnight, but only if gholaad’s translation has rested at least 8 consecutive hours during the last 24-hour interval. Gholaad is fickle, though—those it marks are translated and changed by the experience. In the case of draaki, this means that gholaad’s translation rolls 1d10 and consult the **Table: Gholaad’s Translation** whenever they are translated. They change their draaki subtype (URC, pg. 51) accordingly. Gholaad’s translation is instantly recognizable as the same being, in spite of the subtype change. Growing wings or a tail may cause damage to armor and clothes worn. The change is permanent until the next translation. Starting at 5th level and every 5 levels thereafter, gholaad’s translation may roll an additional time and choose which result to use.

TABLE: GHOLAAD’S TRANSLATION

D10	New Draaki Subrace
1–2	Abbsins
3–4	Graldin
5–6	Kastrik
7–8	Prulan
9–10	Yuralith

Gholaad’s translation may not choose to not be translated.

This replaces bravery and the bonus feats gained at 1st level, 4th level, 8th level, 12th level, 16th level and 20th level.

Playing and GMing Gholaad's Translation



Gholaad's translation looks horribly powerful on paper. However, de facto, the archetype still has to contend with social stigma, relative fragility and all-around creepiness. That being said, "being translated," as Gholaad's Translations call it, should never be a joke; it's not pleasant for the draaki (Dying still hurts. A lot.) and the eerie visuals and potential association with dreaded Gholaad should make the archetype feel like a damned warrior. Gholaad's translations still can be killed pretty easily if the player does not act smart and e.g. falling into a stream of magma, being crushed by pressure, being eaten by a dragon, petrification, etc. still can be very much lethal tools. Gholaad's translation requires mature handling by the player as well as the GM, but can make for amazing stories. It should be noted that playtesting did show that having one spare version of the char-sheet for each of the subraces yields the best result at the table, as it allows for quick changes.





POISONER OF MINDS

(Psychic Discipline)

Drow like poisons. This much is no secret to anyone even remotely familiar with the feared dark elves of the underworld. However, it is said that dreaded House Gullion, first House of Holoth, has clawed its way to the top not by sheer alchemical power, but also by a rather potent, deadly innovation: Jealous rival houses whisper that the mighty psychics of the house have learned to create psychic poisons, substances that bypass the body and directly target the spirit and mind of those subjected to it. These paranoid conspiracy-theorists are, for once, correct.



CLASS FEATURES

Phrenic Pool Ability: Charisma

Bonus Spells: *Floating mote* (1st) (URC, pg 69), *mad hallucination* (4th), *shadow knives* (6th) (URC, pg 69), *confusion* (8th), *umbral step* (10th) (URC, pg 69), *joyful rapture* (12th), *waves of ecstasy* (14th), *dream voyage* (16th), *fangs of the spider goddess* (18th) (URC, pg 71)

Discipline Powers: Your powers allow you to distill poisonous thoughts into potent draughts.

Poison Designer (Ex): You gain a bonus equal to $\frac{1}{2}$ your psychic level (minimum 1) to Craft (alchemy) to create poisons. The process of designing a psychic poison begins with the conceptual design stage: Delivery, onset, frequency, poison damage degree, effects and number of saves to cure required add or subtract from the Craft (alchemy) DC required to make it. The default Fortitude save DC against such a psychic poison is equal to $10 + \frac{1}{2}$ your psychic class level + your Charisma modifier. The Fortitude save DC can be permanently reduced during the design phase, but it may only be reduced by as many points as the psychic's Charisma modifier. For every point of DC thus lowered, the Craft DC decreases by 1, to a minimum of 5. The price of the final psychic poison is equal to the Craft (alchemy) DC squared, multiplied by 2 gp. Basic ingredients are supposed to be available in most environments. Brewing a dose of psychic poison takes 1d8 hours. Failing the Craft (alchemy) check spoils the ingredients and means that the psychic has to start anew. You never run the risk of poisoning yourself with psychic poisons. Consult the **Create Psychic Poisons table** to determine the final adjustment of the craft DC.

Psychic Venom (Su): The psychic poisons are more reliant on the target actually having a psyche than on the target having a physical body. Psychic poisons can affect creatures that are immune against poisons and bonuses to saves against poisons do not apply to saving throws against psychic poisons. However, immunity to

TABLE: CREATE PSYCHIC POISONS

Delivery	Craft DC Adjustment	Onset	Craft DC Adjustment	Frequency	Craft DC Adjustment	Poison Damage Degree	Craft DC Adjustment
Contact	+8	None	+10	1/round for 2 rounds	+4	1	+1
Ingested	+4	1 round	-2	1/round for 4 rounds	+6	1d2	+2
				1/round for 6 rounds	+8	1d3	+3
Inhaled	+6	1 minute	-4	1/minute for 2 minutes	+1	1d4	+5
Injury	+10	10 minutes	-6	1/minute for 4 minutes	+2	1d6	+6
				1/minute for 6 minutes	+3		
Effect	Craft DC Adjustment	Cure	Craft DC Adjustment	Additional Effects	Craft DC Adjustment		
Strength	+5	1 save	+1	Secondary	+1		
Dexterity	+5	2 save	+5	Two effects at Once	+5		
Constitution	+6	3 saves	+10				
Intelligence	+4						
Wisdom	+4						
Charisma	+4						
Magic*	+8						

*Subject to the GM's discretion, psychic poisons are capable of duplicating magical effects. This should be handled with care, using a baseline of +8 as a Craft DC adjustment per spell-level. All poisons that duplicate effects of spells of 3rd level or higher should require exotic, hard to obtain components of creatures not readily available for sale.

mind-influencing effects renders immune against psychic poisons and immediately purges any ongoing effects of psychic poisons. Saving throw bonuses against effects with the emotion descriptor apply to saving throws against psychic poisons.

Poisonous Lace (Su): Starting at 5th level, when casting a single-target spell with a casting time of 1 standard action or less, you may use a psychic poison you created as an additional material component, delivering the psychic poison via the medium of your spell. This process extends the casting time to a full-round action and consumes the psychic poison. The dose of psychic poison is lost if you miss with the spell or if the target succeeds its saving throw against the spell laced with psychic poison. If you hit or the target fails its saving throw, it is immediately affected by the psychic poison. You may use this ability a number of times per day equal to 3 + your Charisma modifier.

Conjure Psychic Poison (Su): Starting at 13th level, you can greatly expedite the process of creating psychic poisons. Before rolling for the duration it takes to craft your psychic poison, you may announce to spend any number of phrenic pool points as part of the creation process. For each point, you decrease the number of hours the creation of psychic poison takes by 1 hour, up to a minimum of 0 hours—in such a case, you literally distill psychic poison instantly.





EXECUTIONER OF THE GRAND VOID

(Dvergr Occultist Archetype)

The dour destroyers, champions of entropy, are rightfully feared bringers of decay and entropy—but sometimes, even the forces of unmaking require more finesse. Where the dour destroyer is the sledgehammer of entropy, the executioner of the grand void instead would be the razor—subtle and deadly, imbued with a vision of the grand, bleak desolation of the endtimes. Few know of these elusive, occult killers and fewer still dare to whisper their name, lest they attract the ire of these dread nihilists.

CLASS FEATURES

Code of Conduct: The Executioner of the grand void has to follow the code of conduct of the dour destroyer.

Implement of Entropy (Su): At 5th level, the forces of entropy suffuse the tools of decay, awakening one implement of her choice. The implement is exempt from the negative repercussions of the dour destroyer's all is dust ability and their auras (URC, pg 75–78). The implement becomes intelligent, with a personality that seeks to ensure that the executioner remains true to the path chosen. The implement gains intelligent item powers and intelligent item senses and communication abilities of the executioner's choice, with a total base value equal to that of a weapon of entropy, using executioner of the grand void levels as dour destroyer levels to determine their total value. (URC, pg 77) An implement of entropy does not need to choose intelligent item properties immediately; it may refrain from gaining new properties until it has awakened enough to gain a specific property. An implement of entropy cannot enhance its ability scores directly. Instead, its mental ability scores increase by +2 at 10th level and every 5 levels

thereafter. If an executioner of the grand void chooses an implement that had an Intelligence ability score prior to being chosen, she must subtract the value of the implement from the base inherent intelligent item properties from the value listed in the table. The implement of entropy loses all intelligent item powers and all intelligent item senses and communication abilities gained via this ability if it is abandoned by the executioner of the grand void. An implement of entropy usually has the same alignment as the executioner of the grand void. An implement of entropy begins play with mental attributes equal to 10. It may or may not have a specific purpose (subject to GM's and player's discretion) and never requires an executioner of the grand void to make a Will save due to ego. Neither an implement of entropy, nor the executioner of the grand void can refuse, override or subvert the actions the other wishes to take for more than 3 minutes. If this time elapses without reaching a consensus, the executioner of the grand void may wish her implement to crumble to dust. If an implement of entropy is abandoned, destroyed or otherwise separated from the executioner of the grand void for more than 24 hours, it crumbles to dust and the executioner of the grand void receives 2 permanent negative levels that resist attempts to cure them and persist for 1 month or until the executioner of the grand void has replaced the implement. Negative levels gained as the result of losing the implement never result in the death of the executioner of the grand void and cannot reduce her hit points below 1/2 her maximum hit points. The implement of entropy has a hardness of 5 and hit points equal to three times the executioner of the grand void's class level. At 10th level and every 5 levels thereafter, the hardness of the implement increases by a further +5. Whenever a wondrous item, staff, wand or rod is destroyed by the executioner of the grand void, some parts of the inherent magic clings to the implement of entropy as residual magic. This residual magic has a gp-value equal to 1/2 the

total cost to create of the destroyed item. The implement of entropy may express this residual magic in the form of one or more magic abilities available to wands, rods, staffs or wondrous items, provided the implement is appropriate for the task and currently has enough residual magic available. Once an ability is expressed, it cannot be changed. An implement of entropy does not have to express residual magic immediately and may continue to gather residual magic until it has enough available to express a given ability. This value is equal to the dour destroyer's weapon of entropy's maximum residual magic value. (URC, pg 77)

This replaces aura sight.

Death: Glorious, Inevitable (Su):

At 8th level, the executioner of the grand void gains this additional focus power for her implement of entropy. As an immediate action when a creature is within close range (25 ft. + 5 feet per 2 executioner of the grand void levels) and uses a spell or effect that would heal hit point damage, the executioner of the grand void may expend 1 point of mental focus to attempt to turn the energy of creation to destruction instead. The effect's target or targets must succeed

a Will save or take damage equal to the amount they would have been healed for. A successful save means that they are healed as normal. This replaces magic circles.

Witness the End (Su): At 12th level, the executioner of the grand void may attempt to entrap their victims in a vision of utter annihilation. As a standard action, the executioner of the grand void can make a melee



Handling the Implement of Entropy

The implement of entropy is deliberately a free-form item; since pricing magic items is as much an art as a craft, it is strongly suggested that GMs consult similar items to determine the proper values. An implement of entropy should be consistent regarding its flavor and not just a weird accumulation of diverse, optimized spells-in-a-can. Thankfully, the occultist implements already provide some great inspiration in that regard. One could, for example, limit the selection available for the implement of entropy by restricting it to effects associated with the spell-school associated with the implements: For example, a crown could only express and duplicate enchantment-based effects. One could go one step further and require that the precise shape of the implement has some sort of relevance to the abilities expressed: A broken bell that creates silence-and sound-based effects, for example. Why is there no such hard limit included in the ability, then? Different campaigns sport different power-levels and particularly when it comes to retaining the flavor of the occult, conceptions of what makes sense and what doesn't may vary greatly. Hence, it is the author's conviction that these choices should be made by each individual group.

touch attack and expend 1 point of mental focus to temporarily sever the ties of psyche and body, trapping them in a state of confusion and despair. If the attack hits, the target must succeed a Will save or fall unconscious for a number of rounds equal to the executioner of the grand void's Intelligence modifier. The target may attempt a new save at the end of each of its turns to wake up, although it remains confused for the duration even if awake. This is a mind-affecting effect. A target that successfully saves against this ability

is immune against it for 24 hours. This is treated as an additional focus power for the implement of entropy and replaces binding circles.

To Walk the Bleak Wasteland (Su): At 16th level, the executioner of the grand void can, as an immediate action, expend 2 points of mental focus to temporarily generate a field that duplicates the horrid wastelands they continuously envision. This field persists for Intelligence modifier rounds and emanates from the executioner of the grand void in a 30 ft.-radius. The field is treated as difficult terrain for any creature but the executioner of the grand void, who treats it as normal terrain and gains a +30-foot enhancement bonus to all movement rates while it persists. Additionally, morale bonuses of creatures other than the executioner of the grand void are halved while within the field. This is treated as an additional focus power for the implement of entropy and replaces fast circles.





VOICE OF THE ANCESTORS

(Dweorg Medium Archetype)

The dweorg race has long cultivated a healthy relationship to their ancestors. In the dark recesses of the Underworld, with threats all around, this relationship becomes even more important—and, as such, dweorg tend to gravitate towards fiercely personal, pragmatic relationship with the spirits they channel. Their spirits have been known to take a hands-on-approach when protecting their chosen vessels.

CLASS FEATURES

Protected by the Ancestors (Su): At 2nd level, while the voice of the ancestors channels a spirit that has at least 1 point of influence over her, she is shrouded in the spirit's power. As long as the voice of the ancestors is not helpless, all hit point damage that the voice of the ancestors takes is stored within a spirit pool instead of being immediately subtracted from her hit points. Damage reduction, energy resistance, temporary hit points and similar defenses are taken into account before damage is stored within the spirit pool. At the end of each round, half of the damage stored within the voice of the ancestor's spirit pool is immediately removed and subtracted from her current hit points. This damage cannot be prevented, reduced, or transferred in any way. A voice of the ancestor's spirit pool can hold a number of hit points equal to 10. At 3rd level and every odd level thereafter, this increases by a further +10. Any excess damage is subtracted directly from the voice of the ancestor's hit points as usual. Hit point loss from incurred Constitution damage or Drain or Burn may not be transferred into the spirit pool. This replaces shared séance and haunt channeler.

