# LINDERWORLD RACES & CLASSES





### UNDERWORLD RACES AND CLASSES

#### Credits

Designers: Thilo Graf, Mike Myler Creative Director: Jonathan G. Nelson Editors: Chris Harris, Stephen Rowe 5th Edition: Chris Harris Pathfinder RPG: Stephen Rowe Developers: Thilo Graf, Chris Harris, Stephen Rowe, Mike Myler, Julian Neale, Phil Glotfelty Art Directors: Thilo Graf, Jonathan G. Nelson Graphic Designers: Justin Andrew Mason, Jensen Toperzer Publisher: Jonathan G. Nelson Cover Artist: Mates Laurentiu Interior Artist: Mates Laurentiu Layout: Jensen Toperzer Copyediting & Proofreading: A. Michelle Simmons Fantasy Grounds: Philip Greig, Leonid Ponomarev Hero Lab: Jeffrey Hersh Realm Works: A. Michelle Simmons

Special thanks to Dashiell Milliman-Jarvis for all his help and input on this book.

AAW Games, Adventureaweek.com, Aventyr, and their associated logos are trademarks of AAW Games LLC.

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game. **Product Identity**: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this AAW Games LLC game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. *Underworld Races & Classes* is published by AAW Games LLC under the Open Game License version 1.0a © 2000 Wizards of the Coast, Inc
AAW Games logo and the Adventureaweek.com logo are registered trademarks of AAW Games LLC.

© 2017 AAW Games LLC. ISBN 978-0-9899736-2-5



AAW Games LLC PO Box 92 Snoqualmie, WA 98065

http://aawgames.com/

## TABLE OF CONTENTS

Foreword by ED GREENWOOD3
<b>UNDERWORLD HISTORY</b>
AHOOLING 11
Racial Statistics
Feats22Magic Items23Spells23
COLLIATUR 24
Racial Statistics.26Crystal Cannonade archetype (gunslinger)28Colliatur Reaver archetype (monk)29Colliatur Reaver archetype (unchained monk)31Equipment32Feats32Magic Items33Spells35
<b>Dødelig</b>
Racial Statistics
<b>DRAAKI</b>
Racial Statistics51 Wyrmblooded racial paragon class53 Equipment54

Feats	56
Magic Items	56
Spells	57
Drow	58
Racial Statistics	
Mistress of the Web archetype (rogue)	
Master of the Web archetype (monk)	
Equipment	65
Feats	66
Magic Items	68
Drow Domain	68
Spells	69
Dvergr (Duergar)	72
Racial Statistics	
Dour Destroyer archetype (antipaladin)	
Underminer archetype (cavalier)	78
Deep Badger animal companion	79
Undergineer archetype (fighter)	80
Equipment	81
Feats	82
Magic Items	83
Spells	83
Dweorg (Dwarf)	84
Racial Statistics	
Fortune's Smith archetype (fighter)	
Smithkin archetype (fighter)	
Equipment	89
Feats	91
Magic Items	92
Spells	93
Funglet	94
Racial Statistics	
Psilocybist prestige class	
Fungal Hulk archetype (barbarian)	
Fungal Hulk archetype (unchained barbarian	1)102
Equipment	102

## TABLE OF CONTENTS

	1 Cato	.105
	Magic Items	.104
	Mushroom Domain	.105
	Spells	.105
	Fungi of the Underworld	.110
G	ITWERC	116
	Racial Statistics	. 117
	Underterror base class	.120
	Hel Savant archetype (underterror)	.124
	Soul Burner archetype (wizard)	.125
	Equipment	.125
	Feats	.126
	Magic Items	.127
	Spells	.128
Ĥ	IOYRALL1	29
1	Racial Statistics	
	Hoyrall Shredder archetype (ranger)	-
	Siktauryi Specialist archetype (gunslinger).	
	Equipment	
	Feats	
	Magic Items	
	Spells	
T2	RAIDYL1	
1		-
	Racial Statistics	
	Primordial Predator archetype (barbarian).	
	Equipment	
	Feats	
	Magic Items	
	Spells	
S	VIRFNEBLIN	
	Racial Statistics	.150
	Svirf Riding Slug	
	Gemcaster prestige class	
	Svirf Scientist (arcanist)	.156
	Equipment	
	Feats	.159

Feate

Spells	161
Vestraadi	162
Racial Statistics	
Vestraadi and the Perception skill	
Blind Duelist archetype (cavalier)	
Vestraadi Argus paragon class	
Equipment	
Feats	
Magic Items	170
Spells	171
Zwerc	172
Racial Statistics	
Stonespeaker base class	
Equipment	182
Feats	183
Magic Items	184
Spells	185
UNDERWORLD WEAPONS TABLE	
INDEDUIODID DECEMADY	-0-
UNDERWORLD BESTIARY	
Ahool	189
Ahool Anghenfil	189 190
Ahool Anghenfil Colliatur Monstrosity	189 190 191
Ahool Anghenfil Colliatur Monstrosity Gøgelid	189 190 191 192
Ahool Anghenfil Colliatur Monstrosity Gøgelid Hondra	189 190 191 192 193
Ahool Anghenfil Colliatur Monstrosity Gøgelid Hondra Korkcitura	189 190 191 192 193 194
Ahool Anghenfil Colliatur Monstrosity Gøgelid Hondra Korkcitura Mushroom Golem	189 190 191 192 193 194 196
Ahool Anghenfil Colliatur Monstrosity Gøgelid Hondra Korkcitura Mushroom Golem Phoso	189 190 191 192 193 194 196 197
Ahool Anghenfil Colliatur Monstrosity Gøgelid Hondra Korkcitura Mushroom Golem	189 190 191 192 193 194 196 197 198
Ahool Anghenfil Colliatur Monstrosity Gøgelid Hondra Korkcitura Mushroom Golem Phoso Rakasa Batu Rufidier	189 190 191 192 193 194 196 197 198 198 200
Ahool Anghenfil Colliatur Monstrosity Gøgelid Hondra Korkcitura Mushroom Golem Phoso Rakasa Batu	189 190 191 192 193 194 196 197 198 200 201
Ahool Anghenfil Colliatur Monstrosity Gøgelid Hondra Korkcitura Mushroom Golem Phoso Rakasa Batu Rufidier Skildpadder	189 190 191 192 193 194 196 197 198 200 201 202

### FOREWORD BY ED GREENWOOD

elcome to Underworld Races & Classes. What a treat! Who doesn't love a good dungeon crawl, especially when we're starting out roleplaying and everything is shiny and new? Dark, creepy places underground... which if we're lucky, give way to endless networks of caverns, an entire world down there.

It did for me, and I happily met, was frightened by, and fought intelligent fungi, talking rocks, and all manner of creeping, slithering, oddly-glowing, ceiling-clinging, nightmarish critters.

And was, of course, inspired to create my own. Yes, I added intelligent underground races to the official D&D® rules, and even a subterraneandwelling species of dragon—and I'm still doing it, with glee!

And why not? If the Underworld is a vast subterranean landscape, as big—or even bigger; layers!—as the surface world above, it's a world. Vast and hopefully varied (all of these fearsome beasties we know are down there, entire races of them, have to live somewhere, and find food and drink; that takes space). If the surface world has hundreds of distinctly different sorts of critters, why not the Underworld? And what's more fearsome than a roaring, horrible beastie? A race of intelligent roaring, horrible beasties who want revenge if you stomp one of them! And may even come hunting you...

These subterranean landscapes are so much more, should be so much more, than labyrinths of caverns full of evil drow ruling everyone else (or at least trying to). Think of an Underworld so big it holds sentient races who've never heard of drow or at least never actually seen one. It follows that for such a big, rich adventure playground to be rich, it will be full of new races, who live their lives in such different ways than humans on the surface that playing characters of these different races will demand new character classes.

Well, looky here! This gorgeous tome is brimming with details about subterranean-dwelling races, and new classes galore! I can't wait to explore the Underworld anew with all these new toys!



Living in the Underworld of Aventyr for any period tends to alter one's perspective. The lack of light or changes in temperature that normally indicate day and night are gone, as are the meaning of the terms. The senses run amok as constant sounds flit in and out of the limits of hearing, and the need to be able to navigate in three dimensions—as chimneys and crevasses suddenly appear in your path—confusing any natural talent for direction. Were that not enough, the creeping horrors that developed below the picturesque surface of Aventyr have a disturbing trait of "changing" people.

In the stygian depths, the claustrophobic tunnels, endless caverns, undiscovered realms, countries, and entire lands beneath Aventyr's surface, the races that thrived have warped and shaped the abilities of the paths taken by humanoids on the Upperworld. Specialties suited to the peculiar environs abound, and "survival of the fittest" has rarely been more appropriate. Those that adapt to their surroundings live, while those that only hold fast to the old ways fall prey to menaces that lurk around every corner.

The archetypes and classes in *The Underworld* of *Aventyr* are most frequently associated with characters in the Underworld of Aventyr but can be adopted either by other races in an underground setting or by a character with an Underworld influence in their history. If your campaign doesn't have a subterranean bent, each class has other means and motivations for characters to pursue them detailed in their class entry.

### Underworld History

The first of the four great events that have forever marked the history of the Underworld of Aventyr came by the hands of the gods themselves during the *Forging of the Dvergr*. Finding the mythical creatures to be ultimately self-destructive, the divine powers carved each into the four dwarven races (dweorg, dvergr, zwerc, and their foul kin, the gitwerc) and the immortals (elves and drow). The gitwerc removed themselves from the rest of the races being created by the deities, sealing a pact with the devils of Hel at the core of the world while their cousins were molded. Each of the different races of dwarves lived in tenuous peace deep below the surface of Aventyr while their slender, distant cousins sought refuge away and above. War would surely have erupted between the three great clans (dweorg, dvergr and zwerc) were it not for the sweeping changes soon to overtake the Underworld.

The second great event is known as the *Grand Sculpting*, when the Progenitors (the first race of Aventyr, mysterious entities still shrouded by the mists of time) mastered the primal dragons of the subterranean depths. Enslaved, the powerful creatures were made to terraform the whole of the continent beneath the surface, carving out grand empires and rerouting magma flows to create vast networks of caves that connected peoples and creatures never-before exposed to one another.

#### **Under the Surface**

The Underworld is as diverse as the surface world is with oceans, lakes, and wide turbulent rivers. Of course, on planets like Earth, the subsurface is usually one complete mass, but Aventyr is different. Although no one is entirely sure (largely due to the constant movement at the surface of Hel) many sages consider it probable that there are probably several continental Underworlds, each resting as an individual land mass on an ocean of internal fire-Hel, the realm that rests at the core of Aventyr. Rather than plate tectonics and shelf drift, the continents really can move quite spectacularly if monumental events take place within or on the surface of Hel; this might account for several the great extinctions, the raising of gigantic mesa and mountains, the isolation of races and peoples, and so on. The Underworld itself can take on an almost fluid characteristic as Hel moves, magma flows, and the previous configuration of caverns and tunnels is terraformed beyond recognition.

The dwarves scattered as the world around them was reforged by the potent draconic slaves; the dweorg to the relative safety near the surface, the dvergr to remote caverns to build cities of their own and the zwerc to isolated outposts barely tethered to the Material Realm, far removed from the rest of the world in pocket dimensions connected to the Elemental Plane of Earth (only accessible by the mystical Amber Roads-mysterious veins of orange crystal that bisect the realms of reality). The gitwerc and drow were already far removed from most of the Underworld (the former near the core of Aventyr and ruling the realms directly above Hel, the latter foraging in the darkness at the farthest reaches of the existing cave networks after their banishment from the Silent Forest) and held little interest in the massive terraforming of the Progenitors.

THE PRI

#### THE PREHISTORIC PROGENITORS

2

The Progenitors are still very much a mystery of the past. Scholars believe the Draaki to be the remains of the once great race that terraformed the Underworld, but the many names attributed to the influential Progenitors—Kantaisa, Kantaa, Stamvader and more—leave the truth of their origins an enigma that puzzles even the finest historians of Aventyr. Legends suggest that the eldest primal dragons might know the truth of the mysterious, powerful, prehistoric peoples, but if they do know, they are keeping it to themselves.

The third event, the *Great Schism*, saw the downfall of those powerful slavers. Over centuries, the dragons plotted in secret, subtly enchanting the tunnels and byways they carved through Aventyr, beneath the notice of their minders. In a grand ritual that promised to grant the progenitor race great power, they instead awoke a seemingly impossible creature—the Dracoprime. Before the monstrosity could fully rise and form, the greatest mages of the once powerful slavers sacrificed the very essence of their species to see it destroyed,

calling out with a cry that shook the most far flung planes. The Progenitors found themselves saved, but much reduced in power, influence, and ability, rapidly mutating into the draaki.

Forming out of the bedrock beneath the oceans, most of the continent was safe from the Dracoprime's calamitous fall—all save Picollo. Once a great archipelago that extended far from the mainland, the realm of the halflings was reduced in one disastrous moment to a single island. Countless small folk died on that cataclysmic day, as their world became forever changed by what caused the mountainous creature's end. The drow took this opportunity to "save" numerous refugees of the Dracoprime's fallout, becoming the new powerful slavers beneath the surface, forcing the lesser races under their charge to build magnificent cities hidden away in the endless caverns.

The desperate call of the panicking draaki brought aid from strange otherworldly powers when the god of an alien planet far across the cosmos answered their plea. Zagnexis transported his physical form (Zagn) and his brood to Aventyr using a grand surge of divine power to place them directly into the forming brain of the draconic idol. The Dracoprime's skull erupted with the insectoid deity's body and its children, killing the monstrosity instantly and precipitating its fall. Many hoyrall were carried to the Underworld where they prepared for a grand invasion, but the others remained on the surface engaging in a war that nearly consumed the remaining halflings of Picollo. Exis, the god's essence, maintained a connection with his creations, granting them a hive mind that made them a threat poised to topple the entire Underworld-if not Aventyr itself.

The fourth event was bred from the dire plea to end the Dracoprime; more than one bizarre entity answered the call, and the colloid arrived to the Underworld in an event which came to be known as *the Confluence*. Exis' conduit to his children had been studied by the colloid for some time and after several centuries the alien stole its power to transport itself to Aventyr, shattering the hive mind that made the

### UNDERWORLD RACES AGE, HEIGHT, & WEIGHT

Race	Adulthood	Middle Age	Old	Venerable	Maximum Age
Drow	125 years	250 (400) years	400 (600) years	450 (800) years	650 (1-1.5k) years
Dweorg	40 years	75 years	150 years	175 years	225 years
Dvergr	40 years	65 years	140 years	165 years	200 years
Zwerc	40 years	100 years	175 years	225 years	300 years
Gitwerc	30 years	50 (100) years	100 (250) years	125 (400) years	60 + 4d100years
Ahooling	32 years	50 years	66 years	80 years	80 + 2d10 years
Dødelig	20 years	-	-	-	-
Draaki	14 years	32 years	52 years	64 years	68 + 3d12 years
Funglets	72 years	152 years	240 years	320 years	20 + 6d100 years
Hoyrall	12 years	28 years	46 years	60 years	60 + 2d10 years
Kraidyl	11 years	84 years	132 years	150 years	150 + 1d20 years
Vestraadi	42 years	96 years	178 years	264 years	264 + 5d20 years

Race	<b>Base Height</b>	Base Weight	Modifier	Weight Modifier
Ahooling	5 ft. 1 inch.	190 lbs.	3d4	x2 lbs.
Dødelig	2 ft. 7 in.	16 lbs.	2d4	x1 lb.
Draaki	5 ft. 6 in.	180 lbs.	2d10	x5 lbs.
Funglets	7 ft. 1 in.	230 lbs.	3d10	x10 lbs.
Hoyrall	1 ft. 7 in.	34 lbs.	2d6	x2 lbs.
Kraidyl	6 ft.	200 lbs.	1d12	x10 lbs.
Vestraadi	4 ft. 5 in.	140 lbs.	3d10	x2 lbs.

8

7ft

6ft

5ft

4ft

3ft

2ft

1ft

insect god's creatures such a dangerous force. Their race fell into disarray, their deity's monstrous body turned into a mindless aquatic beast; the echoes of the colloid's arrival would soon leave even bigger waves in the sea of history.