Ancestral Protection (Ex): Starting at 5th level, whenever a voice of the ancestors has at least 10 or more hit points in her spirit pool, she gains a +1 dodge bonus to AC. For every additional 10 hit points in the spirit pool, this dodge bonus increases by +1, to a maximum of +5. This replaces location channel.

Health of the Ancestral Stones (Su):

Beginning at 7th level, a voice of ancestors can tap into the power of the ancients to mitigate injury. As a swift action, the voice of ancestors may reduce the number of hit points in her spirit pool by 1d8 + 1/2 her voice of the ancestors' level. A voice of the ancestors may use this ability a number of times per day equal to 3 + 1/2 her voice of the ancestors' level. This replaces connection channel.

Ancestral Fortification (Ex): At 9th level, the voice of the ancestors chooses Fortitude, Reflex or Will-saving throws. Once made, this choice cannot be reversed. While the voice of the ancestors has 10 or more hit points in her spirit pool, she gains a +1 insight bonus to the chosen saving throw. For every 10 additional hit points in the spirit pool, this insight bonus increases by a further +1, up to a maximum of +5. This replaces propitiation.





SPORE MASTER

(Funglet Mesmerist Archetype)

There are tales of a certain, particularly pernicious type of funglet that has recently grown in the jungles of the Underworld as a response to the manifold threats the mushroom folk face. These funglets, in some deep communion with the strange flora of their homes, have developed mysterious spores that can alter the minds of those they encounter to leave the kind funglets alone...or else. Truly troubling to other races would be the rumor that these strange shroom-folk ostensibly are capable of projecting their psyche through their spores. More than one curious spellcaster hoping to cheat death would most certainly be intrigued by this seeming transcendence of bodily limitations. Justifiably paranoid races, meanwhile, fear the obvious uses in espionage, let alone the troubling thought that funglet psyches may evolve past the limits of the physical body into something utterly alien. These fears seem to not be entirely unfounded, as oddly, at one point or another, all spore masters seem to grasp that some strange metaphysical event lies in their future, an event both frightening and wondrous, one they know only by a name that may be promise or curse: *Rhyzalla*.

CLASS FEATURES

As Varied as Funglets (Ex): Different types of funglets grow into different spore masters. Audirefunglets use Wisdom as the governing attribute for their spellcasting and mesmerist class features instead of Charisma. An audirefunglet spore master gains 1/2 his spore master level (minimum 1) as a bonus to Sense Motive checks. Fantafunglets use Intelligence as the governing attribute for their spellcasting and mesmerist class features instead of Charisma. A fantafunglet spore master gains 1/2 his spore master level (minimum 1) as a bonus to Spellcraft checks. Masculofunglets use Charisma, as usual. This

replaces consummate liar for both audirefunglets and fantafunglets. Masculofunglets retain consummate liar.

Hypnotic Spores (Su): A spore master constantly exudes a cloud of very fine spores in a 30 ft.-radius. These spores employ a combination of alchemical reagents and psychic charges to influence the minds of other creatures. Unlike other mesmerists, the spore master does not have to look at a target. As a swift action, the spore master can choose a single creature within his spore cloud to be affected as though he focused hypnotic stare on the target. Unlike other mesmerists, though, the spore master learns to affect more targets at once—at 5th level and every 5 levels thereafter, the spore master may choose an additional target with his hypnotic spore cloud to be affected with each use of this ability. If the spore master wants to change the creatures focused on, he has to briefly “reset” the psychic charge of the cloud, which basically dismisses and reestablishes the cloud in the blink of an eye as a swift action. The cloud of hypnotic spores always reforms around the spore master, regardless of where it was when he dismissed it. Affecting one or more targets this way still requires the spore master’s focus. Like using a gaze attack or similar ability, he still must target a subject of this ability or voluntarily end focusing on his current host of affected creatures.

The spores are hard to notice, but not impossibly so—they can be seen with a successful Perception check against DC 10 + twice the spore master’s class level + the spore master’s governing spellcasting modifier. A spore master may choose to suppress or start generating his spore cloud as a free action. The combination of alchemical processes and psychic energies that empowers the spores means that creatures only need to inhale them or come in contact with them: Only those immune to both mind-influencing effects and holding their breath (or that do not need to breathe) are immune against the spores. The funglet’s particular medium of

choice does have its drawbacks, though: As a physical cloud of spores, they may be blown away. At 1st level, strong winds suffice to disperse a spore cloud. Starting at 5th level, it requires severe winds to disperse the spores. At 10th level, it takes a windstorm to disperse the spores. At 15th level, it takes hurricane force winds to disperse the cloud. At 20th level, nothing short of a tornado will disperse a spore master's hypnotic spores. Hypnotic spores otherwise work exactly as hypnotic stare. This modifies hypnotic stare.

Hungry Spores (Su): When an attack that deals damage hits a target of the spore master's hypnotic spores, the spore master can cause all targets he currently focuses on to take an amount of additional damage equal to $\frac{1}{2}$ the spore master's level. The spore master can use this ability as a free action and can use it even if it isn't his turn. Since this damage stems from spores reacting with the life-force of targets, spores only become excited this way if the damaged target's CR is equal to at least $\frac{1}{3}$ rd of the spore master's character level. If the spore master uses this ability to increase his own damage, the additional damage increases by 1d4 points for every 5 class levels the spore master possesses. This damage is precision damage and is not multiplied on a critical hit. A spore master can trigger this ability only once



per round, but a single creature can take damage from multiple spore master's overlapping hungry spores in a given round. Hungry spores are treated as painful stare for the purpose of the prerequisites of feats with the Stare descriptor.

This modifies painful stare.

Spore Master Tricks (Su): The spore master does not gain access to the mask misery, meek façade and mesmeric pantomime mesmerist tricks. A spore master does not have to touch a target to implant a mesmerist trick. Instead, focusing on just a single target with hypnotic spores, the spore master may attempt to implant a mesmerist trick in them. Spore masters gain access to a couple of unique mesmerist tricks, courtesy of the latent psychotrope properties of their spores.

Down the Rabbit Hole: The subject becomes confused when they make a mistake, as they start seeing rather curious creatures in vibrant colors. This trick can be activated whenever the subject rolls a natural 1 on any d20 roll. The subject immediately becomes confused as per the *confusion* spell until the end of its next turn. If the subject is within the spore master's hypnotic spore cloud when this happens and the spore master must succeed the same type of d20 roll before the start of the subject's next turn, the spore master may roll twice and take the better result.

Mystic Shift: The spore master exploits the psychic and physical connection his spores offer him. Whenever the spore master casts a spell or uses an ability that would cause ability score damage to himself, the spore master may trigger

this trick. The subject takes the ability score damage of the effect for the spore master. This trick may only be used if the subject's CR is equal to at least 1/3rd of the spore master's character level—any lower than this and the subject's lifeforce is too weak to sustain the strain this trick imposes. Additionally, the subject must have an Intelligence score of at least 4. Finally, the subject may not be immune against the ability score damage incurred on behalf of the spore master.



Sacrificial Dupe: This trick can be activated after an opponent declares a ranged attack action against the spore master, which has to pass within 5 feet of the subject's square. The subject is lured into the incoming danger by some sort of weird hallucination, moving 5 feet exactly into the path of the incoming missiles. This movement never provokes attacks of opportunity and works even in difficult terrain, as the subject wanders into incoming doom with the proverbial sleepwalker's surety of foot. However, terrain features that inflict damage upon moving into them allow the subject a Will-save against the mesmerist trick DC to

shake off the trick instead. Obviously suicidal movement, like walking into lava or into a pulsating *disintegrate* ray on behalf of the spore master grant a +10 bonus on such saves, subject to GM discretion. Subjects that walk into harm's way for the spore master take a -5 penalty to AC against the ranged attack or attacks in the triggering action. If the attack succeeds against the subject, they take the attack instead of the

spore master. If the attack fails to hit the subject, the attacker may still roll to hit the spore master.

This alters mesmerist tricks.

Subtle Spores (Ex): At 2nd level, the spore master's spores can implant mesmerist tricks without the subject necessarily knowing about it. When focusing on just a single target with hypnotic spores, the spore master may attempt to implant a mesmerist trick in them. To do so, the spore master may not be in combat and has to succeed a Sleight of Hand check against the target's Perception or Sense Motive. If the target wins, he notices the implantation attempt and the attempt fails. Usually, this entails a shift in attitude towards hostile. If the target fails to notice the work of the spore master's spores, it must succeed a Will save against the spore master's mesmerist trick DC. If the save succeeds, the target is unaffected, but does not notice the implantation attempt and the spore master may try again. If the save fails, the target has been successfully implanted with the mesmerist trick.

This replaces towering ego.

Bold Spores (Su): Any bold stare improvement the spore master chooses affects his spores instead, becoming a bold spore improvement. The spore master may distribute the bold spore improvement's penalty freely between targets he currently focuses on. However, each target may only be affected by one bold spore improvement at any given time. A spore master may choose to not affect a target focused on with hypnotic spores with his bold spore improvements. The spore master may not choose the psychic inception bold stare improvement and may only use the sluggishness bold stare improvement when focusing exclusively on a single target. This alters bold stare.

Spore Treatment (Su): The spore master does not need to touch targets to affect them with touch treatment—instead, he has to focus on a single target to be affected with his hypnotic spores. The target experiences mild, soothing hallucinations that alleviate the respective conditions. This modifies touch treatment.

Mobile Spores (Ex): Starting at 5th level, the spore master's cloud of hypnotic spores becomes mobile. Once per round as either a move, standard or swift action, he may direct it to move up to 30 ft. in any given direction, provided he has line of sight to the target area. The spore cloud flies with perfect maneuverability in three dimensions and ignores magical and non-magical obstructions, save those with the force descriptor.

Once one or more target creatures are within the cloud of hypnotic spores, the spore master may choose to focus on them as normal, as per the hypnotic spore class feature. When not directed by the spore master or emanating from the spore master himself, the cloud of hypnotic spores simply stays in place. The movement rate of the cloud increases by +10 ft.

at 10th level and every 5 levels thereafter, to a maximum of 60

ft. at 20th level. This replaces mental potency.

Spore Senses (Su): Starting at 11th level, the spore master's psychic imprint is contained within each and every single one of his spores. He can, as a standard action, shut down one or more of his senses within his body and project the sense or senses chosen from the hypnotic spore cloud, hearing, seeing, smelling, tasting and touching everything the hypnotic spore cloud does. When the spore master projects his sight through the hypnotic spore cloud, his body is considered to



be blinded for the duration, when he projects his hearing, his body becomes deaf for the duration, etc. As the spore cloud has no Strength score or ability to interact with the world, he can only use purely mental actions when projecting his senses through the spores. A spore master may use this ability for a number of rounds per day equal to his spore master level. There is no range to this effect, but spore master and hypnotic spore cloud must be on the same plane. The spore master can end this effect as a free action. This replaces glib lie.

Masterful Spore Tricks (Su): The spore master may not choose the avian escape or greater mask misery masterful tricks.

Spore masters may choose the following two masterful spore tricks in addition to the mesmerist's masterful tricks:

Counterspore: The spore master weaves spores laced with specific antimagic charges into the subject. In order to implant this trick, the spore master must expend a spell slot of a specific spell he can cast. This specific spell is laced into the trick. This trick is triggered by an enemy spellcaster casting a spell on the subject or otherwise including the subject in a spell that the spell laced in the counterspore trick can counterspell. The spore master receives a free counterspell check, without the need to identify the spell in question. If he succeeds, the spores burst forth from the subject and counter the triggering spell.

Fungal Life-Support: This trick can be triggered just before the subject would otherwise fall below 0 hit points. Immediately before the triggering event, the spores nascent on the subject suddenly bloom and form a verdant cocoon of multi-hued fungal matter. This cocoon is 2 feet thick, has a hardness of 5, and 5 hit points per 2 spore master levels. While in the cocoon, the subject is paralyzed and blinded, but completely encased and thus protected from line of sight or effect. All ongoing poison and disease effects affecting the subject are suspended while within the cocoon. The subject gains 1 hit point per spore master level every round while encased in

the cocoon and both spore master and subject can decide to end the cocoon's effect as a free action, upon which it crumbles to ashes. Otherwise, the cocoon lasts for 2 rounds per 5 spore master levels.

This modifies masterful tricks.





SLAVER OF THE DAMNED

(Gitwerc Spiritualist Archetype)

Hel's Dregs: The slaver of the damned begins play with the ability to conjure forth the damned souls of Hel, a cloud of impotently-clawing, moaning spirits fused together by the torments endured at the hands of their infernal masters. The radius of Hel's dregs is equal to 10 feet and increases by +5 ft. at 6th level and every 4 levels thereafter. The cloud has a movement rate of 30 ft. and flies with perfect maneuverability. Whenever the cloud's radius increases, it also increases its movement rate by +5 ft.

When fully manifesting Hel's dregs, the slaver of the damned may feed a single spell slot to Hel's dregs, expending the spell slot and granting Hel's dregs a cacophony pool (see below) equal to the spell level fed to Hel's dregs.

Creatures other than devils and the slaver of the damned treat Hel's dregs as difficult terrain. Furthermore, the cloud of Hel's dregs provides a rather nasty form of psychic static that distracts all those attempting to cast spells while within the cloud. Divine or arcane spells cast while within a cloud of Hel's dregs require a concentration check against DC 10 + 1/2 the slaver of the damned's class level + the slaver of the damned's Wisdom modifier. On a failure, the spellcasting attempt fails and the spell is expended.

The cloud is not a physical entity and not even really a creature; it is incorporeal, translucent and cannot be killed or destroyed, but spells like *dismissal* and *banishment* work normally and require that Hel's dregs be fully manifested again. Hel's dregs behave as a sentient cloud, act on the slaver of the damned's turn, and do not have an ectoplasmic form. Hel's dregs otherwise behave like a phantom for the purpose of interaction with spiritualist class features. This replaces phantom and modifies etheric tether.