While its message only now reaches the surface, the denizens below have known the colloid's touch for some time. One lich, obsessed with finding a way to protect himself from the otherworldly hive-mind, instead created two new species that survive in the subterranean world to this day (even if he does not). Each reflects their creator; one a reduced version of himself but forever tied to stone (the dødelig), and the other that which he hated most-crystalline beings borne from contact with the alien creature (the colliatur). It was during this latest period that the jungles of the Underworld saw the emergence of a fungal race that towers over its subterranean fellows with an aloofness and apprehension that sets them apart as surely as their intimidating presence, and they have propagated across Aventyr since.

### THE FORGING OF THE DUERGR

In the days of darkness when the world was young, the gods forged a race from the very heart of the world itself. They called this race "dvergr" and placed them close to the heart of Motherworld.

The dvergr thrived and prospered, but as time went on they became greedy, fighting over the precious metals and gems of the Motherworld.

The gods foresaw the destruction of the dvergr at their own hands, thus they divided the race into five parts, each sharing the appearance of the first dvergr (but only a fragment of its whole).

The first were named dweorg, and were created from the dvergr's hands and heart giving them honor and expert craftsmanship.

The second were made from the dvergr's head, and kept its most proud of names. They stayed deep beneath the world toiling in their greatest cities, only an echo of their former selves.

The third were named the zwerc, created from the spirits of the dvergr. This granted them innate power over magic, their mystical nature making them loners and travelers with an endless thirst for knowledge.

The potent avarice of the dvergr, however, would not be undone by the gods—traveling far from the deific crafting, the very essence of their greed delved deep into Aventyr, much deeper



than the gods had permitted the dvergr to go. Soon they had discovered Hel—where devils and demons dwell—and while the first three races were created, a pact was forged with the denizens there. The devils granted the dvergr's avarice physical form and realms in the deepest, most foul and flaming depths of the Underworld—but they did not stop there. The devils gave the dvergr the ability to siphon souls from the other races to feed themselves, granting them even more power.

When the gods returned to forge the fourth, they found the dvergr's entrails snatched up by devils who had turned them into terrible creatures: the gitwerc.

The gods, realizing their mistake in creating a race with no concept of evil, vowed never to do so again and went to work creating the fifth race in secret, using all the remaining parts of the dvergr. The fifth and final race would be eloquent, honorable, knowledgeable, and nearly immortal, yet the race would be forever divided, torn between light and darkness. Their souls were permanently bound to the world, sentenced with a nearly endless life staring out upon the sea of eternity, never able to attain that balance which comes so easy to the other races. The gods placed this race above and below the world, both in light and in darkness; they became the elves and the drow.

Then the gods did something which surprised all the races. They created a realm between Upperworld and the Underworld, using the culminating thoughts of all the new races to forge the "Gift from the Gods," the first humans: Ask and Embla.

This gift would bring balance to the world.

### AHOOLING

These are the children of the dreaded, winged, nightmare beasts of the Underworld, the ahool. Compared to their elders they are considerably smaller and less of a threat, but denizens of the depths would find reason to disagree. The demanding life of ahool society irons out the failings and weaknesses of these youthful creatures quickly, but when one is led too far astray or abandoned by their tribe, they pursue whatever path life provides for them (sometimes never reaching their full primal potential). Small collectives of ahooling are said to live outside the incredibly fierce societies of the predatory ahool, eschewing the bestial traditions of their greater cousins.

### HISTORY

The origins of the ahool are as mysterious and widely attributed as their strange transformations, but some facts are known to the wisest and most knowledgeable Underworld scholars. During the *Forging of the Dvergr*, the devils of Hel granted great power to the gitwerc but not without garnering the attentions of their demonic counterparts. The fiends capered about the endless caves, corralling vast swarms of lesser creatures—bats, crabs and rats, depending on where the demons found themselves—together into vast caverns prepared for the simple beasts' arrival. When all was ready, they collectively engaged in a complex, wild, grand two-stage ritual. They morphed thousands of the tiny minds into singular souls, and then they

### AHOOLING RACIAL TRAITS

+2 Strength, -2 Intelligence, +2 Charisma: Unlike their elder counterparts, abooling are not particularly intelligent, but their bodies are prodigiously strong and their presence is potent.

Ahool: Ahoolings are monstrous humanoids.

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

**Normal Speed:** Ahoolings have a base speed of 30 feet on land.

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

**Underworld Resistances:** Ahoolings have cold resistance 5 and sonic resistance 5.

**Natural Weapon:** An abooling has a bite attack that deals 1d6 points of damage. The bite is a primary natural attack, or a secondary natural attack if the creature is wielding manufactured weapons or making other natural attacks.

**Vestigial Wings:** Abooling have wings that do not provide the lift required for actual flight, but do have enough power to aid flight attained by some other method, and grant a +4 racial bonus on Fly checks.

**Light Blindness**: Exposure to bright light blinds aboolings for 1 round. They are dazzled as long as they remain in areas of bright light.

**Languages:** Ahoolings begin play speaking Draconic. Those with high Intelligence scores can choose from the following: Abyssal, Celestial, Dwarven, and Undercommon. infused each with the essence of a primordial air spirit born in the core of Aventyr—the resulting creatures were the true ahool, predators supreme of the Underworld.

The fierce, primal minds of the swarming creatures, melded with the predatory instincts of the aether spirits, created a race that easily rivaled the Gitwerc. Unlike the changes wrought by the devils, however, the means of continuation for these powerful Underworld creatures was not so simple. When killed these powerful beastmen dissipated into swarms of demonic bats, crabs and rats, fleeing from whatever felled them to infest the endless caves as infernal creatures. When the lesser demonic vermin interacted with any other of their kind, each attributed a swarm and eventually-through an extremely gruesome and painful transformation-created the first abooling. Those that survived are the ancestors of today's ahool, carrying on the varied traditions required to catalyze their lesser forms and realize the true potential inherent in every abooling.

Demons are said to occasionally create a new true ahool when the mood strikes them, but most of the originals have been destroyed by wayward adventurers or the infernal dwarves. The rivalry between ahool and gitwerc remains strong today the beastmen crave the blood of the devilish stout ones, savoring what they believe to be the sweetest blood in all Aventyr. A scant few of the true ahool still roam the Underworld (seemingly immortal) and are said to influence the events of all their lesser kin in a manner mysterious enough to be fitting for their kind.

**Physical Description**: ahooling are not considerable in size, though they tend to be very lean and well-muscled. Each bear marks of what it may grow into as the ahooling ages, but the creatures are remarkably adaptive and their bodies evolve to suit their behaviors and environments. Still, they all bear some similar traits—long, piercing fangs that peek from out of their mouths, bodies covered in fine, coarse dark brown hair, vestigial wings that just out of their shoulders, taloned hands, and large ears that rise from their narrow skulls in short triangular folds of flesh. The irises of ahooling are predominantly yellow—the eyes of nocturnal predators.

Society: The core of their being demands a diehard approach to life from the ahool, and even their lesser cousins, the abooling, find their cultures to be largely predicated upon extreme Darwinism-the strongest survive. The collection of trophy fetishes is common to these Underworld beastmen, though only the strongest wear them openly; duels for assuming the spoils of victory from another are commonplace. Ahooling treasure the drinking of blood; the more types of creatures one can legitimately claim to have succored from heightens their social status. Thus, the most respected of the beastmen are either fierce combatants or purveyors of their most valued cultural tradition: vino sanguinis (blood wine). While few in number, ahooling moss caverns (which are located on the floor of a cave rather than on the ceiling, unlike the ahool's moss gardens) are always ruled over by a native that has traveled the Underworld and returned ascended, a full ahool. When found by their more bestial cousins, these conclaves are quickly subsumed, whittled down until only the toughest abooling remain. Their warriors are as much hunters as anything else, but the lesser beastmen show greater reverence for the arts and magics, allowing for their settlements to survive hidden from their stronger cousins.

**Relations**: Ahooling are respected and feared by other Underworlders, regarded as powerful albeit dubious—allies. Some can be quite civilized, but they are all naturally cutthroat survivalists and barbarism is typically the word of the day. Most explorers remain wary of the ahooling; they avoid killing captives, instead subjecting them to long, torturous existences as preferred livestock for the *vino sanguinis* brewers.

**Alignment and Religion**: Ahooling are predominantly chaotic and evil, but not exclusively so. More than a few of the true ahool's demonic lesser forms were discovered by well-intentioned adventurers that cleansed them, creating good impurities in the creatures before letting them loose once again in the Underworld. Sometimes these impurities surface in an abooling, creating a beastman devoted to the purest ideals and goals. Though quite rare, paladin abooling (and abool) are spoken of in hushed tones by the malicious elder denizens of the endless caves, and ruthlessly sought out whenever a true abool learns of their existence.

Adventurers: The demanding lives of abooling turn them into exquisite hunters, effective scouts, deft warriors and brutal barbarians. Those that leave their home moss cavern exemplify the drive and focus of their race—these explorers find their primal urges to fight and thrive to prove invaluable as they travel across Aventyr. While they are normally best suited to bear a weapon, some take to spellcasting and make powerful sorcerers or oracles.

Male Names: Asht'haht, Gympth, Kolschak, Riktha, Rorsk'haht, Tek'ta'kaht, Worlpth

**Female Names**: Errell'atht, Fisscourth, Graix, Nedrazt, Preall'atht, Sol'kla, Syrralth, Vanes'satht

#### Ahooling Scaling Advice

The abooling is balanced against the stronger of the core races and planar races like the aasimar.

*For grittier games:* For low-powered, grittier games, eliminate the underworld resistances.

*For high-fantasy games:* For more highpowered campaigns, consider granting the base fly speed of the fledgling ahool racial paragon class from the get-go. Truly high-powered games may consider granting the benefits of the fledgling ahool racial paragon class to the ahooling as he reaches the respective character levels for free, quasi-gestalting the character.

#### Ahooling Moss Caverns

The homes of ahooling are expansive networks of caverns overgrown with moss that hangs from the ceiling and traps in moisture, making the interior warm and inviting when compared to the cold passages of the Underworld. Were it not for the greater respect that lesser beastmen show for magic, these settlements would never survive. A character that succeeds on a Knowledge (nobility) check (DC 20 - settlement's size modifier x 2) can determine from the tribal markings and level of pageantry shown around an ahooling moss cavern to determine just how barbaric—and dangerous its residents are likely to be. A moss cavern of ahoolings typically becomes an ahool moss garden (suspended in the air) after whatever initial founder's influence has completely passed into the annals of history.

#### **RACIAL SUBTYPES**

The abooling don't have subtypes in the strictest sense, but rare archetypes of the fledgling abool monster class breed aquatic and grounded cousins that disperse into swarms of crabs and rats, respectively. The former loses its fly speed but gains a swim speed and the aquatic subtype, while the latter gains a climb speed. Upon apotheosis, the aquatic abool gains additional abilities in the water and the terrestrialabool increases their terrestrial talents.

#### Favored Class Options

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, ahooling have the option of choosing from several bonuses, depending upon the character's favored class. The following options are available to all ahooling who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

**Alchemist**: Add +1/5 bleed damage to the alchemist's bomb attacks. This bleed damage only applies to targets of a direct hit.

**Barbarian**: Add +1/2 to the barbarian's cold resistance and sonic resistance.

**Bard**: Add  $+\frac{1}{4}$  to the DC to resist the bard's bardic performance when using fascinate.

**Cavalier**: Add +<sup>1</sup>/<sub>4</sub> to the natural armor of the cavalier's mount.

**Cleric**: Add +<sup>1</sup>/<sub>2</sub> to the cleric's channel energy total when dealing damage to creatures of evil or good alignment.

**Druid**: Add +1 to the druid's cold resistance or sonic resistance.

**Fighter**: Add +1 to the fighter's CMB when making a grapple check.

**Fledgling ahool**: Add +2 ft. to the fledgling ahool's fly speed. This option has no effect unless the fledgling ahool has selected it at least 3 times (or another increment granting a bonus in increments of 5 feet); a fly speed of 44 feet is effectively the same as a fly speed of 40 feet, for example, and a fly speed of 46 feet is effectively the same as a fly speed of 45 feet.

**Inquisitor**: Add +<sup>1</sup>/<sub>4</sub> to the inquisitor's saving throws when resisting divine spells and spell-like abilities.

**Magus**: Add +<sup>1</sup>/<sub>4</sub> to the magus' saving throws when resisting arcane spells and spell-like abilities.

**Monk**: Add +1/3 dodge bonus to AC for attacks made by airborne creatures.

**Oracle**: Add +1/2 to the oracle's level for the purpose of determining the effects of the oracle's curse ability.

**Paladin**: Add +2 feet to the size of all the paladin's aura class features. This option has no effect unless the paladin has selected it 3 times (or another increment granting a bonus in increments of 5 feet); an aura of 14 feet is effectively the same as a 10-foot aura, for example, and an aura of 16 feet is effectively the same as a 15-foot aura.

**Ranger**: Choose a weapon from the following list: bolas, flails, javelins, longspears, and nets. Add +1 on critical hit confirmation rolls made while using that weapon (maximum bonus of +4 per weapon). This bonus does not stack with the Critical Focus feat.

**Rogue**: The rogue gains a  $+\frac{1}{2}$  bonus on Acrobatics, Escape Artist and Use Magic Device checks.

**Sorcerer**: Add +1/2 point of sonic damage to spells that deal sonic damage cast by the sorcerer.

**Stonespeaker**: Add +1/6 to the number of times per day the stonespeaker can use the elemental shape ability.

**Summoner**: Add  $+\frac{1}{2}$  hit point and  $+\frac{1}{5}$  natural armor bonus to the summoner's eidolon.

Witch: Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level below the highest spell level she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells.

**Wizard**: Add +<sup>1</sup>/<sub>4</sub> bonus on concentration checks made to cast a wizard spell defensively.

### **RACIAL CLASSES**

#### FLEDGLING AHOOL (PARAGON CLASS)

The rigorous lives of the ahool breed out the weaknesses of their youth through demanding training to hunt, kill and evade the many dangers of the Underworld. The fledgling ahool slowly masters these disciplines and in doing so, unlocks the potential within themselves to evolve, eventually transforming into a whole ahool.

**Role:** The fledgling ahool is a unique class that offers a monstrous experience for a PC, granting uncommon abilities and a strong basis for skills and combat. They might easily step in as a frontline warrior, gifted scout or unlikely asset on the field of battle.

**Alignment:** Fledgling ahool may be of any alignment.

#### Hit Die: d10

#### Requirements

**Race:** The true source of the ahool and their procreation is a mystery to the races of the Underworld. Ahooling are their natural born offspring, but rumors persist that other creatures (stryx and monsters with a fly speed) have been made to join the ahool as penance. Some legends even speak of a foul ritual that can change any intelligent race captured by the ahool into an ahooling, and then forced towards this class.

Level	Base Attack	Fort	Ref	Will	Natural Armor	Limited Flight	<b>Class Abilities</b>
1st	+1	+0	+2	+2	+1	30 ft. (clumsy)	Blood thirst, <i>obscuring</i> <i>mist</i> 1/day, resist sonic, skill bonus
2nd	+2	+0	+3	+3	+1	30 ft. (poor)	Ability boost (Dex +2), claws (1d4 damage), disruptive echo
3rd	+3	+1	+3	+3	+2	40 ft. (average)	Change shape, <i>gust of</i> <i>wind</i> 1/day, lesser blood drain, resist cold
4th	+4	+1	+4	+4	+2	50 ft. (good)	Ability boost (Str +2, Con +2), blind sense (20-ft.)
5th	+5	+1	+4	+4	+3	60 ft. (good)	Ahool apotheosis

#### **Class Skills**

A fledgling ahool's class skills are Climb (Str), Craft (Int), Fly (Dex), Intimidate (Cha), Perception (Wis), Ride (Dex), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per level: 2 + Int modifier.

\* Skill bonus applies to Fly, Perception and Stealth (in shadowy areas). (Note that their maneuverability also grants a bonus.)

#### **Class Features**

Weapon and Armor Proficiencies: Fledgling abool are proficient with all simple weapons, plus bolas, flails, javelins, longspears, and nets. Fledgling abool are proficient with light armor and light shields.

**Blood Thirst:** A fledgling abool must drink the blood of others to properly fuel their metabolism. Every week he must consume one gallon of blood per class level or suffer from fatigue until he does so. After abool apotheosis, failure to sate their blood thirst leaves an abool exhausted as well.

**Natural Armor (Ex):** At 1st level, a fledgling ahool gains a +1 bonus to natural armor as his hide and muscles toughen. This increases to +2 at 3rd level and to +3 at 5th level.

**Limited Flight (Ex):** A fledgling abool's wings lack the resilience, size, and strength necessary to

carry him aloft for too long at a time. A fledgling ahool may only fly for a number of continuous rounds equal to his fledgling ahool class level, after which point he must rest for twice the duration they were in the air before he can fly again. Otherwise, the fledgling ahool's wings have limited use per the gliding wings class feature.

**Gliding Wings (Ex):** A fledgling abool takes no damage from falling (as if subject to a constant nonmagical *feather fall* spell). While in midair, a fledgling abool can move up to 5 feet in any horizontal direction for every 1 foot he falls, at a speed of 60 feet per round. He cannot gain height with these wings alone, and merely coasts in other directions as he falls. If subjected to a strong wind or any other effect that causes a creature to vertically rise, a fledgling abool can take advantage of the updraft to increase the horizontal distance he can glide.

**Resist Sonic (Ex):** At 1st level, a fledgling abool's sonic resistance increases to 10 as his ears become inured to the screams and cries of his kin. At 3rd level, his sonic resistance increases to 15.

**Skill Bonuses (Ex):** At 1st level, a fledgling abool has already become familiar with the disciplines of his elders and gains a +2 racial bonus to Fly, Perception, and Stealth (in shadowy areas). This bonus increases by +2 (to +4) at 3rd level.

**Obscuring Mist (Sp):** At 1st level, a fledgling ahool unlocks the first of his mystical gifts, gaining *obscuring mist* as a spell-like ability usable once per day. The fledgling ahool's caster level equals his character level.

**Ability Boosts (Ex):** The genetics of a fledgling abool's parent race become clear as he develops. At 2nd and 4th level a fledgling abool increases the listed attribute scores by +2.

**Claws (Ex):** A fledgling ahool's hands toughen and their nails grow into sharp claws that tear flesh asunder. At 2nd level, a fledgling ahool can make two claw attacks as secondary natural weapons with damage appropriate for a creature of his size (usually 1d4 damage).

**Lesser Disruptive Echo (Su):** These feared Underworld predators are well known for the echoing call they let loose as they swoop towards their prey. At 2nd level, a fledgling ahool gains a lesser version of the disruptive echo ability possessed by adult ahool, usable a number of times per day equal to 3 + the fledgling ahool's Charisma modifier (minimum 1). A fledgling ahool may use this as a substitute for another attack, focusing his echolocation in a ray up to 60 feet long. This is a ranged touch attack that deals 2d6 points of nonlethal or sonic damage to a single target. A successful Reflex save (DC 10 +  $\frac{1}{2}$  fledgling ahool level + Charisma modifier) halves the damage.

**Improved Flight (Ex):** The more a fledgling ahool makes use of its wings, the more graceful they become when powering themselves along the subterranean breezes of Aventyr. At 2nd level, a fledgling ahool's maneuverability improves to poor. Flight increases by speed and maneuverability as indicated on the table at higher levels.

**Change Shape (Su):** At 3rd level, a fledgling ahool can change shape as a standard action to assume the form of a dire bat or a swarm of common bats. Transformation into a dire bat works like *beast shape II* with a caster level equal to the ahooling's character level. If the fledgling ahooling instead transforms into a swarm, he gains the natural weapons and extraordinary special attacks of a bat swarm. The swarm has the same number of hit points as the fledgling ahooling. While in swarm form, a fledgling ahooling can't use his normal form's natural attacks or any of its special attacks. He retains the defensive abilities, weaknesses, and special qualities, but gains all swarm traits of a swarm of Diminutive creatures. A fledgling ahool may change shape for a number of rounds per day equal to fledgling ahool level + their Charisma modifier. These rounds need not be consecutive. This is a transmutation (polymorph) effect.

*Gust of Wind (Sp):* At 3rd level, a fledgling abool unlocks the means to use his mastery of sound to modify the air, gaining *gust of wind* as a spell-like ability usable once per day. The fledgling abool's caster level is equal to his character level.

Lesser Blood Drain (Ex): At 3rd level, a fledgling abool gains a lesser version of the blood drain possessed by an adult ahool. A fledgling ahool can suck blood from a grappled opponent; if the fledgling abool establishes or maintains a pin, he drains blood, dealing 1 point of Constitution damage per 2 fledgling ahool class levels. The fledgling ahool heals 3 hit points per round he drains blood or, if he has maximum hit points, gains 3 temporary hit points for 10 minutes. These temporary hit points stack with themselves, but not with other sources of temporary hit points, up to a maximum number of temporary hit points equal to his full normal hit points. A fledgling abool can only draw a limited amount of sustenance from lesser beings - some of his mystic metabolism requires the blood of sentient beings. A fledgling ahool may only use this ability once per day when feeding from creatures with an Intelligence score lower than 3 - a fledgling abool can nurse itself slowly back to health by feeding on rats, but a proper diet does the trick much faster (and tastes better).

**Resist Cold (Ex):** At 3rd level, a fledgling abool's resistance to cold energy increases to 10 as his body's fur becomes extremely thick and dense.

**Blindsense (Ex):** At 4th level, a fledgling ahool gains blindsense out to a range of 20 feet as his keen senses and natural sonic abilities merge to grant a preternatural awareness of his surroundings.

**Ahool Apotheosis**: At 5th level, a fledgling ahool fully realizes his heritage. The fledgling ahool increases the range of his blindsense to 60 feet, increases resistance to sonic energy to 20, increases his SR to 10 + character level, and gains two wing buffet attacks (these are secondary natural attacks that deal 1d4 points of damage).

#### Aquatic Fledgling Ahool

#### ARCHETYPE

Abooling that bear the heritage of abool spawned from the demons near aquatic realms develop differently than airborne counterparts.

Aquatic Subtype (Ex): The aquatic fledgling gains the aquatic subtype, the ability to breathe underwater, and a swim speed equal to the fly speed of a fledgling abool of the same level. This ability replaces improved flight.

**Skill Bonuses (Ex):** The aquatic fledgling receives bonuses to the Swim skill instead of the Fly skill. **Change Shape (Su):** The aquatic fledgling's change shape ability functions as a fledgling ahool's, except he transforms into a swarm of crabs rather than bats or into a giant crab instead of a dire bat.

*Slipstream (Sp):* The aquatic fledgling gains *slipstream* as a spell-like ability usable once per day. The aquatic fledgling's caster level equals his character level. This ability replaces *gust of wind*.

Ahool Apotheosis (Ex): The aquatic fledgling never gains a fly speed. Instead his swim speed increases to 80 feet and he gains blindsense out to 80 feet, automatically sensing the location of anything within this range. However, this special blindsense only detects creatures in contact with the same body of water as the ahooling. This modifies ahool apotheosis.

#### TERRESTRIAL FLEDGLING AHOOL

#### ARCHETYPE

Not every abooling evolves to take to the air or the water. Some scamper along the walls and squeeze into the minute cracks of the endless caves, living as rat kings of the Underworld.

**Climb (Ex):** The terrestrial fledgling gains a climb speed equal to the fly speed of a fledgling ahool of the same level + 10 feet. This ability replaces improved flight.

**Skill Bonuses (Ex):** The terrestrial fledgling receives bonuses to the Escape Artist and Climb skill instead of the Fly skill.

**Change Shape (Su):** The terrestrial fledgling's change shape ability functions in the same way as a fledgling ahool's, save that they instead turn into a swarm of rats rather than bats. Alternatively, they can transform into a dire rat with the advanced simple creature template.

*Create Pit (Sp):* The terrestrial fledgling gains *create pit* as a spell-like ability once per day. The terrestrial fledgling's caster level equals his character level. This ability replaces *gust of wind*.

**Ahool Apotheosis (Ex):** The terrestrial fledgling never gains a fly speed. Instead their base speed increases by 20 feet and the range of their darkvision increases to 120 feet. This modifies ahool apotheosis.

#### **THIRST FOR BLOOD**

The fledgling abooling's blood thirst is left deliberately vague and is mostly intended as a roleplaying device and motivation for the fledgling abool to keep moving/adventuring. For reference purposes: An average adult human body contains 1.2 - 1.5 gallons of blood. If we assume an average Constitution score of 10, this would translate to roughly 0.12 US gallons per point of Constitution drained—a total of ~8 points of Constitution thus would satisfy the requirements of blood thirst in any given week.

#### IRONSINGER (PRESTIGE CLASS)

In the confines of the caves beneath Aventyr, the only creatures as feared as the gitwerc or respected as the stonespeaker are the Ironsingers. Complete masters of sonic energy, their bodies are as hard as their namesake. Ironsingers aural abilities create cacophonous calamities around them, the deafening blasts of their attacks rendering confusion among their foes before they swiftly strike them down.

**Role**: The Ironsinger is a dangerous combatant both in melee and at range, but their ability to affect the battle extends well beyond simple attacks. The Ironsinger can influence combat with their spelllike abilities and sonic attacks, and easily, silently travel where others may not be able to tread.

**Alignment**: Ironsingers may be of any alignment.

**Race:** The ahool are championed by their Ironsingers, but other creatures of the Underworld (and even the occasional bard) have purportedly learned the ways of these cacophonic predators.

#### Hit Die: d8.

#### Requirements

#### **Base Attack Bonus:** +5.

**Special**: Access to a sonic damage causing special attack or spell-like ability.

#### **Class Skills**

The Ironsinger's class skills are: Climb (Str), Craft (Int), Fly (Dex), Intimidate (Cha), Perception (Wis), Ride (Dex), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks at Each Level: 4 + Int modifier.

#### **Class Features**

Weapon and Armor Proficiency: An Ironsinger gains no proficiency with any weapon or armor.

**Damage Reduction (Ex):** At 1st level, an Ironsinger's skin becomes as tough and resilient as his namesake and he gains DR 1/-. This increases by 1 every odd Ironsinger levels thereafter, to a maximum of DR 5/- at 9th level.



Increased Sonic Damage (Ex or Su): At 1st level, an Ironsinger's special sonic attack increases the damage inflicted by +1d6. This increases by another +1d6 at each odd level thereafter, for a maximum increase of +5d6 at 9th level. For Ironsingers that have sonic attacks which do not inflict damage and instill negative conditions or effects instead, their sonic attack inflicts this damage in the first round that it affects a target or targets. If such an attack has a saving throw to negate, the damage is negated as well on a successful save. Should they have limited uses of their sonic attack per day, increase the number of uses by one per +1d6 (up to five additional uses per day at 9th level). Should they have multiple sonic attacks, the Ironsinger chooses one each time they receive the increased sonic damage ability to gain an additional use per day for.

#### AHOOLING

Level	Base Attack	Fort	Ref	Will	Damage Reduction	Natural Armor	Class Abilities
1st	+0	+1	+0	+0	1/—	+0	<i>Fog cloud</i> 1/day, increased sonic damage
2nd	+1	+1	+1	+1	1/—	+1	Ability boost (Dex +2), gaseous form 1/day, wind wall 1/day
3rd	+2	+2	+1	+1	2/—	+1	Control winds 1/day, staggering sonics
4th	+3	+2	+1	+1	2/—	+2	Ability boost (Str +2)
5th	+3	+3	+2	+2	3/—	+2	<i>Gaseous form</i> 2/day, sonic immunity, <i>wind wall</i> 2/day
6th	+4	+3	+2	+2	3/—	+3	Ability boost (Cha +2)
7th	+5	+4	+2	+2	4/—	+3	<i>Chain lightning</i> 1/day, dazing sonics
8th	+6/+1	+4	+3	+3	4/—	+4	Gaseous form 3/day, wind wall 3/day
9th	+6/+1	+5	+3	+3	5/—	+4	Ability boost (Con +2)
10th	+7/+2	+5	+3	+3	5/—	+5	<i>Chain lightning</i> 2/day, echoing sonics

**Natural Armor (Ex):** At 2nd level, and every two levels thereafter, an Ironsinger improves his natural armor by +1, to a maximum of +5 at 10th level.

**Spell-Like Abilities (Sp):** An Ironsinger gains several spell-like abilities, as indicated on the table above. The Ironsinger's caster level is equal to his character level or hit dice (whichever is higher).

**Ability Boosts (Ex):** The power of the Underworld's strange melodies enhances the Ironsinger substantially, making him into powerhouse predators of subterranean Aventyr. At 2nd, 4th, 6th, and 9th level an Ironsinger increases the listed ability score by +2.

**Staggering Sonics (Ex or Su):** At 3rd level, the Ironsinger's call can become a cacophonous wave that humbles even the strongest opponents. On a failed save against an attack or effect from an Ironsinger that deals sonic damage, a creature is staggered for one round if the sonic attack or effect has a duration that is instantaneous. If the ability lasts longer than one round, the creature is staggered for that duration. Sonic attacks that do not have a saving throw instead stagger the

target for one round, unless the target succeeds a Fortitude saving throw against DC  $10 + \frac{1}{2}$  the Ironsinger's character level + the iron singer's Constitution modifier. This ability can be used three times per day.

**Sonic Immunity (Ex):** At 5th level, the Ironsinger is at one with all rhythms, beats, melodies, cries, calls, screams, and sounds. The Ironsinger gains immunity to sonic damage, sonic effects, and language-dependent effects. He may cease or resume this immunity as a free action.

**Dazing Sonics (Ex or Su):** At 7th level, the Ironsinger's sonic call carries a hum that temporarily hampers. Three times per day, the Ironsinger can lace crippling harmonics into his sonic attacks as a swift action. On a failed save, a creature is dazed for one round if the sonic ability is instantaneous. If the ability lasts longer than one round, the creature is dazed for that duration. On a successful save, a creature is staggered instead.

**Echoing Sonics (Ex or Su):** At 10th level, an Ironsinger can make a sonic attack an echoing sonic attack as a swift action. Whenever a creature is targeted by an echoing sonic attack or within its area succeeds on a saving throw against the effect, it must make a second saving throw against the effect. If a creature fails this second saving throw, it suffers the full effects of the sonic attack as if it had failed its first saving throw. If a given sonic attack thus enhanced prompts more than one saving throw, all saving throws need to be made twice to negate the respective effects. This ability can be used three times per day.

#### RACIAL ARCHETYPE

#### Ahool Keener (Cleric Archetype)

Ahooling priests can use their divine power to emit deadly blasts of sound and some clerics from other races are drawn to the vampiric and savage nature of the ahooling, following the way of the keener to potentially learn the art of the Ironsinger.

Keening Channel (Su): An ahool keener can expend a use of channel energy to focus her echolocation in a ray up to 60 feet long. This is a ranged touch attack that deals 1d6 points of nonlethal or sonic damage per channel energy die the ahool keener possesses to a single target. A Reflex save (DC 10 +  $\frac{1}{2}$  ahool keener's level + ahool keener's Charisma modifier) halves the damage. Levels in the Ironsinger prestige class are treated as cleric levels for the purpose of determining the effectiveness of this use of channel energy, but not for the purpose of channeling positive or negative energy. This ability qualifies a sonic special attack and can be enhanced by the Ironsinger prestige class's increased sonic damage ability. This ability replaces the bonus spells granted by one of the ahool keener's cleric domains granted at first level.

#### **AHOOL CULTISTS**

Servants of Camazotz seeking to emulate the predatory nature of the Ironsinger gravitate towards the ahool keener archetype just as often as ahoolings. Starting attitude towards these clerics is generally at least indifferent when interacting with ahoolings and usually, they are less prone to treat the cultist as cattle to be drained of blood. Usually.



#### AHOOLING EQUIPMENT Ahooling have access to the following equipment.

#### Ahooling Macuahuitl

**Item Type:** Exotic One-Handed Melee Weapon; **Price:** 3 gp; **Damage (S):** 1d6; **Damage (M):** 1d8; **Critical:** x3; **Range:** – ; **Weight:** 8 lbs.; **Damage Type:** Slashing; **Special:** Barbarian

This savage weapon crafted by the ahool is also known as "thirsting stick." The sword-like paddle is carved from bones or hardened fungi. Grooves along the cutting edges are filled with chips of obsidian, bone, or crystals, and usually held in place with a moss-based adhesive. The jagged edges of these chips have a nasty tendency to splitter off in the wounds of foes. An ahooling macuahuitl can hold a maximum of 9 chips of obsidian at any given point. On a successful critical hit, a chip breaks off in the wound, dealing 1 point of bleed damage for a number of rounds equal to the wielder's base attack bonus, minimum 1. New obsidian chips can be added to an ahooling macuahuitl with a successful Craft (weapons) skill check (DC 15). An obsidian chip costs 1 sp. An ahooling macuahuitl without chips is treated as a club. Ahoolings and barbarians are proficient with ahooling macuahuitl. Everyone else treats the weapon as an exotic weapon.