Cacophony Pool (Ex): The ceaseless psychic moans of Hel's dregs are partially sustained by the spellcasting prowess of the slaver of the damned. If the slaver of the damned chose to feed a spell to Hel's dregs when manifesting them, they gain cacophony points equal to the spell-level fed to them. These points may be used in a variety of ways.

- The slaver of the damned may command Hel's dregs as an immediate action to expend any number of cacophony points to increase the concentration DC of a spellcasting attempt within Hel's dregs by +2 per cacophony point expended.
- The slaver of the damned may, as a swift action, command Hel's dregs to expend cacophony points to attempt to transfer a temporary condition from one creature within Hel's dregs to another. The new recipient gains the chosen condition unless he succeeds a Will save against DC 10 + 1/2 the slaver of the damned's class level + the slaver's Wisdom modifier. At 1st level, a slaver of the damned can move the following conditions to a new subject: Dazzled, fatigued, or shaken. The slaver must expend 1 cacophony point to do so. At 7th level, a slaver of the damned can move the following conditions to a new subject: Blinded, deafened, frightened, or sickened. The slaver must expend 2 cacophony points to do so. At 13th level, a slaver of the damned can move the following conditions to a new subject: Cowering, exhausted, nauseated, or panicked. The slaver must expend 3 cacophony points to do so. At 17th level, a slaver of the damned can move the following condition to a new subject: Feeble-minded. The slaver must expend 4 cacophony points to do so.
- As an immediate action, the slaver of the damned may command Hel's dregs to expend any number of cacophony points to counter any spell with a verbal component whose caster, target, or area of effect is at least partially within the area occupied by Hel's dregs. This requires that the expended number

of cacophony points meets or exceeds the spell level of that spell. If a caster is within the area occupied by Hel's dregs, the slaver of the damned innately knows how many cacophony points it would require to counter any spell the caster attempts to cast. Otherwise, the slaver of the damned must either guess or identify the spell through some other means.

Instant Calling (Su): Starting at 7th level, the slaver of the damned may dismiss Hel's dregs as a free action. Additionally, 1/day, the slaver of the damned may hasten the ritual required to fully manifest Hel's dregs to a move action. The slaver of the damned may use this ability an additional time per day at 11th level and every 4 levels thereafter. This replaces calm spirit.

Teleporting Dregs (Sp): At 14th level, the slaver of the damned may expend a swift action to command Hel's dregs to teleport any place within line of sight. While teleporting, Hel's dregs ignore all spells and effects that normally prohibit teleportation (Hel's dregs are basically sucked back to Hel and then reemerge at the destination) and may be placed within magical and nonmagical obstructions, even if these would usually block ethereal creatures. In addition, the movement rate of Hel's dregs is increased by +20 feet during any round they're teleported thus. This replaces spiritual bond.

Infernal Talismans (Su): Slavers of the damned are known for their connection with the spirits that languish in the fiery pits of Hel, and one of the most iconic interactions with them is the manufacture of infernal, pentagram-shaped talismans fueled by the supernatural power over the spirits of the damned. Infernal talismans are small tokens, usually made of cloth, paper, iron or wood in the shape of hellish symbols, infused with the powers of Hel.

A slaver of the damned learns two types of infernal talismans at 3rd level. At 5th level, 8th level and every 5 levels thereafter, the slaver of the damned learns an additional infernal talisman. The slaver of the damned must meet all of the prerequisites of the

respective infernal talisman to learn it. To place an infernal talisman, a slaver of the damned must have one hand free and a Wisdom score equal to at least $10 + 1/2$ the minimum level of the talisman. Each day, a slaver of the damned can place a number of talismans equal to the slaver of the damned's class level + the slaver of the damned's Wisdom modifier.

Infernal talismans never allow for saving throws. An infernal talisman of any kind is mainly sustained by Hel's magic and thus has hardness equal to the slaver of the damned's Wisdom modifier and hit points equal to three times the slaver of the damned's class level. Melee attacks made against a placed infernal talisman are automatically successful, while melee attacks made against a worn infernal talisman are automatically successful if the subject of the infernal talisman is willing to have its infernal talisman struck; otherwise, the attack is resolved against the touch AC of the subject +2. Ranged attacks are made against an AC of 9 if the target is a placed infernal talisman or a worn infernal talisman by a willing subject, or made against the touch AC of the wearer +2 if the wearer is unwilling.

Infernal talismans that have been placed take damage from area of effect abilities, such as the *fireball* spell, as normal, while worn infernal talismans only take damage from area of effect abilities if the wearer either rolls a natural "1" on his saving throw or intentionally fails its saving throw.

An infernal talisman can be placed as a standard action on a solid surface in an unoccupied 5-foot square that the slaver of the damned threatens. It affects a 10-foot radius centered on the infernal talisman. Once placed, an infernal talisman becomes affixed to that surface and cannot be moved unless it is destroyed or its duration ends. Alternatively, an infernal talisman may be placed on a creature occupying a square the slaver of the damned threatens as a standard action. It affects just that creature, the designated wearer of the talisman. If the target creature is not a willing recipient, then the slaver of the damned must succeed a melee touch attack to affix the infernal talisman. If the infernal talisman is affixed to the subject,

it cannot be removed unless it is destroyed or its duration ends. A failed melee touch attack provokes attacks of opportunity, but does not consume a daily infernal talisman use.

If an infernal talisman is reduced to 0 hit points, it is destroyed and its effects end immediately. Otherwise, a talisman has a duration of 3 rounds + 1 round per slaver of the damned class level. This replaces bonded manifestation, detect undead and all bonded manifestation increases.

INFERNAL TALISMANS

A Pox Upon Thy Soul

Your talisman is infused with the spiteful power of Hel.

Placed: All hostile creatures within the area warded by the infernal talisman take a –4 penalty to saves against diseases as well as a –2 penalty to saves against curse effects and hexes.

Worn: When this infernal talisman is worn, the wearer must name a single poison, curse or hex that the wearer can inflict. When the wearer uses the chosen poison, curse or hex, the target must roll twice and take the worse result. This immediately ends the effects of the infernal talisman. At 13th and 18th level, the talisman can be used an additional time before prematurely burning out.



Blood War's Battlefields

You conjure forth some parts of the hellish landscapes of infernal trenches.

Placed: The area becomes covered in spiny metal shrapnel resembling caltrops. The caltrops produced by this infernal talisman follow the rules for caltrops, except that they ignore damage reduction, have a base attack bonus equal to 1/2 the slaver of the damned's class level (rounded down), and vanish when the infernal talisman's duration expires.

Worn: When this infernal talisman is worn, a fleshy bag looking conspicuously like a flayed face appears at the wearer's hip. The wearer also gains caltrop charges equal to half the slaver of the damned's class level (rounded down). As a standard action, the wearer may spend any number of caltrop charges. For each caltrop charge the wearer spends, he places shrapnel caltrops in an unoccupied square that he threatens or that is adjacent to a square he threatens. These pieces of shrapnel cannot be placed in a square that already contains other forms of damaging terrain. The shrapnel follows the rules for caltrops, except that they ignore damage reduction, have a base attack bonus equal to half the slaver of the damned's class level (rounded down), and vanish when the infernal talisman's duration expires.



Bolster Elements

You call upon the powers of Hel to enhance the elemental powers of you and your allies.

Placed: When placing the infernal talisman, the slaver of the damned chooses acid, cold, electricity, or fire. Weapon special abilities, spells, and abilities that deal damage of the chosen energy type enhancing weapons allies in the area wield deal an additional point of damage of that energy type. Furthermore, energy damage of the chosen type dealt as part of weapon damage by an ally in the area ignores resistance equal to half the slaver of the damned's level.

Worn: When wearing the infernal talisman, choose acid, cold, electricity, or fire. Weapons the wearer wields deal an additional 1d4 points of damage of the chosen energy type. Furthermore, weapon special abilities, spells, and abilities that deal damage of the chosen energy type enhancing weapons the wearer wields (excluding the energy damage granted by this infernal talisman itself) deal an additional point of damage of that energy type. Finally, energy damage of the chosen type dealt as part of weapon damage by the wearer ignores resistance equal to the slaver of the damned's class level.

Prerequisite: Slaver of the damned 8

Damnation Looming

You call upon Hel's powers to facilitate the reaping of mortals.

Placed: All creatures in the area affected by the infernal talisman take a -4 penalty to saving throws against poison and death effects.

Worn: The wearer gains a +4 insight bonus to saving throws against death effects. Additionally, the wearer takes two less negative levels per effect that inflicts them while wearing the infernal talisman. Once the infernal talisman has absorbed a number of negative levels equal to $\frac{1}{2}$ the slaver of the damned's class level, the infernal talisman immediately burns out, ending its effects.

Prerequisite: Slaver of the Damned 13

Devil's Luck

You tap into the devil's own luck.

Placed: All allies within the area warded by the infernal talisman gain a +1 luck bonus to AC, ability- and skill checks and saves.

Worn: The wearer of this infernal talisman gains a +1 luck bonus to AC, ability- and skill checks and saves. Additionally, the wearer may reroll a single d20-roll. This, however, immediately ends the duration of the infernal talisman. At 13th and 18th level, the talisman grants an additional reroll before prematurely burning out.

Prerequisite: Slaver of the damned 8

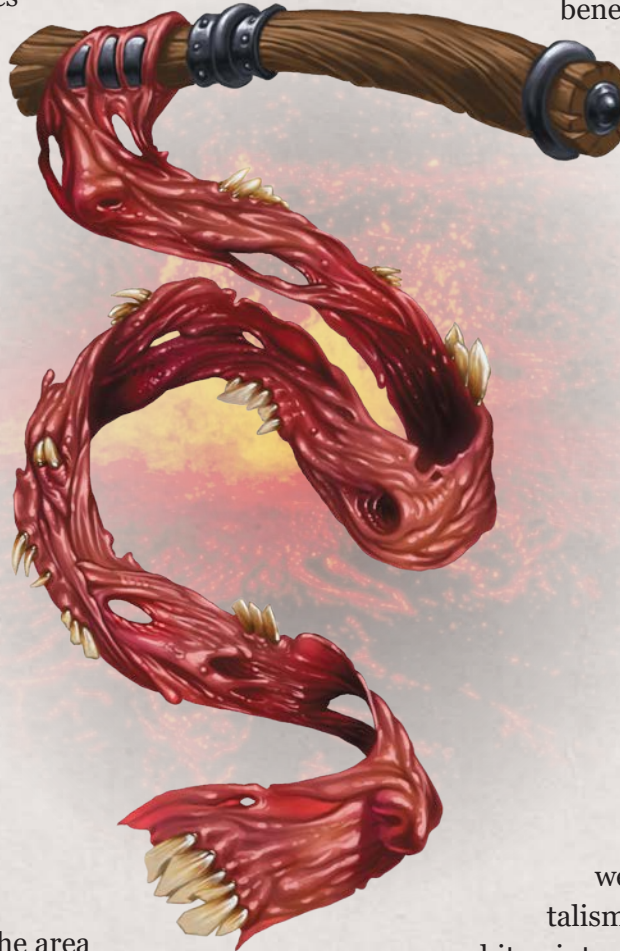
Devil's Swiftess

You channel the supernatural reflexes of devils into the area.

Placed: Allies that begin their turn in the area warded by the infernal talisman gain the benefits of the *haste* spell for one round.

Worn: The wearer gains the benefits of the *haste* spell.

Prerequisite: Slaver of the damned 8



Guarding Souls

You conjure forth souls of the damned to bolster your allies.

Placed: All allies that begin their turn in the area warded by the infernal talisman gain temporary hit points equal to the slaver of the damned's class level.

Worn: The wearer of the infernal talisman gains temporary hit points equal to twice the slaver of the damned's class level.

Hel's Discipline

You channel the ironclad discipline of Hel's legions into the area, closing your ranks against trickery.

Placed: Whenever a creature under the influence of a charm or compulsion effect attacks an ally within the area warded by the infernal talisman, the attacking creature may immediately make an additional saving throw against

that charm or compulsion effect if that effect influenced or directed that attack. If the attacking creature would be hostile were it not under the influence of that particular charm or compulsion effect, it is not entitled to the additional saving throw that this infernal talisman grants. If this additional saving throw is successful, the charm or compulsion effect ends immediately.

Worn: Whenever the wearer of the infernal talisman is attacked by a creature under the influence of a charm or compulsion effect, the attacking creature may immediately make an additional saving throw against that charm or compulsion effect if that effect influenced or directed that attack. If the attacking creature would be hostile were it not under the influence of that particular charm or compulsion effect, it is not entitled to the additional saving throw that this infernal talisman grants. If this additional saving throw is successful, the charm or compulsion effect ends immediately and both wearer and the attacking creature get a +2 morale bonus to attack and damage rolls for the remainder of the infernal talisman's duration

Helfire's Rebuke

You ward the area—any trespassers are scourged by the flames of Hel.

Placed: Creatures entering the area or beginning their turn in the area warded by the infernal talisman take 1d8 + the slaver of the damned's class level points of damage. This

damage is half fire damage, while the other half stems directly from the unholy powers of Hel. Good or chaotic creatures take double damage from helfire's rebuke.

Prerequisite: Slaver of the damned 8

Hel's Infiltrators

You call upon Hel's powers to shield you from sight.

Placed: All allies in the area warded by the infernal talisman become invisible, as per the *invisibility* spell. If a creature affected by this infernal talisman becomes visible as a result of attacking, the creature cannot be made invisible again by that particular infernal talisman.

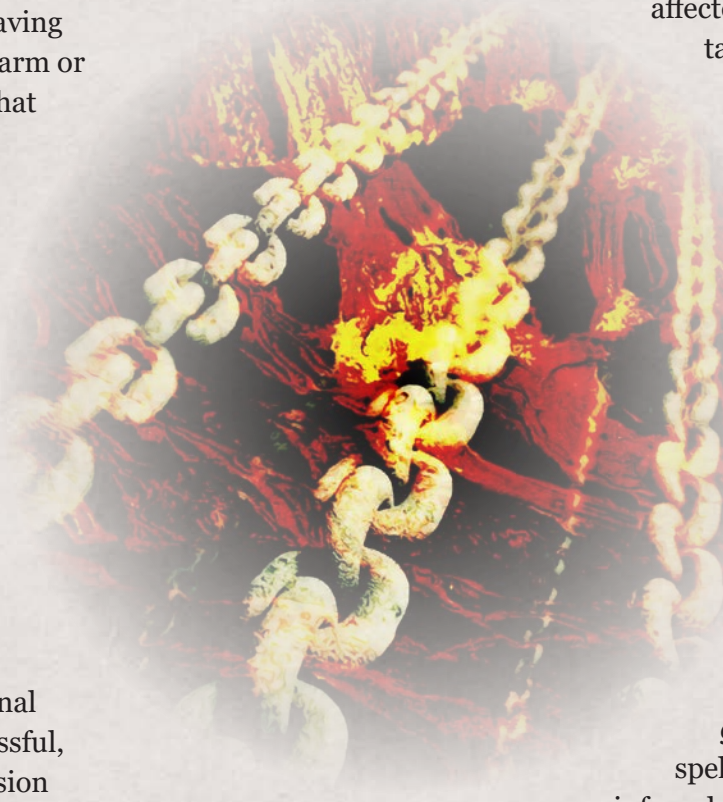
Worn: The wearer becomes invisible, as the *invisibility* spell. Starting at 13th level, the wearer instead becomes invisible as per the *greater invisibility* spell. However, the infernal talisman strains to retain its concealing purposes: The talisman takes 10 points of damage every time the wearer attacks or performs an offensive action. This damage ignores the hardness of the infernal talisman.

Prerequisite: Slaver of the damned 8

Hel's Vengeance

You promise the retribution of Hel to traitors.

Placed: Creatures that successfully make a damage-inflicting attack against an ally within the area warded by the infernal talisman take



damage equal to the slaver of the damned's class level. This damage is half fire damage, while the other half stems directly from the unholy powers of Hel. Good or chaotic creatures take double damage from Hel's vengeance. Creatures that take damage from Hel's vengeance may reroll saving throws against charm or compulsion effects that prompted them to attack. On a success, the effect ends.

Worn: Creatures attacking the wearer of the infernal talisman in melee take 1d8 + the slaver of the damned's class level damage. This damage is half fire damage, while the other half stems directly from the unholy powers of Hel. This infernal talisman's effects are triggered regardless of whether the attack hits or not.

Prerequisite: Slaver of the Damned 8

Infernal Energy Inversion

You beseech the forces of Hel to draw power from the forces of death.

Placed: All allies within the area warded by the infernal talisman are healed by negative energy, as though they had negative energy affinity, even by negative energy channeled to cause damage. Additionally, whenever a creature within the warded area is healed thus by channeled negative energy, the target gains a +1 profane bonus to attack rolls for 1d6 rounds. This bonus increases by a further +1 at 13th and 18th level.

Worn: The wearer warded by the infernal talisman is healed by negative energy, as though they had negative energy affinity, even by negative energy channeled to cause damage. Additionally, whenever the wearer is healed thus by channeled negative energy, the wearer gains a +2 profane bonus to attack rolls for 1d6 rounds. This bonus increases by a further +1 at 13th and 18th level.

Infernal Guidance

You beseech Hel's powers to guide your hand.

Placed: All allies within the area warded by the infernal talisman at the time of placement gain a +4 insight bonus to their

next attack roll. If the infernal talisman expires or is destroyed, this bonus is lost.

Worn: The wearer of the infernal talisman gains a +10 insight bonus to their next attack roll. Once the attack is made, the effects of this infernal talisman end immediately.

Infernal Healing

You call upon the powers of Hel to heal your allies.

Placed: All allies in the area warded by the infernal talisman gain fast healing 1. This increases to fast healing 2 at 13th level.

Worn: The wearer of the infernal talisman gains fast healing 2. This increases to fast healing 4 at 13th level.

Prerequisite: Slaver of the damned 5

Knowledge of the Damned

You tap into the collective knowledge of all of Hel's damned souls.

Placed: When placing the infernal talisman, the slaver of the damned chooses a single Knowledge skill. All allies in the area gain a competence bonus equal to half the slaver of the damned's class level to the chosen skill.

Worn: The wearer of the infernal talisman gains a competence bonus equal to half the slaver of the damned's class level to all Knowledge skills.

Subvert Elements

You channel Hel's power to subvert the potency of the elements.

Placed: When placing the infernal talisman, the slaver of the damned chooses acid, cold, electricity, fire, force or sonic damage. All allies in the area gain resistance equal to the slaver of the damned's class level against the chosen energy type.

Worn: The wearer of the infernal talisman may choose two energy types from the following list: Acid, cold, electricity, fire, force or sonic damage. The wearer gains resistance equal to the slaver of the damned's class level against the chosen energy types.



FRAGMENT CHANNELER

(Hoyrall Medium Archetype)

When the colloid sundered the connection of Zagn and Exis, the source of the hoyrall's powers and hive-mind, the race fell into a cataclysmic downward spiral. The strange aliens were shocked by the onslaught of the crystalline entity, as the central pillar of their social order collapsed. While the ensuing chaos formed hoyrall society as it is known nowadays to intrepid explorers, there are still some hoyrall that, by madness or vision, seek to reunite mindless Zagn with the energies of impossibly far away Exis, turning themselves into a conduit for the divine energies of their sundered deity in a desperate bid to reunite Zagnexis.

CLASS FEATURES

Spellcasting: A fragment channeler uses her Wisdom score to determine her available spells, bonus spells granted and the saving throw DC of her spells. This alters spellcasting.

To Channel a Sundered Deity (Ex): The fragment channeler channels an aspect of a sundered deity, a task mortals bodies and minds were not made for. Whenever Zagn gains 1 point of influence over the fragment channeler, she takes 1 point of Wisdom damage that may not be reduced, healed mitigated or transferred by any magical means. Whenever Exis gains 1 point of influence over the fragment channeler, she takes 1 point of Constitution damage that may not be reduced, healed mitigated or transferred by any magical means.

Divine Taboo (Ex): If either of the two fragments attains 5 points of influence because of a violated taboo, instead of possessing the fragment channeler, the fragment leaves the fragment channeler's body entirely, and the fragment channeler loses access to her spirit powers, spirit bonus, and spirit surge abilities until the next time she can perform a séance. Banishing a spirit in this way damages the fragment channeler's connection to that fragment; the fragment channeler cannot

channel this fragment for 1 week, and the next time the fragment channeler channels the fragment, it starts with 2 points of influence over her instead of 1. This modifies taboo.

Divine Propitiation (Su): When using propitiation to reduce the influence gained over the fragment channeler, she also reduces the attribute damage incurred by to channel a sundered deity by an equal amount. This modifies propitiation.

Divinely Infused (Su): At 15th level, the fragment channeler is suffused with divine power whenever she has granted either Zagn or Exis at least 1 point of influence. She reduces any ability score damage or drain received from sources other than the to channel a sundered deity class feature by a number of points equal to the influence either Zagn or Exis has on her. Additionally, she gains DR/– equal to the influence either Zagn or Exis have on her. This replaces trance of three.

Bursting at the Seams (Su): At 20th level, the fragment channeler can become a temporary conduit for Zagnexis, providing a brief instance of unity. Once per day, the fragment channeler may, as a free action, invite the fragment not currently channeled into her body, restoring a miniscule fragment of the deity for precious split seconds. Channeling the second fragment does not automatically grant the second fragment 1 point of influence over the fragment channeler, nor does it inflict the usual attribute damage. This ability lasts for up to 3 rounds and grants the fragment channeler access to an additional 2 lesser, intermediate, greater and supreme spirit powers (for a total of 3 spirit powers in each category), chosen freely from both Zagn and Exis. However, the strain is too much for mortals: The fragment channeler takes 4 points of attribute damage, which she may freely distribute among Wisdom and Constitution, for each round after the first in which this synthesis is maintained. This attribute damage represents the strain of acting as a living bridge to recreate Zagnexis and as such, it is not subject to reduction via the divinely infused ability. This replaces astral beacon.

SPIRITS

A fragment channeler does not channel spirits; instead, the hoyrall opens a channel to one of the two sundered aspects of her racial deity, Zagn or Exis. Since both are fragments of a deity, they are more powerful than regular spirits. Whenever a fragment channeler channels Zagn or Exis, she chooses one lesser spirit power available from the fragment's choices. The fragment channeler also chooses an intermediate spirit power at 6th, greater spirit power at 11th and a supreme power at 17th level. The fragment channeler may not channel regular spirits.

Zagn

Zagn is the mindless body of the hoyrall deity, mindlessly wandering the ocean's floors in impotent rage.

Spirit

Bonus: When you channel Zagn, choose the spirit bonus of champion, guardian or marshal. You gain that spirit's spirit bonus.

Séance Boon: When you channel Zagn, choose the séance boon of champion, guardian or marshal. You gain that spirit's séance boon.

Favored Locations:

Underworld, underwater, wherever copious amounts of blood were spilled or civilizations were reduced to rubble.

Influence Penalty: You take a penalty equal to your spirit bonus on Intelligence and Wisdom checks and Intelligence- and Wisdom-based skill checks, and to your caster level (to a minimum of caster level

0); as usual, a reduced caster level may render you unable to cast spells. You can't benefit from effects that increase your caster level.

Taboos: Choose one: Zagn was sundered from Exis when the attack on the island of Piccolo was in full swing. Its mindless hatred for halflings persists—attack them on sight; you must accept any challenge to prove your prowess in battle, including challenges to single combat—if you or an ally breaks the rules of the



challenge, you break this taboo; Zagn is basically a mindless idiot without Exis. You must speak no words and use no abilities with the sonic descriptor, and you break this taboo if you become enraged, frightened, or panicked.

Lesser Spirit Powers (Su): When channeling Zagn, the fragment channeler may choose the *champion's prowess*, *guardian's shield* or *marshal's order* as lesser spirit powers.

Intermediate Spirit Powers (Su): When channeling Zagn, the fragment channeler may choose *sudden attack*, *absorb blow* or *surprise strike* as intermediate spirit powers.

Greater Spirit Powers (Su): When channeling Zagn, the fragment channeler may choose *fleet charge*, *sudden block* or *transfer magic* as greater spirit powers.

Supreme Spirit Powers (Su): When channeling Zagn, the fragment channeler may choose *legendary champion*, *legendary guardian* or *legendary marshal* as supreme spirit powers.

Exis

Exis is the discorporate mind of the hoyrall deity, impossibly far away in the vastness of space.

Spirit Bonus: When you channel Exis, choose the spirit bonus of archmage, hierophant or trickster. You gain that spirit's spirit bonus.

Séance Boon: When you channel Zagn, choose the séance boon of archmage, hierophant or trickster. You gain that spirit's séance boon.

Favored Locations: Under the open sky, in the presence of a significant amount of lore or cultural achievements, great places of learning.

Influence Penalty: Exis is a being of pure mental power, without regard for physical bodies. You take a penalty equal to your spirit bonus on Strength and Dexterity checks and Strength- and Dexterity-based skill checks, as well as to your Fortitude and Reflex-save.

Taboos: Choose one: Exis was sundered from Zagn by the machinations of the colloid, and it has not forgotten. Attack all colliatur and colloid-based lifeforms on sight; you must use your own

magical solution to a challenge if you can, even if a mundane solution that would require fewer resources is available; you may never leave an ally behind or allow yourself or your allies to sacrifice another ally.

Lesser Spirit Powers (Su): When channeling Exis, the fragment channeler may choose the *archmage arcana*, *divine surge* or *marshal's order* as lesser spirit powers.

Intermediate Spirit Powers (Su): When channeling Exis, the fragment channeler may choose *arcane surge*, *energy font* or *inspiring call* as intermediate spirit powers.

Greater Spirit Powers (Su): When channeling Exis, the fragment channeler may choose *wild arcana*, *decisive strike* or *overflowing grace* as greater spirit powers.

Supreme Spirit Powers (Su): When channeling Exis, the fragment channeler may choose *legendary archmage*, *legendary hierophant* or *legendary trickster* as supreme spirit powers.

Bursting at the Seams and its Repercussions



Practically all powerful entities of Aventyr have no interest whatsoever to see Zagnexis return; from the colloid to proper deities to even some among the more free-spirited hoyrall! The fragment channeler, to a degree, is a fanatic, a wounded soul, someone who thinks she's doing the right thing—but so far, every fragment channeler who reached the lofty levels of power to provide the Zagnexis synthesis was eliminated swiftly and decisively... This capstone is intended as the precursor to a tragic end or as a reward, making the PC the avatar or martyr that sparked a renewed war-effort by the reunited hoyrall in campaigns to come! GMs are encouraged to bestow insights and benefits to accompany the flashes of divine insight granted by channeling a deity.



ASCENDANT

(Kraidyl Medium Archetype)

The kraidyl are survivors, primordial hunters that tap into the subconscious fear of flesh and its failure. As a whole, most beings would be hard-pressed to come up with a more fearsome and despised people. In the more civilized opium dens and taverns of the Underworld, folks jest that all races should be glad that their savagery keeps them from taking control. These people have not met an ascendant. Scholars still argue about the exact nature of the ascendant: Some claim that they represent the next evolution of kraidyl-kind, a surge akin to the one that elevated them from kraydiles to sentient beings; others point towards their close relation to the medium and the spirit-world, citing them as an unconventional case of possession. While the latter do have a point, as the ascendant seems to share a special connection to the spirit world, the “spirits” that actually possess the ascendant are not sentient souls of the dead. In fact, it is probably closer to the truth to stipulate that they represent different strains of evolution, echoes of potential futures or alternate realities, almost tangibly tugging at the kraidyl—the ascendant’s body may well be the battlefield in the war to determine the future evolution of the entire race.

CLASS FEATURES

Weapon and Armor Proficiency:

Ascendants are proficient with martial weapons, as well as with medium and heavy armor and shields, but not with tower shields.