#### **Moss Net**

Price: 170 gp; Weight: 3 lbs. These tiny items seem to be little more than a compressed ball of green moss and are treated with mysterious substances known only to the ahooling (and ahool). A moss net functions as a net except a creature struck by a moss net additionally suffers the penalties and bonuses of being prone. This does not stack with the prone condition. The Escape Artist DC is reduced to 17 and a moss net can be burst with a DC 17 Strength check. A moss net is extremely susceptible to flame-even one point of fire damage destroys it entirely, though any fire damage inflicted also damages anyone within (up to the moss net's 5 hit points).

A moss net that hits an empty square covers it entirely in vegetation, making the area difficult terrain until it is cleared or burned away. Creatures within the square when the moss net hits do not treat it as difficult terrain when first exiting the area. Crafting a moss net requires both a DC 32 Craft (alchemy) and DC 25 Knowledge (nature) check.

#### **Moss Rope**

#### Price: 250 gp; Weight: 8 lbs.

A moss rope can stretch considerably before breaking. Moss ropes can support 250 pounds of weight at a length of 50 feet. For every additional 50 pounds of weight the moss rope bears, it

> extends by 10 feet, up to a maximum length of 100 feet. For every 20 feet, the moss rope stretches, its effective hit points are reduced by 1 (to a minimum of 1) and should it bear more than 500 pounds, it immediately snaps. Any exposure to flame (1 point of fire damage) destroys a moss rope. A moss rope has 15 hit points and can be burst with a DC 30 Strength check. Crafting a moss rope requires both a DC 30 Craft (alchemy) and DC 23 Knowledge (nature) check.

#### Staunching Moss Price: 100 gp; Weight: -

Like the moss net, this item appears to be a tiny ball of compressed vegetable matter unwary explorers have met untimely ends because they did not differentiate the two. A staunching

moss also expands when used as a swift action, but its area of effect is quite limited, covering a limb or patch of flesh without encumbering its user. Applying a staunching moss to a non-magical bleed effect immediately stops the bleeding.

### **Ahooling Feats**

#### **Enduring Wings**

You've taken to the air as often as possible, reveling in your ability to fly—if only briefly. Unlike your compatriots, you can do so for longer periods, soaring through the Underworld in extended bounds and leaps.

**Prerequisites:** Vestigial wings racial trait, fledgling ahool 1<sup>st</sup> level.

**Benefits:** You triple the number of rounds per day that you can fly. If you undergo ahool apotheosis, increase your fly speed by 10 feet.

#### **Primal Companion**

The essence and demonic influence of the true ahool runs strongly in your blood. Your fiendish soul is so powerful that you can attract creatures of the same persuasion.

**Prerequisites:** Primal Speaker, animal companion or familiar class ability, evil alignment.

**Benefit:** Your familiar or animal companion gains the fiendish template.

**Special:** Should your alignment ever change from evil, you immediately lose this feat and gain the Fleet feat.

#### **Primal Speaker**

Your connection to the vermin of the Underworld is considerable; while you may not yet be able to transform into one of these lesser animals, you can converse with them freely.

Prerequisites: Ahooling, Charisma 13.

**Benefit:** You are considered to always be under the effects of a constant *speak with animals* spell, but are only able to understand and be understood by bats, crabs, and rats.

#### Sanguine Aficionado (Combat)

When you drink the blood of a creature, it is a consummate act that far outweighs the primal sensations awakened by consumption. You not only taste the lifeblood of your victims, you can savor their very essence as well.

**Prerequisites:** Vicious Bite, base attack bonus +3. **Benefits:** After making a successful bite attack that deals bleed damage, you may use the *blood*  *biography* spell as a spell-like ability (that does not provoke attacks of opportunity) as an immediate action. You may use Sanguine Aficionado number of times per day equal to 3 + your Charisma modifier. Your caster level for this spell-like ability is equal to your character level.

#### **Terrifying Swoop (Combat)**

Predatory dives can be a truly magnificent thing to behold, but when you swoop in for the kill it is terrifying! Creatures flee at the very sight of your aerial maneuvers when your fangs strike true.

Prerequisite: Vampiric Charge.

**Benefits:** Whenever you strike a critical hit when making a Vampiric Charge, you may make an Intimidate check to demoralize as a free action. Any enemies susceptible to bleed damage within sight that you demoralize must become shaken for 1d4+4 rounds. Creatures that fail this save by 5 or more are frightened for 1d6+1 rounds, and creatures that fail the save by 10 or more are panicked for 1d4+1 rounds. This is an extraordinary mind-affecting fear effect.

#### Vampiric Charge (Combat)

The drive to taste blood is an enormous motivator for you when blades are drawn and teeth are bared. Your focus while pursuing a target to sate your hunger turns you into a nimble, relentless predator on the attack.

Prerequisite: Vicious Bite.

**Benefits:** You gain a +2 racial bonus to CMB to begin a grapple at the end of a charge. If you end a charge with a bite attack, you do not provoke attacks of opportunity from your movement and the critical threat range of your bite attack is doubled.

#### Vicious Bite (Combat)

Whether from a primal heritage or fondness for blood, you've developed fangs far better suited to puncture flesh.

#### Prerequisite: Ahooling.

**Benefits:** When you hit with your natural bite attack, you also deal 1 hit point of bleed damage. Bleed damage from multiple bites is not cumulative.

### **Ahooling Magic Items**

#### **BLOOD DARTS**

Aura moderate necromancy; CL 7th Slot none; Price 1,000 gp; Weight —

#### DESCRIPTION

These obscenely dangerous slivers of obsidian are +1 darts treated as cold iron and are hazardous to handle for creatures that lack a natural armor bonus (they take 1 point of slashing damage for each round it is held) but far more deadly to targets struck by them. Creatures susceptible to bleed damage that are hit by a *blood dart* suffer 1 point of bleed damage and the wielder of the *blood dart* heals 5 hit points. Excess hit points are gained as temporary hit points.

A *blood dart* is expended when thrown and can be used in conjunction with the Sanguine Aficionado feat. CONSTRUCTION

**Requirements** Craft Wondrous Item, *vampiric hunger*, *versatile weapon*; **Cost** 500 gp

#### **Demonic Tooth**

Aura faint transmutation; CL 5th Slot none; Price 12,100 gp; Weight –

DESCRIPTION

The wearer of this noxious, rotten, and pitted tooth takes a -4 penalty to all Charisma-based skill checks while it is in their mouth. They also gain a bite attack that deals damage appropriate to the wearer's size. If the wearer already has a bite attack, the critical threat range of the bite attack doubles. This does not stack with other magical effects that increase the threat range of a natural weapon. If the wearer has the Vicious Bite feat, the amount of bleed damage dealt with their bite attack increases to 2.

CONSTRUCTION

**Requirements** Craft Wondrous Item, *monstrous physique I*; **Cost** 6,050 gp

#### **True Ahool Crown**

Aura strong enchantment; CL 17th Slot head; Price 152,000 gp; Weight 2 lbs.

#### DESCRIPTION

This grisly crown is made from unnaturally smooth obsidian inlaid with gemstones of varying colors and complexity, but entirely covered in gore that reappears as soon as it is wiped away. A wearer takes a -4 penalty to all the wearer's Charismabased skill checks when dealing with creatures other than ahooling, ahool, or cultists worshiping these entities.

The wearer of a *true ahool crown* gains the ability to mentally command swarms of creatures. As a swift action, the wearer can target any swarm with hit dice equal to or less than their own and subject it to a DC 23 Will save. On a failure, the swarm is affected by the equivalent of a *dominate monster* spell, even if the swarm or its constituent creatures would normally be immune to the effect. A wearer of a *true ahool crown* may control multiple swarms, but the total hit dice of all swarms may never exceed the wearers.

CONSTRUCTION

**Requirements** Craft Wondrous Item, *dominate monster*; **Cost** 76,000 gp

### **Ahooling Spells**

#### **Ahool Frenzy**

School enchantment; Level bard 2, cleric 3, druid 3, ranger 2, sorcerer/wizard 3, summoner 3Casting Time 1 standard action

Components V, S, M (1 ounce of blood)

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

**Target** one ahooling or ahool

**Duration** 1 round/level (D)

Saving Throw Fortitude negates (harmless); Spell Resistance yes

One abooling or abool within range becomes incensed with a bestial bloodlust that drives their movements in combat to greater heights of savagery. Any attacks against or attacks from targets that have been bitten by the enchanted abool or abooling during this encounter are treated as though the abool or abooling were under the effects of a barbarian's rage. The creature does not receive any of the penalties or temporary hit points from rage, but the enchanted ahooling or ahool does receive a +4 bonus to their Strength when determining attack rolls and weapon damage against bitten targets and they receive a +2 bonus to Fortitude saves and Will saves against spells cast by bitten targets.

The bonuses from *ahool frenzy* do not stack with the barbarian's rage class ability, the bloodrager's bloodrage class ability, the *rage* spell or similar spells and effects.

#### HAUNTING GLIDE

**School** illusion; **Level** bard 2, cleric 3, druid 3, ranger 2, sorcerer/wizard 3, summoner 3

Casting Time 1 standard action

**Components** V, S, M (piece of an Underworld creature's wing)

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

Target one creature/level

Duration 10 minutes/level (D)

Saving Throw Will negates (harmless); Spell Resistance yes

After this spell is cast, as soon as any target leaves the ground the magic activates, turning them both silent and invisible (granting a total +30 bonus to Stealth checks) but only while they remain aloft. Both effects deactivate as soon as a target touches the ground (not the ceilings or walls, but the ground or floor).

#### Wine to Blood

School transmutation; Level bard 1, cleric 1, druid 1, ranger 1, sorcerer/wizard 1, summoner 1 Casting Time 1 standard action

**Components** V, S, M (bottle of wine)

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

Effect up to 1 gallon of water/level

**Duration** instantaneous

#### Saving Throw none; Spell Resistance no

This spell takes any non-magical inert liquid and changes it into blood. It doesn't taste very good, but provides the nutrients necessary for an abooling or abool to survive.

### COLLIATUR

"We are the radiant, we are the eternal. We are the scourge of the undead, the salvation of the meek and downtrodden. By our light, you shall know us. By our gleaming skin, our radiant stride. We bring deliverance and an end to the unliving threat that plagues your lands. Some call us the Shining Ones, others the Luminaires or Luxites; still more name us Krystallerne, Eðalsteinn or Gimsteinnmenn we prefer Colliatur. Choose freely, for we judge you not, for we are your salvation."

Colliatur are Aventyrians that drank from waters carrying a pathogen designed by one of the world's first masters of magic, Udødelig, released through Underworld streams and to the surface above. These microorganisms cannot completely stop the advance of the alien biology's invasion of a host body, but they do prevent them from becoming completely sublimated to the otherworldly entity's will. The limited time available to the undead wizard prevented wide dispersal of the anticolloid virus, leaving the extraterrestrial sentience puzzled by how any creature can resist its psyche (there is a 1% chance that a PC has been exposed to this otherwise benign virus and is immune to the detrimental effects of the colloid). Colliatur are often found leading the subjects of the colloidtheir independence proving to be an attracting force to the alien's thralls-and may be encountered anywhere in the Underworld or Surface.

### HISTORY

The colliatur are a new race to the world of Aventyr, created by the mad designs of Udødelig after *The Confluence*. Their "parent", the colloid, is a creature from the far-flung stars of the cosmos and unlike any other on Aventyr (even the hoyrall, though they share some eerily similar traits). A collective intelligence that rivals deities in its mental powers, it sensed the mass transposition of lifeforms across the galaxy during the *Great Schism*. For centuries, it studied the conduit

### COLLIATUR

maintained by the alien half-god Exis, engineering a means to take that power for its own.

Eventually the colloid's chance came; through incalculable machinations for nearly any other entity, the colloid seized the half-god Exis' divine connection to the hoyrall, subverting it to catch upon an asteroid headed for Aventyr. The hivemind of the alien insects in both Underworld and Surface was destroyed instantly, and as the bizarre entity hurtled across the galaxy, their societies fell in upon themselves.



When the colloid and the meteorit used to traverse the cosmos landed in the First Hive, the overload of stimulation in its re-entry to the atmosphere left the alien entity confused and distraught. In the onslaught that ensued, thousands of hoyrall died as the colloid rampaged away to solitude far below in the Underworld, where it could regain its senses of purpose and understand all that had occurred since its relatively quiet journey across the stars.

As it re-assembled itself and re-encountered sentient life, the colloid began to understand more of what had occurred and recognized the great threat represented by the necromancy of the first lich, Udødelig. Centuries before he had fled below the surface of Aventyr, taking refuge in an undertower near the First Hive. When the colloid landed in the Underworld, his shambling minions were the first formidable force the alien encountered and the hatred it feels for all undead knows no bounds.

Before the colloid could reach and consume the obsessed lich, the undead wizard managed to enact one of his countless ploys to undermine the alien entity that threatened all of all his kind. Though the ancient mage's mastery of biology was largely useless to the creation of an entire race of undead, he was well-suited to craft an organism which could aid the living against the otherworldly entity.

After fleeing from the colloid's arrival in the First Hive, Udødelig crafted a grand undertower that stretched far into the bedrock of Aventyr, a place where he thought only his kind could survive. For decades, he employed advanced arcane techniques and powerful spells to hone his craft and eventually, using the bacteria and countless other creatures the naked eye would never see in the Underworld, Udødelig created a microorganism tailored to modify living tissue to resist the colloid.

Immediately the undead mage set off to disperse his fabrication across Aventyr, releasing batches of the practically invisible creatures into the many waters of the Underworld. While he was away, the colloid discovered the location of Udødelig's undertower. It poised itself where it knew the lich would not tread but surrounded his abode, waiting for the mad wizard to return home before making its inexorable, fatal strike. Udødelig did not survive to create more of the virus, but enough propagates that the colliatur have begun to appear across Aventyr.

**Physical Description**: Colliatur appear much like the base creature does, save for a few subtle changes. Their hair has several strands that are crystalline, their pupils appear to be distorted into the shape of many pointed stars, and their fingertips become reflective and metallic. Perhaps

most disturbing of all, the teeth of all colliatur are a perpetually clean, stark white.

**Society**: These children of the colloid are inclusive, kind and friendly to all races. When left entirely to their own devices, colliatur are disturbingly quiet and seemingly lethargic, though they're more likely to be in deep contemplation. There is little celebration for the arts or purportedly impressive deeds, but the few stories told of settlements of their kind speak of architecture that defies understanding and resonances that shake men to their cores.

### Colliatur Racial Traits

+2 to One Ability Score: Colliatur are often humans\* and receive a +2 bonus to one ability score of their choice at character creation.

\*Other races have been known to be similarly affected by the colloid; in these instances, change type and ability score modifiers, removing all racial traits and replace them with those below. At the GM's discretion, you may play a Small colliatur.

Outsider: Colliatur have the outsider (native) type.

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

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

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

**Crystal Form**: The crystalline biology integrated into the colliatur grant them a +2 racial bonus to AC against ray spells and effects. Once per day, they can deflect a single ray attack targeted at them. This otherwise functions as if they were using the Deflect Arrows feat.

**Deathless Spirit**: Colliatur gain resistance 5 against negative energy damage, and do not lose hit points when they gain a negative level. They receive a +2 racial bonus on saving throws against death effects, energy drain, negative energy, and spells or spell-like abilities of the necromancy school.

**Stone in the Blood**: Colliatur gain fast healing 2 for 1 round whenever they take acid damage. They can heal up to 2 hit points per level per day with this ability, after which it ceases to function.

**Sociable**: When a colliatur attempts to change a creature's attitude with a Diplomacy check and fails by 5 or more, they can try to influence the creature a second time even if 24 hours have not passed.

**Arcane Focus**: Colliatur gain a +2 racial bonus on concentration checks made to cast arcane spells defensively.

**Envoy:** Colliatur with an Intelligence score of 11 or higher gain the following spell-like abilities: 1/ day—*comprehend languages, detect magic,* and *read magic.* The caster level for these effects is equal to the colliatur's character level.