Spirit Bonus (Su): Whenever an ascendant channels a spirit, he gains the spirit bonus as a bonus to attack rolls as well as to the usual checks granted by the spirit. The ascendant’s spirit bonus caps at a maximum of +5. This modifies spirit bonus and replaces spellcasting.

Spirit Surge (Su): The ascendant’s spirit surge die is only 1d4. At 10th level, it increases to 1d6, and at 20th level to 1d8. This modifies spirit surge.

Force of Physicality (Ex): The ascendant’s power is not based on personal magnetism, but on the potency within his physical frame. If an ally’s spirit and the ascendant don’t agree on who should act, they attempt opposed Constitution checks to determine who is dominant for the next hour. This modifies spacious soul.

“SPIRITS”

An ascendant’s spirits are not entities from the Astral Plane—instead, they represent almost sentient evolutionary impulses made manifest. The ascendant may not channel regular spirits.

Anathema

An anathema spirit is the incarnation of the profane power of the kraidyl.

Spirit Bonus: When you channel anathema, your spirit bonus applies to Bluff and Survival checks. You also treat Survival as a class skill while channeling anathema.

Séance Boon: You lose positive energy vulnerability.

Favored Locations: Desecrated shrines or temples, areas where holy figures have been slain, regions saturated with the energy of the lower planes.

Influence Penalty: You are suffused with barely held back spite and hatred. You take a penalty equal to your spirit bonus on Intelligence checks and Intelligence-based skill checks.

Taboos: Choose one: You eschew all faith in the divine, so you must not be the willing target of divine spells or abilities and you must attempt a Will saving throw against even harmless divine spells and abilities; you must not pass up the opportunity to harm a living being when that would expedite the solution to a problem you face; you must choose the most destructive, non-suicidal solution to a problem faced.

Anathema’s Touch (Lesser, Su): You gain an antipaladin’s touch of corruption, treating

your ascendant levels as $\frac{1}{2}$ antipaladin levels, minimum 1. You may use this ability a number of times per day equal to $\frac{1}{2}$ your ascendant level (minimum 0) + your Constitution modifier.

Anathema's Smite (*Intermediate, Su*): You can allow anathema to gain 1 point of influence over you as a swift action in order to perform a variant of smite good, gaining your Constitution bonus (if any) to attacks against a good target. You add $\frac{1}{2}$ your ascendant level to all damage rolls made against the target of the smite. If the target of anathema's smite is an outsider with the good subtype, a good-aligned dragon, or a good creature with levels of cleric or paladin, the bonus to damage on the first successful attack increases to your ascendant level. You may use this ability 1/day and may use it an additional time per day at 4th level and every 3 ascendant levels thereafter.

Anathema's Cruelty (*Greater, Su*): You can allow anathema to gain 1 point of influence over you as an immediate action. If you do, you gain access to one cruelty, using $\frac{1}{2}$ your ascendant level (rounded down) as your antipaladin level to determine the cruelties available and to determine their duration.

Anathema's Vengeance: (*Supreme, Su*): You gain an antipaladin's aura of vengeance, save that you grant anathema's smite instead. Using this ability allows anathema to gain 2 points of influence over you.

The Commander

The commander is the shape of things to come for kraidyl warfare. The commander is identical to the marshal, except as noted below.

Séance Boon: The commander may only choose séance boons from the list of ascendant "spirits."

Taboos: Choose one: You may not allow yourself or an ally to accept a morale bonus from the ability of a creature that is not perfectly in line with your goals; you may never leave an ally behind or allow yourself or your allies to sacrifice another ally, even a summoned creature; you must embrace any opportunity to spread the legend of yourself and your allies, even when a low profile would be helpful.

Legendary Commander (*Supreme, Su*):

The lesser surge only adds 1d4 to the roll and does not apply the spirit bonus. This is otherwise identical to *legendary marshal*.

The Defender

The defender is the incarnation of the defender of the kraidyl race. The defender is identical to the guardian spirit, except where noted.

Influence Penalty: You only take a penalty to damage rolls equal to $\frac{1}{2}$ your spirit bonus, rounded down.

Kraidyl's Toughness (*Lesser, Ex*):

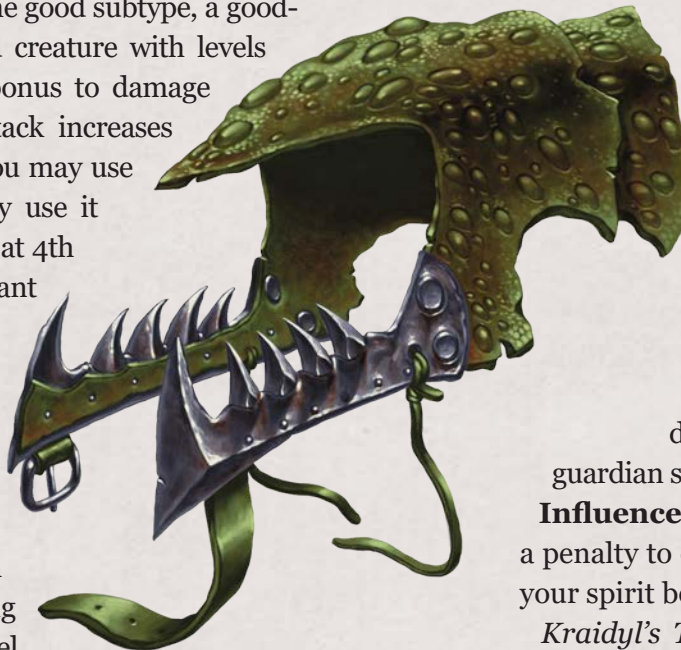
You gain temporary hit points equal to your ascendant level + your Constitution modifier. You can allow the defender to gain 1 point of influence over you as an immediate action to replenish this pool. You may use this ability 1/day, plus an additional time per day at 4th level and every 3 ascendant levels thereafter.

Absorb Blow (*Intermediate, Su*): You do not add *paladin's sacrifice* to your list of medium spells known, since the ascendant does not have a list of spells known.

The Monster

The monster is the pure chance of unbridled evolutionary potential running rampant.

Spirit Bonus: When you channel the monster, your spirit bonus applies to Fortitude saves.



Séance Boon: You gain a +1 bonus to CMB.

Favored Locations: Polluted sewers, magical wastelands, laboratories of insane alchemists or wizards. Any place suffused with unhealthy doses of magical radiation.

Influence Penalty: You barely cling to sentience, as your alien anatomy twists you. You take a penalty equal to your spirit bonus on Wisdom and Charisma checks and Wisdom- and Charisma-based skill checks.

Taboos: Choose one: You are incredibly superstitious of either arcane or divine spellcasters, so you must not be the willing target of arcane (or divine, if you chose divine) spells or abilities and you must attempt a Will saving throw against even harmless arcane (or divine) spells and abilities; you must consume any sufficient source of nutrients presented to you, even if it is diseases, spoiled or poisoned; you may not grant quarter to a defeated foe.

Undershape (Lesser, Su): You gain the underterror's undershape ability. (URC, pg. 120).

Mutated Form (Intermediate, Ex): You gain an underterror's evolutions, using $\frac{1}{2}$ your ascendant level as underterror level (minimum 1) for the purpose of determining your evolution points. You may reassign the evolutions granted by this spirit whenever you gain an ascendant level.

Mutation Surge (Greater, Ex): You may allow the monster to gain 1 point of influence over you as a standard action that provokes attacks of opportunity. You may immediately reassign your evolutions.

Touch of Change (Supreme, Su): You may allow the monster to gain 1 point of influence over you while touching another creature as a standard action. You grant the touched creature a one- or two-point evolution

you possess for ten minutes per ascendant level. Targets may attempt to refuse unwanted change by succeeding a Fortitude save against DC 10 + $\frac{1}{2}$ your ascendant level + your Constitution modifier. This is a polymorph effect.

The Redeemed

The redeemed represents the hope good souls have for the kraidyl race, for the race to turn its back on its tainted origin.



Spirit Bonus: When you channel the redeemed, your spirit bonus applies to Diplomacy and Sense Motive checks.

Séance Boon: You lose positive energy vulnerability, negative energy affinity and light blindness.

Favored Locations: Monuments of faith, goodness and civilization. Sites commemorating great acts of selflessness and charity.

Influence Penalty: You are suffused with kindness, compassion and love. You take a penalty equal to your spirit bonus on all attacks that inflict lethal damage.

Taboos: Choose one: You can't end a life; you can't refuse a desperate, honest plea for help; you can't take objects from the fallen.

Redeemer's Touch (Lesser, Su): You gain a paladin's lay on hands class feature. You may use this ability a number of times per day equal to $\frac{1}{2}$ your ascendant level (minimum 1) + your Constitution modifier. You may inflict nonlethal damage with all bludgeoning melee weapons without incurring the usual penalty.

Redeemed's Smite (Intermediate, Su): You can allow the redeemed to gain 1 point of influence over you as a swift action in order to perform a variant of smite evil, gaining your Constitution bonus (if any) to attacks against an evil target. You add $\frac{1}{2}$ your ascendant level to all damage rolls made against the target of the smite. If the target of redeemed's smite is an outsider with the evil subtype, an evil-aligned dragon, or an evil creature with levels of cleric or antipaladin, the bonus to damage on the first successful attack increases to your ascendant level. You may use this ability 1/day and may use it an additional time per day at 4th level and every 3 ascendant levels thereafter.

Redeemed's Mercy (Greater, Su): You can allow the redeemed to gain 1 point of influence over you as an immediate action. If you do, you gain access to one mercy, using $\frac{1}{2}$ your ascendant level (rounded down) as your paladin level to

determine the mercies available and to determine their duration.

Redeemed's Justice: (Supreme, Su): You gain a paladin's aura of justice, save that you grant redeemed's smite instead. Using this ability allows the spirit to gain 2 points of influence over you.

Survivor

The survivor is the incarnation of pure survival via cunning. The Survivor is identical to the trickster, except as noted below.

Séance Boon: Choose two skills when you gain this seance boon. You gain a +1 bonus on skill checks using these skills, and they count as a class skill for you.

Survivor's Instinct (Lesser, Su): You gain uncanny dodge and evasion.

War's Exemplar

War's Exemplar represents an evolution towards a race of warriors. War's exemplar is identical to the champion, except where noted.

Spirit Bonus: When you channel war's exemplar, your spirit bonus applies to non-spell damage rolls Strength checks, Strength-based skill checks, and Fortitude saves.

Influence Penalty: War is all that matters. You take a penalty equal to your spirit bonus on Intelligence and Wisdom checks and Intelligence- and Wisdom-based skill checks

Army of One (Lesser, Ex): While acting as a commander of a Fine army (an army consisting only of yourself), you grant the army a +2 bonus to its ACR and reduce its Consumption to 0. When your ascendant level reaches 12th and every 4 levels thereafter, this bonus increases by +1. Additionally, you gain proficiency in two exotic weapons of your choice.

One against Everyone (Greater, Ex): While acting as a commander of a Fine army that consists of only yourself, your army gains all army special abilities that share a name with any class features that you possess. For example, if you have the cavalier's challenge class feature, your Fine army gains the challenge special ability.



TRANSGNOMAMIST

(Svirfneblin Spiritualist Archetype)

The impact that the svirfneblin had on the Underworld of Aventyr is not disputed by anyone; the collapse of the Amber Roads and the consequences of the relentless advance of their *Svirfdozers* almost spelled doom for more than their own race. While some deep gnomes have turned their back on scientific advancements as a result, there is a school of thought that is convinced that the issue did not lie within the mechanical wonders the svirfneblin construct; instead, they consider the ceaseless ambition of their mortal brethren's physicality as the root of all evil. They believe that the origin of this ambition lies within the shortcomings of the flesh. Seeking to transcend the boundaries of the physical, these beings aim to bridge the gap between the physical and psychic by enhancing their bodies with cold steel. These vanguards of scientific advancements are the transgnomamists, and they believe that their path is the one that will lead not only their race, but all races of the Underworld, into a new, golden age.

Svirftech Adept: A Transgnomamist is a master of svirftech. At 1st level, the transgnomamist gains either Craft Mechanical Arms and Armor or Craft Mechanical Wonder (URC, pg 159) as a bonus feat. A transgnomamist does not have to meet the prerequisites of the feat. At 4th level, the transgnomamist gains the feat not chosen at 1st level. This replaces etheric tether.

Bio-Mechanical Svirftech (Ex):

Transgnomamists have learned to harness the bio-electricity of their own nervous systems to power their svirftech. This internal power-source provides energy, which is measured in svirftech charges. Svirftech charges are used to power the advanced functions of the svirftech modifications and act as a power source for the "spells" the transgnomamist casts. A transgnomamist has svirftech charges per day equal to his Intelligence modifier + 5 x his class level. These charges replenish after 8 hours of uninterrupted rest. This replaces phantom.

Svirftech and the Technology Guide

Svirftech, as presented in URC, is closer to wacky, steampunky, magitech tropes than to science-fantasy as presented in the Technology Guide. If you prefer using the Technology Guide's rules, replace the bonus feat granted by svirftech adept with Technologist. At 4th level, the transgnomamist gains an additional svirftech influx per day. Svirftech should not be considered to be cybertech—they are similar, but distinct. That being said, cybertech does make for great inspiration for further svirftech bodymods!

Svirftech Bodymod (Ex): As a transgnomamist advances, their growing bio-electric potency allows them to gradually shift towards becoming a living machine. At 1st level, a transgnomamist gains a svirftech bodymod, a bio-mechanical part fused with their body that permanently replaces or wholly alters existing body parts. Svirftech bodymods are produced by the transgnomamist's bio-mechanical svirftech by deliberately converting and manipulating their body structure and tissue. They are powered by the svirftech charges provided by the bio-mechanical svirftech class feature and the use of their advanced functions requires the expenditure of svirftech charges. Once chosen, these svirftech bodymods become part of the transgnomamist's body and cannot be disarmed or sundered. These svirftech bodymods may be controlled as naturally as though they were part of the transgnomamist's body. The duration and power of a svirftech bodymod is determined by the transgnomamist's class level. Unless otherwise noted, an advanced function only requires a single charge to activate. A transgnomamist can never expend more than transgnomamist class levels in svirftech charges in a single round. Once the duration of a svirftech bodymod effect expires, it requires a bit of cool-down before resuming

proper operations. Unless otherwise noted, a svirftech bodymod's advanced functions requires a 1 minute recharge period after their duration has elapsed—during this period, the specific svirftech bodymod cannot be activated again. Magic items, mechanical wonders or technological items that require item slots to work do not work in tandem with a svirftech bodymod. At 6th level and every 4 levels thereafter, the transgnomamist gains an additional svirftech bodymod. This replaces shared consciousness and phantom recall.

Spell-Tech: Transgnomamists don't actually cast spells—instead, they manipulate their own bio-mechanical svirftech and latent, spiritual energies to duplicate effects that are, in essence, equivalent to spells in most ways. Spell-tech uses Intelligence as the governing key-ability modifier to determine saving throw DCs and spell-tech known instead of Wisdom. The effects produced by transgnomamist spell-tech are considered to be extraordinary effects for the purpose of functioning in *antimagic fields* and similar environments, wherein magic functionality is compromised. However, since the duplicated energies are still very much akin to the energy-matrices of spells, they are still subject to *dispel magic* as well as spells and effects that directly target them with the purpose of dispelling them. Spell-tech behaves like spells, with a couple of differences: Casting a spell-tech does not expend a spell-slot. However, since the transgnomamist's spell-tech is powered by their bio-mechanical svirftech, a transgnomamist must expend a number of svirftech charges equal to the spell level of the spell-tech in question as part of casting the spell-tech. Spell-tech duplicating knacks does not cost svirftech charges to activate. After a spell-tech's duration has elapsed, the specific spell-tech cannot be cast again for 1 minute, as this particular configuration of the spell-tech recharges—it behaves basically like the advanced function of a svirftech bodymod. Other spell-techs may be cast as usual. Spell-tech requires a certain emotional detachment to operate properly and as such, is subject to the restrictions imposed on psychic magic. This modifies spellcasting.

Svirftech Influx (Ex): Starting at 2nd level, the transgnomamist may flood their svirftech bodymods with a potent influx of bio-mechanical energy, known as a svirftech influx. The transgnomamist chooses the svirftech bodymod to be affected by the svirftech influx. Once chosen, this may not be assigned to a different svirftech bodymod. Svirftech influx may not power spell-tech.

Svirftech influx may be used once per day as a full-round action. This influx provides 1d4 temporary svirftech charges that may be applied to the respective designated svirftech bodymod. These temporary svirftech charges dissipate after 30 minutes. At 4th level, and every 4 levels thereafter, up until 16th level, the transgnomamist gains another daily use of svirftech influx. This new influx' benefits may either be applied to a new svirftech bodymod or to the first svirftech bodymod chosen. In the latter case, the number of svirftech charges provided by the svirftech influx increases by +1d4. This replaces bonded senses.

Spiritual Antennae (Ex): At 3rd level, a transgnomamist's svirftech develops tiny antennae capable of siphoning off ambient spiritual energy to hasten the recharge time of their svirftech. The transgnomamist chooses a svirftech bodymod or one specific spell-tech. The designation is permanent, unless the designated class feature is retrained, in which case, this class feature may be retrained as well. The recharge duration of the designated svirftech bodymod or spell-tech is reduced by 1d6 rounds. The transgnomamist may choose an additional svirftech bodymod or spell-tech to apply the benefits of spiritual antennae to every 5 class levels after 3rd. Starting at 13th level, the recharge duration is instead reduced by 2d6 rounds, to a minimum of 0. This replaces bonded manifestation and bonded manifestation increase.

Svirftech Interference (Ex): Starting at 4th level, the transgnomamist gains a +2 shield bonus to her Armor Class and a +2 circumstance bonus on her saving throws for as long as her bio-mechanical svirftech holds at least one svirftech charge. This modifies spiritual interference.

Half-Construct Apotheosis (Ex):

At 10th level, the transgnomamist has replaced enough feeble flesh with metal to become a half-construct. This replaces fused consciousness.

Greater Svirftech

Interference (Ex): At 12th level, the bonuses granted by the svirftech interference class feature are doubled. This replaces greater spiritual interference.

Greater Power Influx

(Ex): At 17th level, the transgnomamist receives +20 svirftech charges per day. This replaces dual bond.

Construct Apotheosis

(Ex): At 20th level, the transgnomamist sheds the last remnants of feeble flesh. The transgnomamist increases his darkvision to 120 ft, gains immunity to mind-influencing effects, bleed, diseases, death effects, paralysis, poison, sleep effects and stunning. The transgnomamist is no longer subject to ability drain or ability damage, exhaustion, energy drain or negative levels. The transgnomamist retains a Constitution score, may still be healed and as a machine inhabited by a spirit, the transgnomamist may be returned from the dead. The transgnomamist is treated as a construct if being treated as a construct would be beneficial for the transgnomamist. This replaces empowered consciousness.



SVIRFTECH BODYMODS

Backslug:

This bodymod looks like a mechanical svirf riding slug affixed to the spine and base of the transgnomamist's skull. A transgnomamist may only benefit from one such device and enhancement bonuses granted by this device do not stack with ability enhancement bonuses granted by magic items, mechanical wonders or technological items. There are two variants of backslugs:

Brainslug:

Advanced Function: 2 svirftech charges

Duration: 1 hour

This svirftech bodymod increases a single mental ability score (Intelligence, Wisdom, Charisma), chosen at the time when the svirftech bodymod is gained. The brainslug grants the transgnomamist a +1 enhancement bonus to the chosen attribute per every 4 transgnomamist levels. Activating the advanced function of the brainslug heals 1d4 ability damage to a mental ability score.

Stimslug:

Advanced Function: 2 svirftech charges

Duration: 1 hour

This svirftech bodymod increases a single physical ability score (Strength, Dexterity, Constitution), chosen at the time when the svirftech bodymod is gained. The warslug grants the transgnomamist a +1 enhancement bonus to the chosen attribute per every 4 transgnomamist levels. Activating the advanced function of the warslug heals 1d4 ability damage to a physical ability score.

Arms of METAL!:

These svirftech bodymods replace one of the arms of the transgnomamist with cold metal, replacing the arm and hand item slots. There are 3 different arms of metal svirftech bodymods.

Weaponized Arm:

Advanced Function: 1 svirftech charge

Duration: 1 round/level

This prosthetic includes an internalized weapon—a circular saw (slashing damage), a potent drill (piercing damage) or a kind of steam-powered sledgehammer (bludgeoning damage) and may be enchanted as per the usual rules. Regardless of the damage type chosen, the weaponized arm is treated as a one-handed melee weapon that inflicts 1d8 points of damage and has a critical modifier of 20/x3. Drawing or sheathing the weapon from the internalized sheathe in the weaponized arm is a free action. Activating the advanced function is a free action. While activated, the weaponized arm ignores 5 points of hardness, +1 per transgnomamist class level. Additionally, while activated, the weaponized arm inflicts an additional +1d6 precision damage. This increases by +1d6 at 5th level and every 5 levels thereafter.

Healing Hands:

Advanced Function: 1 svirftech charge

Duration: Instantaneous

The transgnomamist's hand has small scalpels and syringes that contain healing reagents. The transgnomamist receives a +4 competence bonus to Heal checks. As a swift or move action, the transgnomamist may activate the advanced function of the healing hands while touching a target. The target is healed by 1d8 + the transgnomamist's Intelligence modifier hit points. This increases by +1d8 at 4th level and every 4 levels thereafter.

Internalized Shield:

Advanced Function: 1 svirftech charge

Duration: 1 round/level

The transgnomamist's arm slowly grows a physical shield, which grants a +1 shield bonus to AC. This bonus increases by +1 at 4th level and every 4 levels thereafter. The benefits of internalized shield harmonize with the svirftech interference class feature and stack with it. The advanced function can be activated as an immediate action and generates a defensive shield. This defensive shield provides a number of temporary hit points equal to the transgnomamist's class level. These temporary hit points replenish at the start of the transgnomamist's turn for the duration.

Legs of STEEL:

These svirftech bodymods replace both legs of the transgnomamist and thus occupy the boots item slot. There are three different legs of steel svirftech bodymods.

Svirfslug Sliders:

Advanced Function: 2 svirftech charges

Duration: See text

Svirfslug sliders duplicate super-slick svirfslug slime, decreasing friction. This enhances the transgnomamist's base movement speed by +10 ft. As a full-round action, the svirfslug sliders' advanced function may be activated, increasing the slime-production for 1 round per transgnomamist level. Thereafter, the sliders can, as a move action, launch the transgnomamist 120 ft., +10 ft. per transgnomamist class level in a straight line, ignoring non-damaging difficult terrain. This may be used a total number of times equal to the transgnomamist's Intelligence modifier before prematurely ending the effects

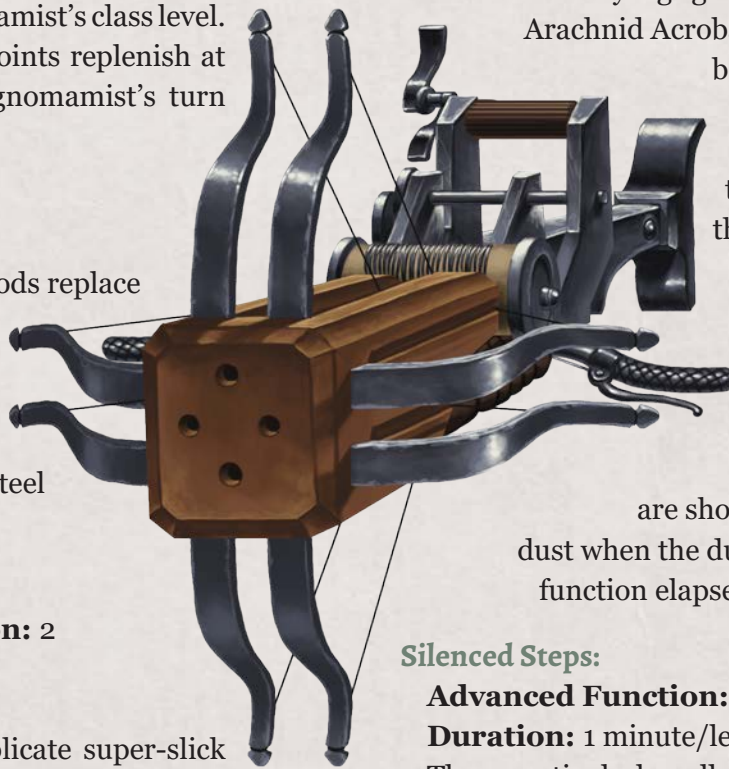
of the advanced function of this svirftech bodymod. Alternatively, while the advanced function of the svirfslug sliders is activated, the transgnomamist may squirt super-slick slime as a swift action, duplicating the effects of *grease* as an extraordinary ability, using transgnomamist levels as spellcasting levels and Intelligence to determine the saving throw DC.

Svirfslug Sticky Stompers:

Advanced Function: 1 svirftech charge

Duration: 1 minute/level

These sticky legs grant the transgnomamist Arachnid Acrobatics (URC, pg. 66) as a bonus feat. Additionally, upon activating the advanced function of this svirftech bodymod, the sticky slime excreted by this svirftech bodymod generates the equivalent of one web shackle (URC, pg. 66) per round. These shackles are short-lived and crumble to dust when the duration of the advanced function elapses. They cannot be sold.



Silenced Steps:

Advanced Function: 1 svirftech charge

Duration: 1 minute/level

These particularly well-cushioned legs enhance the abilities of the transgnomamist to remain out of sight. The transgnomamist gains Stealth as a class skill, as well as a bonus equal to +1/2 transgnomamist levels (minimum 1) to Stealth checks. If the advanced function is activated as an immediate action, the perfectly cushioned steps and the emitted counter-vibrations render the transgnomamist undetectable to tremorsense for the duration of the activation.

Svirfoderm-Enhancers:

These svirftech bodymods change the skin of the transgnomamist. A transgnomamist may only have one svirfoderm-enhancer.

The Fabulous Slug-Neblin:

Advanced Function: 1 svirftech charge

Duration: 1 round/level

The transgnomamist takes on slug-like characteristics, sweating sticky residue when threatened. The transgnomamist may begin sweating as a free action. Once he does, the last Intelligence modifier + transgnomamist level 5-ft.-squares (minimum 1) the transgnomamist passes become difficult terrain. The transgnomamist does not treat these spaces as difficult terrain. The gooey train of svirf slug slime always follows the movement of the transgnomamist. The slime floats in water, neither sinking nor rising. When used during flight, the slime falls to the floor. Creatures with the woodland stride ability can move through this difficult terrain without impairment. As a standard action, the transgnomamist may activate the advanced function, sending a psychic command to the slime. The slime is agitated by this command and becomes highly acidic, inflicting 1 point acid damage for each 5 feet of movement through the area. At 10th level, this damage increases to 1d4 and at 15th level, it increases by a further +1d4 for a total of 2d4 acid damage.



Agent's Skin:

Advanced Function: 1 svirftech charge

Duration: 1 minute/level

The transgnomamist's skin is highly mutable. The transgnomamist may assume the appearance of a different, specific character of a Small- sized humanoid chosen from among the subtypes he has seen before. Once chosen, these forms and their details are persistent and may

not be changed. This otherwise duplicates *alter self*, except that it does not grant any new abilities. At 5th level and every 5 levels thereafter, the transgnomamist receives an additional form to assume. Transgnomamists may maintain these alternate forms indefinitely and change between them at-will as a standard action. Upon activating the advanced function of this svirftech bodymod, the transgnomamist receives an evolution pool equal to 1 evolution point,

+1 point per 5 transgnomamist levels. The restrictions of the underterror's evolution class feature apply. (URC, pg 121)

Dødeli-Neblin:

Advanced Function: 1 svirftech charge

Duration: 1 minute/level

The transgnomamist's skin is actually pretty much deadened by svirftech-powered negative energy coursing through all of the

transgnomamist's skin and muscles. The transgnomamist gains DR 5/bludgeoning. As a full-round action, the transgnomamist can activate the advanced function, turning skin and muscle tissue, everything but eyes and bones, translucent for the duration. The transgnomamist gains the dødelig's not quite dead racial trait, but also their stone body racial drawback (URC, pg. 38), for the duration.