Hatred: Colliatur receive a +1 racial bonus on attack rolls against creatures of the undead type.

**Sonic Energy Weakness**: Colliatur are vulnerable to sonic energy. They take half again as much (50%) damage from sonic energy, regardless of whether a saving throw is allowed or if the save is a success or failure.

Language: Colliatur begin play speaking Common and Undercommon.

**Relations**: Most surface-dwellers and underworlders greet the colliatur with open arms, accepting their warm embrace with either a hidden dagger or hand out for mercy. Their tendency to deeply value life make them fast allies in both cases, but their hatred of undead make them mortal enemies of the dødelig. Hoyrall that recognize them for what they are will attack them instinctively (which anyone that knows about the colloid is wont to do). Despite all of that, aside from the dweorg, they are the most celebrated and desirable race from the Underworld as far as most of Aventyr is concerned.

**Alignment and Religion**: Colliatur typically gravitate towards the Neutral alignment over time, but may be of any alignment they please. They rarely worship any of the gods, instead gaining quasi-mystic abilities from the colloid. Those few that turn their backs on the alien entity find solace in He Who Renews, Eureum.

Adventurers: Exploring is a natural impulse for the colliatur, and spreading the message of the alien overmind is their first priority. Spellcasters are common among them, but warriors of exceptional prowess are frequent as well.

**Names**: Colliatur tend to keep the names they had before their transformation.

#### **COLLIATUR SCALING ADVICE**

This race should provide no issues whatsoever in grittier games, thanks to their unique psychological makeup and focus on nonlethal means of conflict resolution. Power-wise, the colliatur are slightly above the stronger core races.

*For grittier games:* In truly gritty games, make players choose either the stone in the blood or the crystal form racial trait. For a further powerdecrease, neither envoy, nor their hatred towards the undead necessarily needs to be included in their racial stats to retain their flavor.

*For high-fantasy games:* Granting a free Crystalline Diffusion racial feat at first level and making its effects increase by one negative level incurred at 5th level and every 5 levels thereafter

will enhance the undead hunter aspect. Granting Pliable Parts and its follow-up feats as free bonus feats is another way to increase the power of the colliatur while further enhancing their unique feel.

### Colliatur, Emissaries

#### **ACROSS AVENTYR**

Some colliatur take refuge with the colloid, but not all; the otherworldly entity is pleased when creatures immune to its call ally with it regardless, but it does so with a cold, calculating plan to segregate these unique beings from the areas of itself most likely to be tread across. Other colliatur create their own settlements, hybridizations of the culture they once knew and the otherworldly forces at play within themselves. Duplicating structural elements from Surface and Underworld, their buildings have an architecture that seems to twist when looked upon, striking most as truly bizarre and difficult to comprehend. Whether on the surface or below it, the majority of these wondrous towns and villages are said to be extremely amicable to travelers, providing them with free lodging and foodstuffs. Explorers, however, should be reticent when entering a colliatur settlement; some of their race have become militant to the dangers presented by (or to) the colloid, and travelers that take of their kindness are soon to find themselves conscripted into service against the alien entity or its foes. A Knowledge (nobility) check (DC 20 - settlement's size modifier x2) gives warning enough that a colliatur settlement has taken on this aggressive stance before it's too late.

#### **RACIAL SUBTYPES**

All sentient races that do not have the undead type might become colliatur, but all share a uniform otherworldly strangeness courtesy of the collective.

### **FAVOREDCLASSOPTIONS**

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, colliatur have the option of choosing from several other bonuses, depending upon the character's favored class. The following options are available to all colliatur who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

**Alchemist**: Add +1 bonus nonlethal damage to the alchemist's bombs. This bonus damage is applied to both direct hit and splash damage.

**Barbarian**: Add +1/2 bonus nonlethal damage to the first attack made each round while raging.

**Bard**: Add +1/3 to the number of targets the bard may simultaneously affect with bardic performances.

**Cavalier**: Add +1 bonus nonlethal damage when making a mounted charge.

**Cleric**: Add +1/3 to the cleric's negative energy resistance. **Druid**: Add +1/2 bonus nonlethal damage to the first natural attack made each round while using wild shape.

**Fighter**: Reduce the attack roll penalty to deal nonlethal damage with a lethal weapon by 1. Gain +1/2 to attack rolls when dealing nonlethal damage with a lethal weapon after the penalty has been reduced to 0.

**Gunslinger (Crystal Cannonade)**: Add +1/4 bonus nonlethal damage to the gunslinger's crystalline crossbow bolts.

**Inquisitor**: Add +1 nonlethal damage when using a judgment that enhances the inquisitor's attacks or gain damage reduction 1/nonlethal when using a judgment that enhances the inquisitor's AC.

**Magus**: Add +<sup>1</sup>/<sub>4</sub> bonus weapon damage when using spell combat.

Monk: Add +1/2 to the DC of the monk's Stunning Fist.

**Oracle**: Add +1/3 to the oracle's caster level when determining the potency of revelations granted from the Life mystery. This does not grant the oracle abilities earlier than they would normally be able to access them, and only enhances abilities they already have.

**Paladin**: Add +1 nonlethal damage when the paladin smites evil.

**Ranger**: Add +<sup>1</sup>/<sub>2</sub> bonus nonlethal damage to attacks made against favored enemies.

**Rogue**: Add +1/2 bonus nonlethal damage when making sneak attacks against flat-footed opponents.

**Sorcerer**: Add +1/2 to the sorcerer's caster level when casting spells with the light descriptor.

**Stonespeaker**: Add +1/4 nonlethal damage to the stonespeaker's exploding earth class ability. Selecting this favored class option has no effect until it has been chosen four times, at which point the stonespeaker may use exploding earth to deal nonlethal damage.

**Summoner**: Add +1/3 bonus nonlethal damage to natural attacks made by the summoner's eidolon. Selecting this favored class option has no effect until it has been chosen three times, at which point the eidolon may choose one natural attack to inflict nonlethal damage without incurring the usual penalty.

Witch: Add damage reduction 1/nonlethal to the witch's familiar.

**Wizard**: Add +1/3 to the wizard's caster level when casting spells with the light descriptor.

### **RACIAL ARCHETYPES** CRYSTAL CANNONADE

#### (GUNSLINGER ARCHETYPE)

The colloid's children quickly learned how to adjust some of the terrestrial Aventyrian weapons, and the crossbow was the first the alien collective managed to fully embrace. These inexplicable warriors turn the weapons into otherworldly devices that fire slivers of crystal. Cosmic bullets that refract all light fire from their crossbows, slamming against objects but strangely melting into living creatures.

**Crystalline Crossbow (Ex):** As a standard action, a crystal cannonade may cover a wielded crossbow with crystalline formations that extend from their own body. Crystalline crossbows immediately revert to regular weapons the moment they leave a crystal cannonade's hand. Light crossbows made into crystalline crossbows increase their critical threat range to 18-20/x2.

Reloading a crystalline crossbow is a swift action that requires only one hand and no ammunition as the crystal cannonade's own body slots more otherworldly bolts into the weapon on command.

Bolts from a crystalline crossbow always deal nonlethal damage. There is no daily limit to the number of bolts a crystal cannonade can provide to a crystalline crossbow. At 10th level, reloading a crystalline crossbow is reduced to a free action.

Against creatures immune to nonlethal damage, a crystalline crossbow deals half its damage as bludgeoning damage. A weapon under the effects of this ability cannot be disarmed. This ability replaces gunsmithing.

At 5th level, a crystal cannonade can turn a crossbow into a crystalline crossbow as a swift action. At 10th level, a crystal cannonade can turn a crossbow into a crystalline crossbow as a free action.

**Weapon Proficiency:** A crystal cannonade does not gain proficiency with any firearms and gains proficiency with crossbows of all types instead. Crossbows function as firearms for all gunslinger class abilities.

**Deeds:** Crystal cannonades do not gain the death's shot or bleeding wound deeds.

**Disposable Parts:** At 1st level, crystal cannonades receive this feat as a bonus feat. This replaces the quick clear deed.

**Pliable Parts:** At 1st level, crystal cannonades receive this feat as a bonus feat.

**Crack Crystalline Crossbowman (Ex):** At 5th level, the crystal cannonade gains a bonus equal to her Dexterity modifier on damage rolls when firing a crystalline crossbow. This bonus increases by +1 at 9th level and every four levels thereafter (13th and 17th level). This ability replaces gun training.

#### Colliatur Reaver

#### (MONK ARCHETYPE)

A calm center in a storm of carnage, the colliatur reavers can slice through the legions of the undead and effectively deal with the animating necromancers behind their minions, thanks to their deadly, wire-like-like filaments.

**AC Bonus:** When unarmored and unencumbered, the colliatur reaver adds his Constitution bonus (if any) to his AC and his combat maneuver defense. In addition, a colliatur reaver gains a +1 bonus to AC and combat maneuver defense at 4th level. This bonus increases by 1 for every four colliatur reaver levels thereafter, up to a maximum of +5 at 20th level. These bonuses to



AC apply even against touch attacks or when the colliatur reaver is flat-footed. Furthermore, the bonus is doubled against ray attacks. He loses these bonuses when he is immobilized or helpless, when he wears any armor, when he carries a shield, or when he carries a medium or heavy load. This modifies AC bonus.

**Bonus Feats:** The colliatur reaver adds all feats with the prerequisite of "colliatur" to his list of available bonus feats. The reaver must meet all prerequisites for bonus feats with colliatur as a prerequisite. This modifies bonus feats.

**Pliable Parts (Ex):** A colliatur reaver must choose Pliable Parts as his monk bonus feat at first level and treats the weapons generated as though they have the monk special quality. Whenever an ability or feat would require the expenditure of a use of the stunning fist ability, the colliatur reaver may instead expend a round of use of the Pliable Parts feat. Weapons created with the Pliable Parts feat function as monk weapons. **Reaver's Claws (Ex):** The control a colliatur reaver can exert over his crystalline suffused skeleton allows to create retractable claws, cesti, or similar weapons at will. This weaponry deals damage as a monk's unarmed strike and functions as unarmed strikes such for all monk abilities and feats. As a move action, the reaver may change the damage type (bludgeoning, slashing, piercing) of his claws. This modifies unarmed strike.

Reaver's Filaments (Su): Colliatur reavers are feared for the crystalline, fragile, and dazzling filament-like weapons they can manifest as a free action from their clawed hands. This weaponry deals damage as a monk's unarmed strike and functions as unarmed strikes for all monk abilities and feats. The filament is treated as a melee weapon with 30-foot reach, though it doesn't threaten the area into which the reaver can make an attack, but it can be used to attack adjacent foes. Reaver's filaments are treated as ranged attacks for the purpose of determining the effects of cover and concealment against non-adjacent enemies.. A colliatur reaver can manifest one filament from each hand. The usual penalties for two-weapon fighting apply when using two filaments.

A filament requires gestures to execute attacks. Thus, a colliatur reaver needs to have nothing but the filament in his hands hand to direct the attacks. Reaver's filaments are not precise enough to open doors, pick locks, or perform similar actions. The reaver cannot perform combat maneuvers with filaments.

Colliatur filaments have hit points equal to the colliatur reaver's Constitution score, a hardness of o and, if destroyed, one can be reformed as a standard action that provokes attacks of opportunity. Filaments can be enchanted as masterwork weapons, and enchanted filaments that have been destroyed retain enchantments upon being reformed. The reach of these filaments increases by +10 ft. at 5th level, 10th level and 15th level. This ability replaces stunning fist.

**Maneuver Training (Ex):** At 3rd level, the colliatur reaver may execute combat maneuvers with his filaments. If the combat maneuver provokes

an attack of opportunity, the target of the maneuver may attack the filament. If the filament is destroyed by the attack, the maneuver fails. Colliatur reavers use his colliatur reaver level in place of his base attack bonus to calculate his combat maneuver bonus when using his reaver's claws or filaments. This modifies maneuver training.

**Ki Pool (Su):** A colliatur reaver's body is closer to being a physical representation of his entire being. The colliatur reaver has a ki pool equal to 1/2his colliatur reaver class level + his Constitution modifier. This modifies ki pool.

**Colloid's Soul (Su):** At 11th level, the colliatur reaver becomes immune to energy drain. This replaces diamond body.

#### **COLLIATUR REAVER BALANCE**

The colliatur reaver is unique in its radically different playstyle, somewhere between a very popular mutant from a comic franchise and the wire-fighters popularized by anime. From a design-perspective, the archetype is front-heavy. This is intentional, since the non-unchained monk, already a weak class back in the game's beginning, has been all but rendered obsolete when compared to other options available. The flavor of the colliatur reaver and the emphasis on nonlethal conflict resolution written into the race should make clear that this is very much a racial archetype – colliatur reavers are deliberately bred and created. To prevent abuse, it is strongly suggested to restrict multiclassing options for colliatur reavers and forbid just "dipping" into the class. The unchained version of this archetype is less prone to this issue, though GM discretion is still advised due to the different power-levels of campaigns out there.

5

#### **COLLIATUR REAVER**

#### (UNCHAINED MONK ARCHETYPE)

**AC Bonus:** As the colliatur reaver (monk archetype).

**Bonus Feats:** As the colliatur reaver (monk archetype).

**Pliable Parts (Ex):** As the colliatur reaver (monk archetype).

**Reaver's Claws (Ex):** As the colliatur reaver (monk archetype).

Reaver's Filaments (Su): Colliatur reavers are feared for the crystalline, fragile, and dazzling filament-like weapons they can manifest as a free action from their clawed hands. This weaponry deals damage as a monk's unarmed strike and functions as unarmed strikes for all monk abilities and feats. The filament is treated as a melee weapon with 20-foot reach, though it doesn't threaten the area into which the reaver can make an attack, but it can be used to attack adjacent foes. Reaver's filaments are treated as ranged attacks for the purpose of determining the effects of cover and concealment against non-adjacent enemies. A colliatur reaver can manifest one filament from each hand. The usual penalties for two-weapon fighting apply when using two filaments.

A filament requires gestures to execute attacks. Thus, a colliatur reaver needs to have nothing but the filament in his hands hand to direct the attacks. Reaver's filaments are not precise enough to open doors, pick locks, or perform similar actions. The reaver cannot perform combat maneuvers with filaments.

Colliatur filaments have hit points equal to the colliatur reaver's Wisdom score, a hardness of o and, if destroyed, one can be reformed as a standard action that provokes attacks of opportunity. Filaments can be enchanted as masterwork weapons, and enchanted filaments that have been destroyed retain enchantments upon being reformed. The reach of these filaments



increases by +10 ft. at 10th level. This ability replaces stunning fist.

*Ki* **Pool (Su):** As the colliatur reaver (monk archetype).

*Ki* Power (Su): The colliatur reaver can select from the following ki powers.

Filament Maneuvers (Ex): The colliatur reaver may execute combat maneuvers with his filaments. If the combat maneuver provokes an attack of opportunity, the target of the maneuver may attack the filament. If the filament is destroyed by the attack, the maneuver fails. Colliatur reavers use his colliatur reaver level in place of his base attack bonus to calculate his combat maneuver bonus when using his reaver's claws or filaments. A colliatur reaver must be at least 6th level before selecting this *ki* power. *Colloid's Soul (Ex):* By spending 1 point from his *ki* pool, a colliatur reaver can remove one negative level from himself, as if using the *restoration* spell as a spell-like ability, using his class level as his caster level. He can spend more than one point from his *ki* pool to remove multiple negative levels, but the effort of using colloid's soul more than once per hour leaves him fatigued for a number of hours equal to the negative levels removed. A colliatur reaver cannot remove permanent negative levels. A colliatur reaver must be at least 12th level before selecting this *ki* power.

*Longer Filaments (Ex):* The colliatur reaver may use ki to temporarily increase the range of his filaments. By expending 1 point from his ki pool, the colliatur reaver can increase the reach of his filaments by +10 ft. for a number of rounds equal to his Constitution modifier. This ki power can be chosen multiple times. Each time it is chosen, the filaments increase their reach by a further + 10 ft. (to a maximum of +30 ft.).

### **COLLIATUR EQUIPMENT**

Colliatur have access to the following equipment.

#### **Colloid Plating**

Price: 250 gp per plate; Weight: 2 lbs. per plate.

The colliatur have learned to treat certain components of colloid-absorbed material to generate reflective plates for shields or armor. A colliatur can attune their inherent crystalline harmonics to resonate with a colloid plated item by wearing it for 24 hours. A colliatur can only be attuned to one colloid plated item at a given time. A shield or armor can hold a number of colloid plates equal to the armor bonus of the item. For each such plate added and attuned, a colliatur gains an additional use of the crystal form racial ability. The added weight of these plates increases the armor or shield's armor check penalty by 1 and arcane spell failure by 5% per plate.

#### **Colliatur Powder**

#### Price: 200 gp, Weight: 1/2 lb.

The crushed remains of certain colliatur shards (identified with a DC 22 Heal check) make powerful material components when used to cast spells of the divination school. When used as a material component for a divination spell, use of colliatur powder increases the caster level of the spell by 2.

#### **Colliatur Shard**

**Price:** 4 gp, **Weight:** <sup>1</sup>/<sub>2</sub> lb. – 4 lbs.

A colliatur shard is an actual piece of a colliatur, taken off their body. A living colliatur can creature a shard with the Disposable Parts feat (see below) and may choose what type of damage a colliatur shard deals (bludgeoning, piercing or slashing). A DC 18 check can pry shards off of a dead colliatur (a Medium-sized colliatur can provide up to six colliatur shards), which provides a simple lockpick or small piercing weapon. Colliatur shards are always improvised weapons or equipment, and attack rolls, combat maneuvers, and skill checks with colliatur shards are made at a –2 penalty.

### **COLLIATUR FEATS**

#### **Bringer of Light**

The myriad crystal formations throughout your body refract and contain a light all their own.

#### Prerequisites: Cha 13, colliatur.

**Benefits**: You gain *dancing lights* and *light* as at will spell-like abilities. Your caster level is equal to your character level and any save DCs are Charisma-based.

#### **Crystalline Diffusion**

The positive energy that courses through your limbs has caused an odd refractive quality. The inexplicable crystalline formations can be hidden with proper attire, but pulse with matrices of light when touched by negative energy.

Prerequisites: Positively Infused, colliatur.

**Benefits**: Each time a spell or effect would inflict more than one negative level, you reduce the number of negative levels gained by one (to a minimum of one negative level).

### COLLIATUR

#### **Disposable Parts (Combat)**

So long as you are alive, you are never without a tool or weapon. The strange nature of your changed body has made it somewhat disposable and you can break parts of your own flesh away to defend yourself or provide a means where once there was none.

**Prerequisites**: Con 15, colliatur. **Benefits**: You can break off parts of your own body to use as an improvised tool

or weapon (see colliatur shard). Breaking off a piece of yourself for this purpose is a standard action and the amount of self-inflicted damage is determined by the colliatur shard's size: A Diminutive object deals 2 damage, a Tiny object deals 4 damage, and a Small-sized object (of which you can only provide two) deals 1 point of temporary Constitution damage. When removing a Small-sized colliatur shard from your body, you reduce your base movement speed by 5 feet per shard removed until the selfinflicted damage is healed.

#### Jack-of-all-Limbs (Combat)

You aren't just able to create improvised weapons and tools from your body, you're able to do so with deft accuracy.

**Prerequisites:** Disposable Parts, Pliable Parts, colliatur.

**Benefits:** When creating weapons or tools with Disposable Parts, you may spend a full-round action to carefully craft the shape of the colliatur shard you pull from your body. This ignores the -2 penalty for improvised equipment. You take only half the self-inflicted damage from removing

colliatur shards from your body (minimum 1). With at least one minute of effort you can craft a melee weapon of your size made from a colliatur shard. This deals 3 points of Constitution damage and inflicts a -15 ft. penalty to your movement speed until the Constitution damage is healed. When using Pliable Parts, you may expend two rounds of uses per day to create a thrown weapon with a range increment of 20 feet from your hands.

Nimbus Wielder

The positive energy that suffuses you is so potent that it enhances your ability to cast positive energy spells and abilities. **Prerequisites:** Bringer of Light, caster level 1st,

#### colliatur. Benefits:

Whenever you cast a spell or use an ability that deals positive energy damage, you deal an additional number of points of positive energy damage equal to half your caster level. This does not increase hit point damage healed by positive energy spells or effects.

#### **Pliable Parts (Combat)**

You have a knack for combat that runs to your core and your warring biology reflects that. You've learned how to morph your very hands into blades, axe heads, and worse.

Prerequisites: Str 13, colliatur.

**Benefits**: For a number of rounds per day equal to your character level, you can transform your hands into any Medium-sized or smaller simple or martial melee weapon as a free action (any held objects fall to the ground). These rounds need not be consecutive. Your modified hands deal a type of weapon damage of your choice, chosen when you use this ability, but do not grant any other bonuses (such as reach). You cannot be disarmed. You are automatically proficient with any weapon created in this manner.

#### **Positively Infused**

Your body may bear a natural defense mechanism to the alien collective consciousness, but you surge with positive energy that greatly enhances your resistance to negative energy.

Prerequisites: Cha 13, colliatur.

**Benefits**: Your resistance to negative energy increases by 1. At 4th level and every four levels thereafter, it increases by 1 again.

### **COLLIATUR MAGIC ITEMS**

#### **CRYSTALLINE IMPLANT**

Aura moderate divination; CL 9th Slot none; Price 9,500 gp; Weight —

#### DESCRIPTION

This slim, crystalline object is extremely small, perhaps the size and shape of a fingernail. When implanted in the body of a creature (requiring a DC 30 Heal check), the creature can communicate with anyone likewise bearing a *crystalline implant* keyed to the same frequency. This effect functions as the *telepathic bond* spell, except it operates inside of an *antimagic field* (although under these conditions, its range is reduced to 30 feet). Keying *crystalline implants* to the same frequency requires a full-round action while all *implants* or creatures with *crystalline implants* are within 5 feet of each other.

CONSTRUCTION

**Requirements** Craft Wondrous Item, *telepathic bond*; **Cost** 4,750 gp

#### Adaptive Crystalline Implant

Aura strong abjuration; CL 12th

Slot none; Price 56,000 gp; Weight -

#### DESCRIPTION

This curious item looks much like a regular *crystalline implant*, except that it is jet black. A

*greater crystalline implant* is utilized in much the same way as its counterpart, but grants no *telepathic bond* or special consideration for *cure* and divination spells.

The bearer of a *greater crystalline implant* is granted immunity to indirect effects of the colloid; it never counts as difficult terrain for the wearer, and there are no drawbacks or ill effects from using *crystals of life* or *microfactes*.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, 30 colliatur shards of varying sizes, 10 lbs. of colliatur powder, *death ward, freedom of movement,* creator must be colliatur; **Cost** 28,000 gp

#### **Merciful Shard**

Aura faint conjuration; CL 3rd Slot none;; Weight –

Price varies by specific type:

- Lesser merciful shard: 250 gp
- Merciful shard: 500 gp
- Greater merciful shard: 750 gp

#### DESCRIPTION

This colliatur shard radiates visible magic, vibrating with a pleasant, serene sensation when touched. When wielded in one hand, a spellcaster can cast a prepared or known spell as though they had (prepared it or possessed) the Merciful Spell feat, but at +3 caster level. This does not increase the casting time or spell level, but it does expend the *merciful shard*. Normal merciful shards can be used with spells of 6th level or lower. Lesser merciful shards can be used with spells of 3rd level or lower, while greater merciful shards can be used with spells of 9th level or lower.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *cure light wounds*, creator must be a colliatur; **Cost** varies by specific type:

- Lesser merciful shard: 125 gp
- Merciful shard: 250 gp
- Greater merciful shard: 375 gp

### **COLLIATUR SPELLS**

#### **ALIEN SURGE**

School transmutation; Level cleric 3, druid 3, inquisitor 2, ranger 2, sorcerer/wizard 3, summoner 2

Casting Time 1 standard action

Components V, S, M (gem fragments)

Range personal

Target you

Duration 1 minute/level

Saving Throw Will negates (harmless); Spell Resistance no

You gain up to 3 points in temporary evolutions (as a summoner's eidolon) chosen when the spell is cast and for the duration of *alien surge*. For the purposes of these evolutions, your summoner level is equal to your caster level. You do not gain the ability to make any additional attacks from evolutions, regardless of what evolutions you choose. You must meet any prerequisites of the selected evolution.

#### **CRYSTAL EXPLOSION**

**School** evocation; **Level** sorcerer/wizard 3 **Range** long (400 ft. + 40 ft./level)

Target 20-ft.-radius spread

This spell otherwise functions as *crystal expulsion*, except that it targets an area and may be used at greater range.

#### **CRYSTAL EXPULSION**

School evocation; Level sorcerer/wizard 2 Casting Time 1 standard action Components V, S, M (glass shards) Range medium (100 ft. + 10 ft./level) Target one creature Duration instantaneous Saving Throw Reflex half; Spell Resistance yes

Crystalline shards explode from your arm and toward a target within range. With a successful ranged touch attack, the target takes 1d8 points of nonlethal damage per caster level (maximum 10d8).

#### **GREATER ALIEN SURGE**

**School** transmutation; **Level** cleric 5, druid 5, inquisitor 4, ranger 4, sorcerer/wizard 5, summoner 4

This spell functions as *alien surge*, except that you gain a total of 6 evolution points and may gain up to two secondary attacks.

#### Light of Knowledge

School divination; Level bard 2, sorcerer/wizard 3 Casting Time 1 standard action

**Components** V, S, M (gem valued at 40 gp or more)

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

**Target** you and two other creatures, +1 creature per 3 caster levels

**Duration** instantaneous

Saving Throw Will negates (harmless); Spell Resistance no

You and all other targets gather together in a circle and meld minds, pooling your collective memories in a matrix of light. You can attempt a number of Knowledge skill checks equal to half the total number of subjects. All targets automatically use the aid another action for these checks and use the highest Knowledge skill ranks plus the highest Intelligence modifier among the subjects to determine the total bonus to any Knowledge checks made from *light of knowledge*. You may use this spell to attempt a Knowledge check you have already failed, but you may not retry Knowledge checks already enhanced by the *light of knowledge* spell.

### Dødelig

These small stone skeletons caper about the Underworld, living immortal lives of abandon and casual investigation wherever they go. The only known locale that dødelig are sure to be found is the corpse of the Dracoprime—a mountainous subterranean expanse made from the draconic idol's dead body, buried far below the surface of Aventyr. The only things they take seriously are the uncovering of more of their kin and avoiding the colloid, an alien entity intent on the destruction of all undead.

### HISTORY

Dødelig are a race that were never intended by the gods of Aventyr—their creator was the lich Udødelig, a mad wizard intent on preserving the legacy of undead. Their existence is still something of an anomaly to the Underworld; the truth is that their entire species' animation owes as much to the *Great Schism* as it does *The Confluence*.

When the body of the Dracoprime fell upon the islands of the halflings during the *Great Schism*, countless small folk were instantly crushed to death under its mountainous corpse. The very marrow of their bones was forced into the stones under the draconic idol, simultaneously immersed in the potent and arcane energies of its passing. For centuries, their lifeless, crushed bodies remained, mystically ingrained within the very rock.

Udødelig was once a simple man, but came to be one of the first to successfully master the workings of magic before his mortal coil ran short. His distinction as the first lich of Aventyr did not at all go unnoticed by surface dwellers, and in his haste, he fled to the Underworld sometime after the *Great Schism*. For several decades, he enjoyed exploring the subterranean seas, jungles and emerging realms, eventually settling not far from the First Hive of the hoyrall, keen to see how their obvious plans for martial domination would play out.

*The Confluence* changed his demeanor considerably as the colloid arrived and threw

the insectoids into disarray. It didn't take long for Udødelig to realize the alien entity's intent to destroy all undead it encountered and he fled to the far reaches of the Underworld to plot, scheme and develop a means to combat the otherworldly threat or preserve his legacy. While he managed to enact one scheme that still puzzles the colloid to this day, the lich would never know the success or failure of his most vital contribution to the Underworld.

Unfortunately, the colloid is as persistent as it is pernicious and the lich was ill-prepared for the alien's attack, left encased entirely within its form and fighting a losing battle against its endless minions. In the farthest reaches of the mad wizard's undertower, Udødelig's skeletal familiar made a surprising discovery: the skeletons of halflings were magically fossilized within the very bedrock. Without recourse, the lich played at a gambit that ultimately cost him his very existence, but forever changed subterranean Aventyr.

Expending his own being in an arcane ritual of a potency unseen since the Progenitors, Udødelig spread his spark of undeath to each one of the halfling skeletons fossilized by the *Great Schism*, binding it to the very magics that infuse their calcified bodies.

The colloid was largely confused by this final tactic employed by Udødelig, but as the most powerful undead foe the alien had ever seen, the unusual strategy did not seem so impossible. Besides, it instantly found hundreds of undead souls to destroy created as a by-product of the lich's desperate attempt to escape. The otherworldly creature continues through the Underworld, undaunted by the few dødelig it encounters (if it notices them at all; the clever skeletons can fool it briefly, often just long enough to hide and escape).

While dødelig only very rarely remember any part of their life before transforming into undead, they are much like the mortal halflings they once were. Jovial, adventurous and well-suited for traveling the Underworld, these small, intelligent skeletons have become increasingly common across subterranean Aventyr not too long after
*The Confluence*. They are reckless, fearless, and durable despite their size, but penultimately concerned with entertaining themselves.

Their settlements are likely to sprout anywhere literally; it is said that the Dracoprime's fall and the energies dispersed by its destruction flung debris (and settlements) across Aventyr, each imbedded deep within the earth by the gargantuan inertia that carried them through the sky. The chief concern of the dødelig is the preservation of their kind, leaving them to be surprisingly martial when there is a demand for it and encouraging them to search for their kin with regularity as they wander the Underworld.

**Physical Description**: Dødelig are identical to halfling skeletons, save that they are not made of bone. Their bodies are composed of variously colored stone writhing with a dark blue hue of the magical energies that sustain them. A dødelig's body is made of whatever stone its skeleton was once encased within, a by-product of the marrow they once had centuries before and the mystical powers enacted upon it.

**Society**: The dødelig are loyal to one another without exception, valuing the life of every member of their race as if it were their own. The devotion dødelig show to one another creates tightlyknit social groups that ensure the safety of their settlements. Despite their light-hearted natures, they are instinctively aware of the massive danger the colloid poses to all of them and are woe to ever drop their guard lest it destroy them and their kin.

Once having been halflings, their love of surprise, pranks and merriment is not entirely surprising, but surface-dwellers especially find them to be off-putting. Musicians and artists of all kinds from both Surface- and Underworld are shown particular reverence for their much sought after talents.

**Relations**: Initially it is hard for members of any race to befriend the dødelig—save the enlightened and the necromancers, most of the peoples in Aventyr react poorly to undead, intelligent or not. This is not to say that dødelig are unkind; they are in fact often quite amicable, even if their appearance does engender fear.

Alignment and Religion: Dødelig take after the essence of the soul that granted them a second chance at existence and are only rarely an alignment that is not Chaotic, though only halflings that were truly devoted to their beliefs or possessed unparalleled resolve during life can count themselves among their number. The dødelig are not sure how they came to be or what they ought to worship, and pay tributes to deities determined by their whimsy more than anything else. Still, some find a kinship in the Dark Governess, Nearru, becoming clerics or oracles in her name.

Adventurers: Becoming an explorer is a required obligation placed upon every dødelig as soon as they are freed from entombment. The ghostly remains of the traveler's blood still haunt their stone bones, but more importantly, all dødelig are charged with uncovering more of their kin in the Underworld. Once one is found, more are certain to be nearby and every undead settlement carries the name of its founder and savior in respect. While they might not excel as warriors or barbarians, dødelig are suited for any spellcasting class and are exceptional rogues or very rarely—monks.