Sensory Svirftech

These facial svirftech bodymods affect one or more parts of the sensory apparatus. They tend to be unsettling and as such, choosing them imposes a permanent -2 penalty to Charisma-based skill checks.

Phantom Antenna (aka Trouble-sniffer):

Advanced Function:

1 svirftech charge

Duration: Special

This implant is a hypersensitive antenna at the tip of the nose that detects fluctuations in the emotional charges of the ectoplasm suffusing the spirit world. This antenna nets a +4 competence bonus to Perception checks made to notice any type of creature that is capable of feeling any emotion. This may include, at the GM's discretion, creatures immune to emotion effects. As an advanced function, the transgnomamist may activate the advanced function to reroll a Perception check to avoid surprise or to detect a trap, haunt or secret door.

Sonar:

Advanced Function: 1 svirftech charge

Duration: 1 minute/level

This bodymod is reminiscent of mechanical vestraadi-nodules dotting the face of the transgnomamist. While in contact with a body of water, the transgnomamist gains blindsight 20 ft. against creatures touching the same body of water. As a free action, activating the

advanced function grants the transgnomamist a +4 competence bonus to Perception as well as the Vestraadi's sonar for the duration. (URC, pg 165)

Fungal Filters:

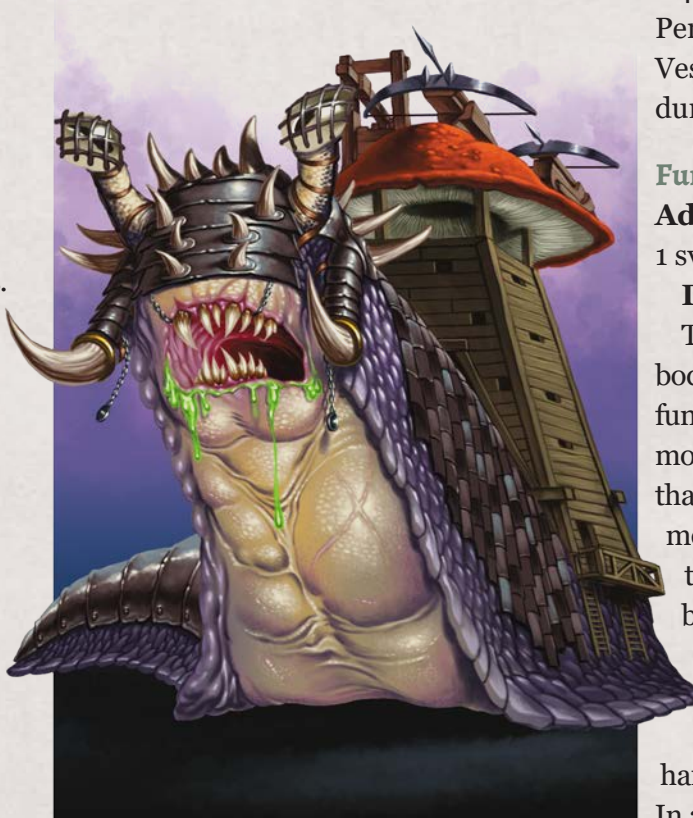
Advanced Function:

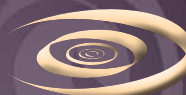
1 svirftech charge

Duration: 1 hour

This disturbing svirftech bodymod looks like a fungal growth covering mouth and throat, one that sports a strangely metallic sheen. The transgnomamist may breathe normally underwater and even poison gas is filtered out harmlessly by the growth. In a wholly oxygen-deprived environment,

the transgnomamist may activate the advanced function of this svirftech bodymod as an immediate action. The svirftech begins producing oxygen for 1 hour, allowing the transgnomamist to breathe normally for this duration.





SINGER OF THE DEEPS

(Vestraadi Occultist Archetype)

The utterly alien vestraadi are certainly one of the most mysterious races that can be found within the bowels of Aventyr—their unique perspective stems from being blind, and some claim that the vestraadi hear the heart-beat of the very world in the pulsating cascades of subterranean waves. Some vestraadi have taken to diving into the forlorn and forgotten recesses in the dark and lightless oceans, unearthing powerful items and implements resounding with occult potency.

CLASS

FEATURES

Depth Adaptation

(Ex): Singers of the deep don't have much use for the paltry basics of magic, but their repeated excursions into the bottomless dark, alongside with the humming of depth's songs, alters their physiology. Singers of the deep are immune to the detrimental effects and damage incurred by the pressure from diving into depths of up 20,000 feet. This replaces knacks.

Resonating Implements (Su): The singer of the deep's implements hum with a personalized sub-sonic pulse that allows the singer of the deeps

to track them. Singers of the deep charge their implements with this pulse when preparing spells and may charge a number of implements equal to twice the number of implement

schools known. Implements lose their charge if removed from the range of the singer of the deep's sonar. When

the singer is agitated and chooses to show this, the implements emit

a, for other creatures barely perceptible,

but disquieting, hum that grants this tradition

its name. Singers of the deeps

automatically succeed Perception checks made to track creatures

carrying one or more of the singer of the deeps' charged implements

and these creatures do not count towards the limit of trackable objects and creatures

provided by the vestraadi's sonar-based Perception. (URC, pg. 165) Humming implements

are even perceivable in areas of magical *silence*. A singer of the deep may choose to discharge one such mystic pulse held in an implement as a

move action—the song of the deeps breaks the object magically apart and reassembles it in one of the singer's free



hands. If the singer does not have a free hand, the implement is lost forever in the song of the deeps. This modifies implements.

Uncanny Foresight (Ex):

A singer of the deep that survives the first excursions into the wet abyss develops a keen sense of danger bordering on uncanny foresight.

At 2nd level, once per day, a singer of the deep may ponder a tunnel, door, complex, pool, or particular course of action for 1 uninterrupted minute. The GM should roll 1d6.

If the result is equal to or less than the singer of the deep's class level, the GM should provide a subjective rating of the danger of the area/proposed course of action, ranging from 1–10, where 1 is safe and 10 is suicidal. At 6th level, the singer of the deep automatically receives the information. This replaces magic item skill.

Boneless (Ex): At 6th level, the singer of the deep's body has become even more flexible due to the repeated exposure to the mystic song of the deeps and the high pressures of the dark. The singer of the deeps receives a +8 racial bonus to Escape Artist skill checks and to his CMD against grapple attempts. Additionally, the singer of the deeps may squeeze through areas as if though two size categories smaller than the singer's actual size category. This replaces aura sight.



AMBER'S ENLIGHTENED

Few races can claim to be as selfless and enlightened as the zwerc, though few of their race would assert this, hubris being a shunned trait in their communes. Still, the actions of the svirfneblin almost spelled doom for these mystic recluses, for when the insatiable curiosity of the deep gnomes brought forth the *svirfdozers* that would destabilize the Amber Roads, they unwittingly also destroyed the greatest treasure of the zwerc race—not just the mystic Amber Roads, but also their immortal enlightened Amber Masters. These warrior-philosophers had attained a *unio mystica*, not just with the Amber Roads, but through it, with the *Anima Mundi*—the collective lifeforce of all of Aventyr.

It is testament to the zwerc character that these mighty dwarves did not embark on all-out warfare against the svirfneblin then and there; instead, the zwerc sought to heal the Amber Roads and find new, safer ways to channel the weakened, now volatile powers of the Amber Roads. From this thought-process sprang forth a martial tradition, the *Amber Enlightenment*, a school of thought related to the occult concept of chakras, but inherently, very different. While *chakra* adepts channel serpent-fire through their bodies, practitioners of *Amber Enlightenment* focus on the eight Amber Fusions. An Amber Fusion is a process, where unstable fragments of the Amber Roads are mystically aligned with the body of a zwerc, allowing the zwerc to bypass the metabolic limiters of his body, while tying the spiritual fragment of the Amber Road closer to Aventyr, potentially fitting one such fragment within a whole of the Amber Roads. There are some that claim that each use of an Amber Fusion widens a hole in the Amber Roads, while others claim that practitioners slowly heal the damage caused—the different zwerc enclaves oscillate between celebrating practitioners as saviors or considering them the worst form of anathema. Even more unnerving, there are some that whisper that the

dreaded dour destroyers have found a way to harness the powers of *Amber Enlightenment*, undoubtedly with dire intent...Ultimately, only time will tell the fate of this tradition.

BECOMING ONE WITH AMBER

Pushing one's body to accept the fusion of flesh with volatile, magical, extra-planar amber requires an intimate understanding of one's body and limitations or a deep form of communion with earth itself, and thus is only available to characters with the *ki pool* class feature, the *martial flexibility* class feature, the *stamina* class feature (*Combat Stamina* does not suffice), the *exploding earth* class feature (URC, pg 178), or the *elemental focus* class feature. Characters with the *elemental focus* class feature must choose earth as their primary element in order to qualify to pursue Amber Fusion. Additionally, the practitioner must have one of the following feats: *Acutely Magical* (URC, pg 183), *Zwerc Defender* (URC, pg. 184), *Zwerc Striker* (URC, pg. 184).

Practitioners of the technique may begin initiating Amber Fusion as a swift action that costs 1 *ki* point, 1 use of *martial flexibility*, 1 use of *exploding earth*, 2 *stamina* points, or requires that he accepts 1 point of *burn*. *Stamina* spent practicing Amber Fusion cannot be recovered until the practitioner rests for 8 hours.

Paying this cost allows the practitioner unlock the first fusion. On subsequent turns, a practitioner can continue to spend *ki* points, uses of *martial flexibility*, uses of *exploding earth*, *stamina* points, or accept *burn* to progress to unlock the next fusion.

Alternatively, a practitioner may try to unlock multiple fusions at once, as a full-round action, by spending a cumulative number of *ki* points, uses of *martial flexibility*, uses of *exploding earth*, *stamina* points or accepting more *burn*. For instance, moving from the second fusion to the 5th would cost 3 points of *ki*, 3 uses of *martial*

flexibility, 3 uses of exploding earth, 6 stamina points or accepting 3 points of burn.

In order to unlock any given Amber Fusion on the path to *Amber Enlightenment*, a practitioner's base attack bonus must be at least equal to twice the Amber Fusion's rank. (BAB +2 for the first Amber Fusion, BAB +12 for the 6th Amber Fusion, etc.)

Amber Fusion is incredibly taxing for one's body. Each round on the start of their turn, a practitioner of *Amber Enlightenment* who has unlocked one or more Amber Fusions takes nonlethal damage equal to twice the rank of the highest Amber Fusion that they have unlocked. If a practitioner has, for example, unlocked the 4th Amber Fusion, they take 8 nonlethal damage each round at the start of their turn. Practitioners unlocking multiple Amber Fusions at once with a full-round action immediately take nonlethal damage equal to 10 times the rank of the highest unlocked Amber Fusion. In the example above, if they unlocked the fourth Amber Fusion, they would immediately take 40 nonlethal damage.

Nonlethal damage incurred from unlocking or using Amber Fusion cannot be reduced or redirected, nor can it be healed in any way before the practitioner has locked all Amber Fusions and rested for at least 10 consecutive minutes. Creatures immune to nonlethal damage may not practice *Amber Enlightenment*.

While unlocking Amber Fusions, a practitioner gains a variety of special

abilities they can use. These abilities are cumulative for each rank they have unlocked and are either extraordinary or supernatural abilities. A practitioner retains all unlocked Amber Fusions for a number of rounds equal to their Constitution score, after which they must spend 1 additional ki point, 1 additional use of martial flexibility or exploding earth, 4 additional stamina points, or accept 1 additional point of burn or once more lock all Amber Fusions. A practitioner immediately locks all Amber Fusions if their combined lethal and nonlethal damage exceeds their total maximum



hit points. Upon locking the Amber Fusions, the practitioner becomes exhausted for a number of minutes equal to the highest Amber Fusion unlocked. After that, they are fatigued.

THE GRAND AMBER FUSIONS

These are the Amber Fusions associated with the path of Amber Enlightenment:

1. The Lock of the Amber Weapon: By unlocking this Amber Fusion, you generate a weapon of potent, unstable amber. Practitioners may select whether the weapon is a light weapons and whether it deals piercing, slashing or bludgeoning damage. All weapons thus created are one-handed weapons that mimic a weapon that the practitioner is proficient with. The weapon has hardness 10 and 10 hit points, modified by the weapon's enhancement bonus in the same manner as a magical weapon. If the amber weapon is destroyed, it may be reformed as a swift action for as long as this Amber Fusion is unlocked. An amber weapon may be drawn as a free action, sheathed as a swift action.

If the practitioner used ki, martial flexibility or stamina to unlock this Amber Fusion, at the wielder's 11th HD and at 20th HD, the base damage die of the weapon increases by one step as though it had increased in size. Additionally, starting at the practitioner's 4th HD, all amber weapons thus created have a +1 enhancement bonus. Every four HD thereafter, this enhancement bonus increases by a further +1, to a maximum of +5 at 20th level. The wielder may freely choose to replace any or all parts of these bonuses with any of the following weapon properties: *dancing*, *flaming*, *flaming burst*, *frost*, *icy burst*, *keen*, *shock*, *shocking burst*, *speed*, or *vorpal*.

If the practitioner used exploding earth uses to unlock this Amber Fusion, he instead adds 1d6 + Wisdom modifier bludgeoning damage, +1d6 bludgeoning damage for every 5 class levels in a class that grants exploding earth as bonus

damage to weapon attacks. The practitioner may expend additional uses of exploding earth to enhance the attacks made with the amber weapon, as per the exploding earth class feature.