**Names**: Dødelig don't really identify very strongly with gender, and both "sexes" use the same names; Bonk, Cain, Dack, Gazz, Herbet, Irk, Jurgen, Kynt, Lim, Thunk, Xot, Ziz

**Age**: Dødelig are undead and are effectively immortal; they do not accrue age bonuses or penalties.

### Dødelig Scaling Advice

The fun and joyous dødelig are one of the most unique races out there and while their undead-like immunities look significant on paper, in play, they are also fragile due to their quasi-undead nature. Thus, their power-level is no significant issue here; more important would be the focus of the campaign:

# Dødelig Racial Traits

+2 Dexterity, +2 Wisdom, -2 Strength: Dødelig are quick and perceptive, but physically weak. Not Quite Undead Yet: Dødelig are small skeletons made of calcified stone. They do not receive a Constitution score and instead use their Charisma score when calculating hit points, Fortitude saves, and any special ability that relies on Constitution. They are immune to bleed damage, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, exhaustion, fatigue, energy drain, damage to any physical ability scores, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Dødelig are harmed by positive energy and healed by negative energy; they do not risk death from massive damage, but are immediately destroyed when reduced to 0 hit points or fewer. They are unaffected by *raise dead* and *reincarnate* spells and abilities, and when targeted with a *resurrection* or *true resurrection* spell, they lose all racial traits and are turned into a halfling. Unlike standard undead, dødelig do not have immunity to mind-affecting effects; when targeted by a mind-affecting effect, a dødelig is considered to be a humanoid (halfling) (thus *charm person* and similar spells can be used to target dødelig).

**Small**: Dødelig are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat

Maneuver Defense, and a +4 size bonus on Stealth checks. **Speed**: Dødelig are quick on their feet and have a base speed of 30 feet.

**Darkvision**: Dødelig can see in the dark up to 60 feet. **Skeletal Damage Reduction**: The skeletal nature of the dødelig grant them damage reduction 5/bludgeoning.

**Stonecunning**: Dødelig receive a +2 bonus on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, whether they are actively looking or not.

**Stone Body**: If targeted by a spell that disrupts or otherwise transforms stone (such as *soften earth and stone, transmute rock to mud*, or *stone to flesh*), a dødelig takes damage equal to the caster level plus the spell level and is *slowed* as per the spell for a number of rounds equal to the spell's level. A Fortitude save (DC equal to 10 + spell level + spellcaster's spellcasting attribute modifier) reduces this damage to half and negates the *slow* effect.

**Light Blindness**: Abrupt exposure to bright light blinds dødelig for 1 round; on subsequent rounds, they are dazzled as long as they remain in the affected area. **Vulnerability to Sunlight**: A dødelig takes 1 point of Charisma damage after every hour it is exposed to sunlight. When their Charisma score is reduced to 0 or below, a dødelig is destroyed.

**Dark and Light**: Once per day as an immediate action, a dødelig can treat negative and positive energy as if it were a living creature, taking damage from negative energy and healing damage from positive energy. This ability lasts for 1 minute once activated.

**Languages**: Dødelig begin play speaking Common and Undercommon. Dødelig with high Intelligence scores can choose from the following list: Draconic, Dwarven, Elven, and Halfling.

*For grittier games:* The dødelig can work surprisingly well in a gritty game; if a decreased power-level for the race is desired nonetheless, changing their type to humanoid (eliminating the not quite undead yet trait, but retaining their quasinegative energy affinity) and providing a +2 bonus to saves to 2 things they'd usually be immune to, would help. If diseases or similar effects they'd be immune to are a central plot-element, that can be easily excluded from their racial traits. Stonecunning can be eliminated while keeping the racial flavor intact. Do, however, leave the skeletal damage reduction unless you're sure you know what you're doing: The dødelig are fragile.

For high-fantasy games: The significant array of immunities of the dødelig are balanced with serious drawbacks: Making them easily healed via channel energy and positive energy will make them easier to keep "alive" and getting rid of the drawbacks similarly should help—high-powered games may wish to allow the dødelig to grant the benefits of the day rambler racial paragon class over the levels for free. Getting rid of the "destroyed at o hp" caveat eliminates the fragility of the race, if that is a concern in your game.

### Dødelig Communes

The free-spirited, boisterous nature the dødelig once knew as living beings persists with them still. While it might be an initially disturbing experience, once a surface-dweller has spent a little time around dødelig, their frightening undead appearance becomes less noticeable. What their settlements do and how they run, however, often leave travelers mystified for quite some time after their departure. All dødelig societies have a militaristic bent and artistic drive to entertain; sometimes these two qualities are in balance, but often one overtakes the other. Some dødelig communes are rampant parties that last all day, night, week and month (if they ever stop at all!), while others are like massive thespian colleges, far unlike their highly codified,

#### **Dødelig and attributes**

The dødelig are a race without a Constitution score, and require some slight changes to the ability score generation methods. Some suggested options are as follows, corresponding to the five standard methods.

**Standard**: Roll 4d6, discarding the lowest result as normal, and sum the results, but only do this five times, and assign them as you see fit, skipping Constitution.

**Classic**: Roll 3d6 and sum the results five times, and assign them as you see fit, skipping Constitution.

**Heroic**: Roll 2d6 and add 6 to the sum of each. Do this five times and assign them as you see fit, skipping Constitution.

**Dice Pool**: Instead of a pool of 24d6, races without Constitution get a pool of 20d6 to assign to the ability scores, except for Constitution. These characters still must assign a minimum of 3d6 in each of the other ability scores. Increase the number for high-powered games.

**Purchase**: When using the purchase method for ability scores, assume members of races without Constitution have a Constitution score of 10 and buy the rest of the abilities normally using the points allocated for the campaign's power level. strictly artistically segregated counterparts. These latter settlements have become obsessed with uncovering the complete origins of their race and seeing the dødelig propagate across Aventyr, sometimes at the cost of their living kin. Halflings and gnomes must remain wary of some dødelig communes; a successful Knowledge (religion) check (DC 20 - settlement's size modifier x2) is enough for them to realize whether they too might soon lose their lively qualities.

### **RACIAL SUBTYPES**

Dødelig come in a variety of different colors, their magically imbued stone bodies morphing to fit the sediment around them. Most dødelig are white limestone, but there are black slate dødelig, tan sandstone dødelig and a kind of the small undead folk in virtually every different type of stone in Aventyr.

### FAVORED CLASS OPTIONS

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, dødelig have the option of choosing from other bonuses, depending upon the character's favored class. The following options are available to all dødelig who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

**Alchemist**: Add +1/3 negative energy damage to the alchemist's bombs. This bonus damage only applies to targets of a direct hit.

**Barbarian**: Add +1/3 to Fortitude and Will saves while raging.

**Bard**: Add 1 round to the bard's daily allotment of bardic performances.

**Cavalier**: Add +1/2 bonus damage to attacks made as part of a charge.

**Cleric**: Add +1/3 to the cleric's level when determining the potency of channel energy.

**Druid**: Add +1/3 to the druid's caster level when casting spells with the earth descriptor.

**Fighter**: Add +1 to the fighter's CMD when resisting grapple and disarm combat maneuvers.

**Inquisitor**: Add +1/3 to the inquisitor's caster level when determining the potency of a chaos domain or undead domain ability. This does not grant the inquisitor abilities earlier than they would normally have access to them, it only enhances abilities they already have.

**Magus**: Add  $+\frac{1}{4}$  bonus negative energy damage and gain  $+\frac{1}{4}$  to attacks when using spell combat and standing on stone.

**Monk**: Add +1/4 dodge bonus to AC when the monk is standing on stone.

**Oracle**: Add +1/3 to the oracle's caster level when determining the potency of abilities granted by the bones mystery. This does not grant the oracle access to abilities earlier than normal, it only enhances abilities they already have.

**Paladin**: Add +1/2 to checks made to resist positive energy.

**Ranger**: Add +1 to Survival checks and an additional +1 to Survival checks to track when underground.

**Rogue**: Add +1 to Stealth checks and an additional +1 racial bonus Stealth checks to hide when underground.

**Sorcerer**: Add +1/3 to the sorcerer's caster level when determining the potency of abilities granted by the undead bloodline. This does not grant the sorcerer access to abilities earlier than normal, it only enhances abilities they already have.

**Stonespeaker**: Learn +1/5 of a stone lore.

**Summoner**: Add +1/4 evolution points to the summoner's eidolon. Evolution points gained this way must be spent on undead evolutions.

Witch: Add +1/2 to the witch's caster level when determining the potency of the fortune and misfortune hexes.

**Wizard**: Learn one spell that specifically affects undead (via negative energy, positive energy, or because of their specific type). This spell must be at least one level lower than the highest level the wizard can cast.

40



### DAY RAMBLER (PARAGON CLASS)

Day ramblers loved the sun when they were alive, and the memory of its warm caress constantly haunts them. They go through countless exposures to sunlight in order to acclimate themselves to its effects, and those that can endure its scorching touch eventually learn not to fear it at all.

**Role**: The dødelig are an extremely fun race, but unfortunately aren't totally accessible as undead that take damage in the sunlight. The day rambler paragon class is for PCs that want to play a dødelig that is not solely confined to shadow. Their enhanced dark to light ability also makes it easier for dødelig to be companion to a party of living PCs and the bonus to natural armor allows them a little extra toughness to deal with the (mechanical) frailty of being undead. **Race**: Dødelig are the most common day ramblers, but other skeletal undead with Intelligence scores and weaknesses to daylight might also take this class. Undead that lack one of these traits (such as vampires) do not qualify.

Hit Die: d10.

Requirements

Race: Dødelig. Skills: Survival 2 ranks. Feats: Great Fortitude, Iron Will.

Class Skills

The day rambler's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Escape Artist (Dex), Knowledge (nature) (Int), Perception (Wis), Stealth (Dex), and Survival (Wis).

Skills Ranks at Each Level: 2 + Int modifier.

#### Class Features

Weapon and Armor Proficiencies: A day rambler receives no proficiency with any weapons or armor.

**Natural Armor**: At 1st level and every day rambler level thereafter, the day rambler's natural armor bonus increases by +1 (to a maximum of +3 at 3rd-level).

**Maximum Exposure (Ex):** At 1st level, a day rambler's body becomes resistant to sunlight. The maximum amount of Charisma damage he can take during a single day from his vulnerability to sunlight is equal to 3 minus their day rambler level.

Level	Base Attack Bonus	Fort	Ref	Will		llClass r Abilities
1st	+0	+1	+0	+1	+1	Maximum exposure
2nd	+1	+2	+0	+2	+2	Enhanced dark to light, Sharp Hands
3rd	+1	+3	+1	+3	+3	Adjusted eyesight, fully undead

At 3rd level, they no longer have vulnerability to sunlight.

Enhanced Dark to Light (Ex): At 2nd level, and again at 3rd level, a day rambler can use their dark to light ability an additional time per day. Additionally, dark to light ability now lasts for a number of minutes equal to their day rambler level.

**Sharp Hands:** The day rambler receives Sharp Hands as a bonus feat. If he already has claw attacks, increase their damage die by one step (from 1d3 to 1d4, 1d4 to 1d6, 1d6 to 1d8, and so on).

**Adjusted Eyesight (Ex):** At 3rd level, a day rambler's eyes become fully re-adjusted to the surface. They no longer possess the light blindness weakness.

**Undeath (Ex):** At 3rd level, a day rambler becomes fully undead and gains immunity to mind-affecting effects.

## Mirthful Mariachi (Bard Archetype)

The dødelig have lived and died at the whims of magic, but that did not stop their songs. It did, however, inspire a brand of bard that does not employ spellcasting. With a combination of a gun and an instrument, grit and a tune, these gunslinging bards have specialized in utilizing masterpieces in a unique manner.

Weapon and Armor Proficiency: Mirthful mariachis are proficient with simple weapons and all firearms. They are also proficient with light and medium armors and shields (but not tower shields).

**Skill Ranks Per Level:** 4 + Intelligence modifier.

**Death's Fiddle:** At 1st level, a mirthful mariachi gains one of the following firearms of her choice: blunderbuss, musket, or pistol. Her starting weapon is battered, and only she knows how to use it properly. All other creatures treat her gun as if it had the broken condition. If the weapon already has the broken condition, it does not work



at all for anyone else trying to use it. This starting weapon can only be sold for scrap (it's worth 4d10 gp when sold). The mirthful mariachi also gains Gunsmithing as a bonus feat. Additionally, the firearm is modified and integrated into an instrument of the mirthful mariachi's choice, doubling as firearm and as an incredibly versatile instrument. The mirthful mariachi may, as a fullround action, change the type of Perform skill that can be used with her death's fiddle for the purpose of bardic masterpieces—she can, for example, make the death's fiddle a percussion instrument, when it was used before as a wind instrument. This replaces cantrips.

**Master of All Instruments (Ex):** The mirthful mariachi's death's fiddle is flexible for a reason—the mirthful mariachi has, by virtue of

her undeath and centuries of entombed boredom, realized that music literally is everywhere and in everything: She does not distinguish between different Perform skills for the purpose of bardic masterpiece prerequisites or activation. Any skill ranks invested in Perform are treated as though they have been invested in all instrument-based Perform skill types for the purpose of prerequisites of bardic masterpieces, but not for the purpose of other prerequisites or the versatile performance class feature.

**Grit (Ex)**: A mirthful mariachi makes her mark upon the world with a song and guns a-blazing, blending both in unique ways. Some mirthful mariachis claim that existence's melody guides them, but it's more likely that the volatile nature of both firearms and fiery rhythms simply caters to the right kind of undead. Whatever the reason, all mirthful mariachis have grit. In game terms, grit is a fluctuating measure of a mirthful mariachi's ability to perform amazing actions in combat. At the start of each day, a mirthful mariachi gains a number of grit points equal to her Wisdom modifier (minimum 1).

Her grit goes up or down throughout the day, but usually cannot go higher than her Wisdom modifier (minimum 1), though some feats and magic items may affect this maximum. A mirthful mariachi spends grit to accomplish deeds and regains grit in the following ways:

- **Critical Hit with a Firearm**: Each time the mirthful mariachi confirms a critical hit with a firearm while in the heat of combat, she regains 1 grit point. Confirming a critical hit on a helpless or unaware creature or on a creature that has fewer Hit Dice than half the mirthful mariachi's character level does not restore grit.
- **Optional Rule: Daring Act**: Each time a mirthful mariachi performs a daring act, she can regain grit. As a general guideline, a daring act should be risky and dramatic. It should take a good deal of guts, and its outcome should have a low probability of success. If it

is successful, the mirthful mariachi regains 1 grit point. Before attempting a daring act, the player should ask the GM whether the act qualifies. The GM is the final arbiter of what's considered a daring act, and can grant a regained grit point for a daring act even if the player does not ask beforehand whether the act qualifies.

This replaces bardic knowledge.

**Deeds:** Mirthful mariachis treat their mirthful mariachi level as their gunslinger level for the purpose of determining when they gain access to gunslinger deeds as well as for the purposes of feat prerequisites, with the following modifications:

*Gritty Song (Ex):* At 1st level, by gritting her teeth, a mirthful mariachi may, as a standard action, expend 1 grit point to regain 2 rounds of bardic performance. This replaces the deadeye deed.

*Gritty Masterpiece (Ex):* At 7th level, a mirthful mariachi may expend 1 grit point to reduce the activation cost of her bardic masterpieces by 3 rounds of bardic performance per round, to a minimum of 0. A mirthful mariachi can choose every round to continue spending grit points to reduce the cost to start or maintain the masterpiece. This replaces the dead shot and targeting deeds.

This ability replaces countersong, inspire competence, and inspire heroics.

**Mirthful Masterpiece Specialist (Ex):** Whether due to being in love with firearms or due to some other quirk of fate, mirthful mariachis prove to be terrible at weaving magic. However, at the same time, they seem to have an innate understanding regarding the most complex and powerful of bardic masterpieces. A mirthful mariachi receives a mirth pool containing mirth points equal to the mirthful mariachi's Charisma modifier, plus an amount determined by the mirthful mariachi's class level. (See Table: Mirth Points) The mirth pool refreshes after 8 hours of uninterrupted rest. A mirthful mariachi may spend mirth points in a variety of ways. Costs of the respective uses stack.