If the practitioner accepted burn in order to unlock this Amber Fusion, he treats the amber weapon as the kinetic blade form infusion with a cost of 0 burn. The kinetic blade amber weapon does not vanish at the end of the practitioner's turn—instead, the blade vanishes once the Amber Fusion is locked again. Furthermore, the practitioner also gains access to the blade rush form infusion with a reduced burn cost of 1.

2. The Lock of Earth's Vise: After unlocking the second Amber Fusion, the practitioner can extend his mind into the earth to crush foes, duplicating *earthen crush* (URC, pg 185), with a caster level equal to the practitioner's HD and the practitioner's highest physical attribute modifier as governing spellcasting attribute for the purpose of saving throws against the ability. The practitioner may use this Amber Fusion up to 2 times for free; after that, any subsequent use incurs 4 nonlethal damage.

3. The Lock of Earth's Embrace: After unlocking the third Amber Fusion, the practitioner is embraced by earth itself. This fusion grants the practitioner a burrow speed of 30 ft. while the Amber Fusion is unlocked.

4. The Lock of Amber Skin: As a result of unlocking the fourth Amber Fusion, the practitioner's skin becomes hued like amber. The practitioner gains a natural armor bonus to AC and a circumstance bonus to Fortitude saves equal to 1 + 1/2 the total number of Amber Fusions unlocked. They also gain DR 10/adamantine. This DR stacks with damage reduction that the practitioner receives from nonmagical sources, such as a barbarian's damage reduction class feature.

5. The Lock of Stone's Vise: After unlocking the fifth Amber Fusion, the practitioner can extend his mind into the very stones to crush

foes, duplicating *granite crush* (URC, pg 186), with a caster level equal to the practitioner's HD and the practitioner's highest physical attribute modifier as governing spellcasting attribute for the purpose of saving throws against the ability. The practitioner may use this Amber Fusion up to 2 times for free; after that, any subsequent use incurs 10 nonlethal damage

6. The Lock of Amber Acceleration:

Upon unlocking the sixth Amber Fusion, the practitioner is suffused by the essence of speed that suffuses in a subtle manner the Amber Roads. Upon unlocking this Amber Fusion, the practitioner can make one extra attack when making a full-attack action. This is a *haste* effect.

7. The Lock of Amber's Speed: Upon unlocking the seventh Amber Fusion, the practitioner blinks in and out of the Amber Roads with astonishing speed. When the practitioner moves, they instantly disappear and reappear at the target destination. Actions the practitioner take do not provoke attacks of opportunity if the opponent does not have the Combat Reflexes feat. Additionally, practitioners may spend 2 ki points, 2 uses of martial flexibility, 2 uses of exploding earth, 4 points of stamina or accept one burn to take another, willing, adjacent creature with them for one round.

8. The Lock of Amber's Retribution:

Upon unlocking the eighth Amber Fusion, your whole form seems to be made of amber. The practitioner does not lose their unlocked fusions upon being reduced to 0 hit points, gains fast healing 5, the benefits of *moderate fortification* and may, at-will, use *amber road disjunction* (URC, pg. 185) with a caster level equal to the practitioner's HD and the practitioner's highest physical attribute modifier as governing spellcasting attribute for the purpose of saving throws against the ability.

NEW FEATS

Amber Initiate (Combat)

You can unlock Amber Fusions faster.

Prerequisites: Ability to unlock the lock of the amber weapon

Benefit: You can alternatively begin unlocking Amber Fusions as a free action. If you have already unlocked one or more Amber Fusions, you may unlock the next one as a free action. You cannot use this feat more than once per round, but you may use it in conjunction with swift actions and full-round actions to unlock fusions.

Amber Acolyte (Combat)

Your body is more in tune with the Amber Roads and thus less prone to the stressful influence of the Amber Fusions.

Prerequisites: Amber Initiate, Ability to unlock the lock of amber skin

Benefit: Whenever you unlock more than one Amber Fusion on the path to Amber Enlightenment, you count your rank in the highest fusion unlocked as though it were one rank lower for the purpose of determining the amount of nonlethal damage you take each round, as well as how much nonlethal damage you take when you unlock multiple Amber Fusions at once.

Amber Master (Combat)

Prerequisites: Amber Acolyte, Ability to unlock the lock of amber's speed

Benefit: Whenever you spend ki points, uses of martial flexibility or exploding earth, stamina points or accept burn to unlock one or more Amber Fusions, you retain the abilities associated with your current rank for a number of minutes equal to your Constitution score. Additionally, you only take nonlethal damage once every minute that you have one or more Amber Fusions unlocked. This damage is dealt on your turn on the first round following your unlocking of Amber Fusions, and on the first round of each minute that your steps are maintained thereafter.

OCCULT FAVORED CLASS OPTIONS

AHOOLING

Kineticist: Add +1/3 point of damage to air element blasts that deal bludgeoning damage.

Living Vampire: Gain +1/4 vampiric technique.

Medium: When gaining a taboo, the medium can use spirit surge without incurring influence an additional 1/4 time per day.

Occultist: Gain a +1/3 bonus on Perception checks made to spot creatures with blood in their veins.

Psychic: Gain a +1 bonus on concentration checks required because of taking damage while casting spells from the psychic class.

Spiritualist: Add 1 hit point to the spiritualist's phantom.

COLLIATUR

Colloid-Kineticist: Increase the range of the colloid terrain class feature by 1 ft. This has no effect unless the favored class option is taken 5 times (or another increment of 5); a range of 34 feet is effectively the same as a range of 30 feet, for example.

Medium: When gaining a taboo, the medium can use spirit surge without incurring influence an additional 1/4 time per day.

Mesmerist: Gain a +1/2 bonus on Diplomacy and Sense Motive checks.

Occultist: Add +1 to the occultist's negative energy resistance.

Psychic: When casting psychic conjuration spells, add 1/2 level to the effective caster level of the spell, but only to determine the effects of non-damaging spells.

Spiritualist: Add resistance to negative energy 1 to the spiritualist's phantom.

DØDELIG

Kineticist: Add +1/3 point of damage to aether element blasts that deal piercing or slashing damage.

Medium: Add +1/2 hour before taking Charisma damage.

Mesmerist: Gain a +1/2 bonus on Stealth checks and a +1/2 bonus on Bluff checks to feint.

Messiah of Ashes: Add +1/3 undead to the undead entourage. For every 3 undead added, this adds an additional square to the undead entourage.

Occultist: Gain +1/2 daily use of *detect dødelig* (URC, pg 47) as a spell-like ability.

Psychic: The psychic treats her Charisma bonus as 1/3 point higher for the purpose of determining the number of uses or rounds per day of her discipline powers.

DRAAKI

Gholaad's Translation: Add +1/10 additional daily use of the death translates us into what it will class feature.

Kineticist: Add +1/4 point of damage to element blasts that deal the same damage as your breath weapon(s).

Medium: Gain +1/3 use of one of your breath weapons.

Mesmerist: Increase painful stare's damage by 1/5 point. Upon taking this favored class option 5 times, you may change the damage inflicted by painful stare to that of one of your breath weapons. For every 5 additional times, you can choose another breath weapon. The damage inflicted is still treated as precision damage.

Occultist: Gain a +1/2 bonus to skill checks made to identify items made from creatures of the underworld.

Spiritualist: Add 1 point of energy resistance to the spiritualist's phantom. The energy resistance must correspond to that of the breath weapon of the draaki spiritualist's subrace chosen at 1st level. Draaki spiritualists without breath weapons may choose from the breath weapon energy types.

DROW

Kineticist: Gain a +1/4 bonus on damage rolls that apply the kineticist's elemental overflow bonus.

Medium: Gain +1/4 feat that lists „drow“ as a prerequisite as a bonus feat. You have to meet the feat's prerequisites.

Mesmerist: Increase the range of your hypnotic stare by 1 ft. This has no effect unless the favored class option is taken 5 times (or another increment of 5); a range of 34 feet is effectively the same as a range of 30 feet, for example.

Occultist: Increase the occultist's total number of points of mental focus by 1/2 point.

Psychic (Poisoner of Minds): Add +1 to Craft (alchemy) checks made to manufacture psychic poisons.

Spiritualist: The spiritualist's phantom gains a +1/2 bonus on Stealth and Perception checks.

DVERGR

Executioner of the Grand Void: Add 1/5th of +1000 gp to the residual magic value maximum of the implement of entropy.

Kineticist: Add 1/5 of an Extra Wild Talent feat that must be spent on an aether or earth element wild talent.

Medium: Gain +1/2 daily use of *detect dwarf* (URC, pg 83) as a spell-like ability.

Mesmerist: Treat your Constitution score as +1/2 higher than it is for the purpose of determining your negative hit point maximum and when you die.

Psychic: Gain +1/2 daily use of *detect dwarf* (URC, pg 83) as a spell-like ability.

Spiritualist: Add 1 to the number of rounds that the spiritualist's incorporeal phantom can be out of sight and line of effect before being sent back to the Ethereal Plane. For every such additional round the phantom stays out of sight and line of effect, the spiritualist takes 1 point of damage.

DWEORG

Kineticist: Increase the capacity of the kineticist's internal buffer by 1/6 point.

Mesmerist: Gain +1/6 mesmerist trick.

Occultist: Gain a +1/3 bonus on Knowledge (religion) and Use Magic Device checks involving stone and metal objects.

Psychic: Gain +1/3 daily use of *lightly cure kin* (URC, pg 93) as a spell-like ability.

Spiritualist: Add 1 hit point to the spiritualist's phantom.

Voice of the Ancestors: Add +1 to the maximum number of hit points the spirit pool can hold.

FUNGLET

Kineticist: Add 1/5 of an Extra Wild Talent feat that must be spent on an earth element form infusion.

Medium: Gain a +1/2 bonus on skill checks made to harvest the fungi of the underworld. (URC, pg 110–115)

Occultist: Gain a +1/3 bonus on Knowledge (nature) and Survival checks involving the underworld.

Psychic: Gain +1/3 daily use of *medicinal mushrooms* (URC, pg 106) as a spell-like ability.

Spiritualist: Add 1 skill rank to the spiritualist's phantom.

Spore Master: Increase the number of spore tricks the spore master knows by +1/4.

GITWERC

Kineticist: Add 1/5 of an Extra Wild Talent feat that must be spent on a fire element form infusion.

Medium: When gaining a taboo, the medium can use spirit surge without incurring influence an additional 1/4 time per day.

Mesmerist: Increase painful stare's damage by 1/5 point. Upon taking this favored class option 5 times, you may change the damage inflicted by painful stare to fire damage. The damage inflicted is still treated as precision damage.

Occultist: Gain a +1/2 bonus on Appraise and Knowledge (planes) checks involving Hel and the souls of the damned.

Psychic: Gain +1/2 daily use of *fashion blood candle* (URC, pg 128) as a spell-like ability.

Slaver of the Damned: Gain +1/5 infernal talisman.

HOYRALL

Fragment Channeler: When gaining a taboo, the fragment channeler can use spirit surge without incurring influence an additional 1/4 time per day.

Kineticist: Add 1/5 of an Extra Wild Talent feat that must be spent on a universal form infusion.

Mesmerist: Gain +1/6 mesmerist trick.

Occultist: Increase the occultist's total number of points of mental focus by 1/2 point.

Psychic: Gain +1/4 daily use of *lesser hive mind* (URC, pg 139) as a spell-like ability.

Spiritualist: Add +1/3 use of toxic blood (URC, pg 131). Upon taking this favored class option 3 times, the phantom may use the spiritualist's toxic blood. Spiritualist and phantom share the same pool of toxic blood uses.

KRAIDYL

Ascendant: Add 1/3 of an Exotic Weapon Proficiency feat.

Kineticist: Add 1/5 of an Extra Wild Talent feat that must be spent on a water element form infusion.

Mesmerist: Increase the range of your hypnotic stare by 1 ft. This has no effect unless the favored class option is taken 5 times (or another increment of 5); a range of 34 feet is effectively the same as a range of 30 feet, for example.

Occultist: Deal +1/2 point of damage with focus powers when using a focus power from an implement made from the same race as that of your target.

Psychic: Gain +1/4 daily use of *aquatic stealth* (URC, pg 148) as a spell-like ability.

Spiritualist: Add 1 skill rank to the spiritualist's phantom.

SVIRFNEBLIN

Kineticist: Add +1/3 point of damage to air element blasts that deal electricity damage.

Mesmerist: Increase the number of mesmerist tricks the mesmerist can use per day by 1/3.

Occultist: Gain a +1/2 bonus on Use Magic Device checks to activate magic items and deal +1/3 point of damage with focus powers.

Psychic: Gain +1/3 daily use of *gem sanctuary* (URC, pg 161) as a spell-like ability.

Transgnomamist: Gain 1/6 of a new spell-tech, chosen from the list of spell-tech available.

VESTRAADI

Kineticist: Add +1/3 point of damage to air element blasts that deal electricity damage.

Medium: Increase the spirit bonus of by +1/10th when channeling one spirit of your choice.

Mesmerist: Add +5 ft. to the range of vestraadi sonar.

Psychic: Gain +1/3 daily use of *weaponize tendrils* (URC, pg 171) as a spell-like ability.

Singer of the Deeps: Gain +1/2 daily use of the uncanny foresight class feature.

Spiritualist: Add 1/6 to the shield bonus granted to the spiritualist while under the effects of either spiritual interference or greater spiritual interference.

ZWERC

Kineticist: Gain a +1/4 bonus on damage rolls that apply the kineticist's elemental overflow bonus.

Medium: When gaining a taboo, the medium can use spirit surge without incurring influence an additional 1/4 time per day.

Mesmerist: Increase painful stare's damage by 1/4 point.

Occultist: Gain a +1/2 bonus on Spellcraft checks to identify the properties of magic items and a +1 bonus on Use Magic Device checks to emulate other dwarven races or the svirfneblin race.

Psychic: Gain +1/2 daily use of *seek earthly transit* (URC, pg 186) as a spell-like ability.

Spiritualist: Gain +1/6 daily use of *earthen crush* (URC, pg 185) as a spell-like ability.

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