- A mirthful mariachi may spend 1 mirth point per 2 mirthful mariachi class levels (minimum 1, rounded down) to regain an expended round of bardic performance as a swift action (see Table: Mirth Points). For example, a 5th level mirthful mariachi would have to expend 2 mirth points to regain one round of bardic performance.
- A mirthful mariachi may spend 10 mirth points to regain 1 grit point as a move action.
- A mirthful mariachi may learn a bardic masterpiece by reducing his mirth pool size by an amount equal to the masterpiece's cost in of the spell known's level to be sacrificed. If a masterpiece for example has a cost of a 3rd level bard spell known, a mirthful mariachi may reduce his mirth pool size by 3 to satisfy this cost. He still must meet the prerequisites, though. Upon resting, the reduction and mirth pool size reset and access to the masterpiece is lost. A mirthful mariachi may only have a total of 1/2 his class level (minimum 1, rounded down) individual masterpieces at any given time via this ability, regardless of mirth pool reduction.
- A mirthful mariachi performing a bardic masterpiece may pay the activation cost in bardic performance rounds directly via mirth points. An activation cost of 2 rounds of bardic performance would cost 2 mirth points, for example.
- Amirthful mariachimay decrease the activation time required by a bardic masterpiece by 1 full round for every 3 mirth points she expends, to a minimum of 1 full round or the bardic masterpiece's activation, which ever is lower.
- Whenever the mirthful mariachi receives damage that would destroy her, she may, as an immediate action, reduce the damage she is about to take by 2 hit points for every mirth point she spends.

This replaces spellcasting.

Level	Mirth Pool Size	Bardic Performance regain cost
1st	1	1
2nd	2	1
3rd	3	1
4th	5	2
5th	7	2
6th	10	3
7th	13	3
8th	18	4
9th	22	4
10th	26	5
11th	33	5
12th	39	6
13th	44	6
14th	53	7
15th	61	7
16th	67	8
17th	78	8
18th	88	9
19th	99	9
20th	105	10



# Dødelig Equipment

Dødelig have access to the following equipment.

#### Dødelig Instrument Bandolier

#### Price: 50 gp; Weight: 2 lbs.

Cheerful and full of mirth, the dødelig enjoy bringing music into battle. Unfortunately, not everyone seems to agree and so the instrument bandolier was born. The bandolier features a selection of semi- elastic straps tautly attached to an instrument and up to two light or finesse melee weapons. The dødelig wire these straps through their ribcages, and only dødelig can use an instrument bandolier. As an immediate action a dødelig wearing these straps can let go of a held instrument, sheathing it in the bandolier and drawing up to two weapons. Similarly, the weapons can be sheathed and the instrument drawn. Pulling the straps of the harness taut requires 1 minute of uninterrupted preparation. A bandolier can be used up to 10 times before the straps need to be drawn taut again. Using a bandolier to draw or sheathe weapons or instruments does not provoke attacks of opportunity. Each strap has hardness 2 and 10 hit points. A bandolier that loses one strap is considered to be broken, and a bandolier that loses two straps is destroyed.

#### **Bone Overbrella**

#### Price: 50 gp; Weight: 3 lbs

This simple but essential device is much like an umbrella, but made from a durable canvas that stretches across fibulas and tibulas with a femur that makes up its handle. A dødelig using a bone overbrella has its speed reduced by -5 feet, takes a -4 penalty to Stealth checks, and must wield the item in one of their hands, but they do not take any Charisma damage while exposed to sunlight. Opening or closing a bone overbrella is a fullround action that provokes attacks of opportunity.

The canvas of a bone overbrella has hardness 3 and 5 hp, and is rigid (its shape never changes).

A masterwork bone overbrella is capable of closing or opening with a swift action. Opening a masterwork bone overbrella does not provoke attacks of opportunity.

### Bone Xylophone

### Price: 600 gp; Weight: 6 lbs.

This instrument has two metal stands that fold out and two leather straps to wear around the shoulders. A descending series of bones lay parallel to one another, each emitting a different, eerie sound when struck. Bone xylophones are made from the bones of destroyed dødelig, and every musical note from one of these unique masterwork instruments resonates with the primal magic of their race. A bardic performance using a bone xylophone receives a +2 bonus when used to fascinate.

#### **Obsidian Sling Bullets**

#### Price: 10 sp; Weight: -

These stones are little more than ideally sized obsidian shards. Throwing or loading a weapon with an obsidian sling bullet deals 1 point of slashing damage if the wielder is not wearing a gauntlet. An attack with an obsidian sling bullet deals an additional 2 points of slashing damage on a successful hit.

## **Dødelig Feats**

#### Blend

Your stone body can become indistinguishable from the rocky caves of the Underworld and you've learned how to make the greatest use of it. By standing completely still, you become one with your surroundings and virtually invisible to any that might have seen you otherwise.

Prerequisites: Stealth 10 ranks, dødelig.

**Benefits**: You can take a full-round action to blend in with your surroundings if you are inside of rocky terrain, granting you a +10 circumstance movement or any other actions. This Stealth check may be made even while being observed.

#### **Forgiving Cheekbones**

While you might not be a halfling anymore, in the right light some mistake you for one. The ample bone structure of your face is extremely similar to that of your living kin, making disguising yourself as a small folk an easier task for you than it is for other dødelig.

#### Prerequisites: Cha 13, dødelig.

**Benefits:** You gain a +6 racial bonus to disguise yourself as a halfling, and do not receive the penalty for disguising yourself as a member of another race when you do so.

#### **Dødelig Freeze**

The ease with which you hide is remarkable; your abilities are no longer confined to the caverns of Aventyr and may be employed as swiftly as any blade.

Prerequisites: Blend, Stealth 15 ranks, dødelig. Benefits: You can take a standard action to blend in with your surroundings, granting you a +20 circumstance bonus to Stealth checks so long as you take no movement or any other actions.

#### **Lasting Vanity**

The magic coursing through your bones retains much of who you once were. Your past is ingrained within your soul, and you can momentarily regain the youthful appearance you once knew as a living creature.

Prerequisites: Cha 15, Forgiving Cheekbones, Old Life, dødelig.

Benefits: You can assume the appearance you once had as a living, breathing halfling (and only that appearance). You gain a +10 racial bonus on Disguise checks made to appear as your old, halfling self. Changing your shape is a standard action. This trait otherwise functions as the alter self spell, save that you do not adjust your ability

bonus to a Stealth check so long as you take no scores. You may assume your old appearance for ten minutes a day per character level. This ability must be used in ten minute increments, but these increments need not be consecutive.

#### Lucky Find

Some of that old halfling luck persisted, apparently, because you woke up with a huge ore of gold in your ribcage.

#### Prerequisites: Dødelig.

Benefit: You begin play with three times the normal amount of starting gold for a 1st-level character. Increase the bonus to Perception checks from Stonecunning to +4.

Special: If taken by a character created at a level beyond 1st, retroactively increase their starting gold by 5%.

#### **Old Life**

You remember bits and pieces of your past. Although much of it is still a mystery to you, some facts and old skills come naturally to your mind.

Prerequisites: Wis 13, dødelig.

Benefits: You gain a +2 racial bonus to any two Knowledge skills and a +4 racial bonus to any one Profession skill. These skills are always class skills for you. If you have 10 or more ranks in one of the skills, the bonus granted to the skill by this feat increases to +4 or +8, respectively.

#### Sharp Hands (Combat)

Your finger bones have become sharpened by countless hours of digging through earth and stone.

Prerequisites: Str 15, dødelig.

Benefits: You gain two claw attacks that deal 1d4 points of piercing damage. These are secondary natural attacks.

# **Dødelig Magic Items**

#### **Charm of Vital Inference**

**Aura** faint transmutation; **CL** 3rd **Slot** wrist; **Price** 7,500 gp; **Weight** –

#### DESCRIPTION

This grisly collection of mummified fingers is created from the preserved digits of five different humanoids, all varying races and ages. Any undead creature wearing a *charm of vital inference* has their aura suppressed, making them immune to the *detect undead* spell.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *detect undead*, *hide from undead*; **Cost** 3,750 gp

#### **Dødelig Bone Chime**

Aura strong enchantment; CL 16th Slot none; Price 34,600 gp; Weight 2 lbs.

DESCRIPTION

This collection bones seems to hang from its handle on invisible strings. When played as a standard action, all creatures within 30 feet of the wielder must succeed on a DC 19 Will save or be compelled to do nothing but dance for 1 round (as the *irresistible dance* spell). A *dødelig bone chime* can be used up to four rounds per day, but these rounds cannot be consecutive.

CONSTRUCTION

**Requirements** Craft Wondrous Item, *irresistible dance* (6th lvl bard spell); **Cost** 17,300 gp

#### **Dødelig Bone Token**

Aura moderate necromancy; CL 6th Slot none; Price 9,900 gp; Weight —

DESCRIPTION

This diminutive bone digit hangs from a simple black leather cord. On the tiny token is extremely minute, detailed scrimshaw of a mage raising numerous skeletons. The owner of a *dødelig bone token* treats their caster level as one higher for all spells of the necromancy school. Three times per day the *token* can cast *detect dødelig*.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *detect dødelig*; **Cost** 4, 950 gp

#### **GROUND DØDELIG REMAINS**

Aura none; CL 5th Slot none; Price 600 gp; Weight 1 lb. DESCRIPTION

In the unfortunate (and not uncommon) occurrence that a dødelig is crushed to the point of destruction, their remains are of great value to their brethren. When dispersed across an object or creature of Medium size or smaller (1 lb. worth), *ground dødelig remains* completely suppress any magical auras present on them without inhibiting the magics themselves. This effect lasts for a number of days equal to half the dead dødelig's Hit Dice (minimum 1 hour).

CONSTRUCTION

**Requirements** Craft Wondrous Item, remains of a dødelig, *nondetection*; **Cost** 300 gp

## **Dødelig Spells**

#### **DETECT DØDELIG**

**School** necromancy; **Level** alchemist 1, bard 1, cleric 2, druid 2, inquisitor 1, paladin 1, ranger 1, sorcerer/wizard 2

Casting Time 1 standard action

**Components** V, S, M (gem valued at 50 gp or more)

Range 120 ft.

Area cone-shaped emanation

**Duration** concentration, up to 10 minutes/level (D)

#### Saving Throw none; Spell Resistance no

This spell functions much like *detect magic* with a few key exceptions. In addition to having a greater range and longer duration, *detect dødelig* can penetrate barriers, but 1 foot of stone, 1 inch of common metal or 3 feet of wood or dirt only impedes it. For every foot of stone, inch of metal or 3 feet of wood blocking a *detect dødelig* spell, reduce its range by 5 feet.

47

#### DØDELIGATION

**School** transmutation; **Level** sorcerer/wizard 3 **Casting Time** 1 standard action

**Components** V, S, M (boots sized for a Medium creature)

Range touch

**Target** you and two other undead creatures (see text) **Duration** 1 minute/level (D)

Saving Throw Fortitude negates (harmless); Spell Resistance no

As part of the casting of this spell, you join the bodies of yourself and two other similar willing or mindless undead creatures (either dødelig, Smallsized skeletons or Medium-sized skeletons). Your size increases to Large, granting you a +8 size bonus to Strength, a +4 natural armor bonus to AC, a primary natural slam attack that deals 1d10 bludgeoning damage, 2 temporary hit points per caster level (maximum 20), and a -4 penalty to Dexterity. The other two creatures formed into your body have heads that poke out on either side from you and if capable of speech, may do so freely, but can take no other actions. If you are dropped to o hit points or less, the spell immediately ends and the two other creatures appear beside you, completely unharmed.

#### Dødeligation, Greater

School transmutation; Level sorcerer/wizard 6 Casting Time 1 standard action

**Components** V, S, M (boots sized for a Medium creature)

Range touch

**Target** you and tup to 6 other undead creatures (see text)

#### Duration 1 minute/level (D)

Saving Throw Fortitude negates (harmless); Spell Resistance no

As *dødeligation*, but you may join with six other creatures to increase your size to Huge. The size bonus to Strength increases to +12, the natural armor bonus increases to +6, the base slam attack damage increases to 2d8 and the size penalty to Dexterity becomes -6.

#### **Dødelig Transformation**

School transmutation; Level alchemist 5, bard 5, cleric 7, druid 7, sorcerer/wizard 7

Casting Time 1 full-round action

**Components** V, S, M (a diamond worth 3,000 gp)

Range touch

Target one halfling

**Duration** permanent

Saving Throw Fort negates; Spell Resistance no

This extremely potent spell is known to only a few dødelig, and for good reason. It can permanently transform a normal, living halfling into a dødelig. Their type changes to undead and they lose all halfling traits and qualities, gaining dødelig traits and qualities instead.

#### HISTORIC RESEMBLANCE

School abjuration; Level alchemist 2, bard 2, cleric 3, druid 3, inquisitor 2, paladin 2, ranger 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (piece of skin tissue)

Range personal

Target you

Duration 10 minutes/level

Saving Throw Will negates (harmless); Spell Resistance no

For the duration of this spell, treat your type as though you were a normal humanoid (halfling) for the purposes of spells and magical effects (such as *enlarge person*). When the duration of this spell ends, any spells or effects that depend on your type being humanoid (halfling) that are active on you immediately end.

# DRAAKI

The draaki were once a proud race of enchanted beings that ruled over the Underworld without peer, taming even the great dragons. Their entire species, however, came to a calamitous end and were transformed in a disastrous series of events that took them from the heights of power to the depths of negligence, their civilizations gone and their peoples reduced to a nomadic existence in the endless caves of Aventyr. The draaki's strong resemblance to their former slaves grants them formidable abilities, but also marks them to other Underworlders as the failed race, considered weak and ripe for abuse.



# HISTORY

The true originator race of the Ruins of the Rift is long forgotten, but the traces of their power and influence remain throughout the Underworld. From the drow to the dwarves, all the subterranean civilizations were affected by the Progenitors, for it was them that tamed the many primal dragons that kept their lairs below the surface. Using arcane magics long forgotten to all Aventyr, they subjugated the primal dragons to their will, using them to carve out entire regions for colonization, re-route the thousands of magma flows throughout the stone and destroy thousands of the untold prehistoric monsters that once roamed the countless caverns miles under the surface. This, *The Grand Sculpting*, made the Underworld into what it is today.

Their obsession with the primal dragons eventually became the originators' undoing. In an intricate plan that crossed the span of centuries before reaching fruition, the draconic slaves enacted their revenge. Promising far greater powers and abilities, one of each of the primal dragon types offered up their soul to the Progenitors in a ritual that would transform every member of their race. This carefully planned and perfectly manipulated ruse instead revoked the powers that once allowed them to bind and control the primal dragons, transforming each of their species into a strange amalgamation of reptilians that only barely resembled their supposed creators: draaki. Baffled, caught largely unaware and temporarily sapped of strength and will by their transformations, they proved to be no match for the freed primal dragons, which quickly fled into the Underworld to recoup their strength-or so it seemed.

Meanwhile, the terrifying true threat hatched by the primal dragons began to stir and the Dracoprime gathered strength. Hours after the disastrous calamity, the draaki were thrown into total disarray as the mountainous creature began to rise from the depths, crafted over hundreds of years by thousands of dragons, hidden from the Progenitors by the gitwerc, it instantly destroyed most of their civilization as it rose from the Underworld. With little recourse, the high mages of the draaki that remained enacted a ritual that called out a plea which shook the Planes, killing each instantly as a buzzing, resonating voice answered their desperate cry for help. The Dracoprime's skull instantly erupted with thousands of small insectile humanoids—the hoyrall—and the immediate threat to the forever cursed draaki came to a quick end.

The primal dragons, however, were not even close to sating their thirst for vengeance (and in truth, they never will) and they did not rest long after the destruction of their idol. The subterranean civilizations of the draaki quickly fell to the claws of their former slaves and eventually the reptilians retreated into The Rifts, their scant sorcerers and high enchanters enacting one final ritual to grant their people solace against the draconic menace. In the hollowed-out magma tunnels below the Fungi Forest, the Draaki Caverns, they have lived peacefully for centuries and only the bravest and most inquisitive of the primitive tribes sets out into the Underworld (and their return is a rare and celebrated event.)

The draaki have five distinctive subtypes, each emblematic of one or another trait belonging to underworld dragons. Traditionally they have gotten along, but the numbers of the draaki are swelling and tensions rise as game grows scarce and the need to expand into the Underworld grows. They once had the ability to assume the shape of any humanoid (as a dragon does) but became so complacent with impersonating the nearby drow of the emerging Holoth that now they can only assume the form of a dark elf.

**Physical Description**: These reptilian humanoids stand a head higher than a man but are truly much taller from toes to snout, craning their thick necks forward in a constant stoop. Their bodies are exceptionally powerful and graceful, and they have a surprising magnificence granted by a potent echo of their former grand presence.

**Society**: The draaki each have different cultural traditions reminiscent of the practices of tribute they were once made to pay to their former

draconic slaves as tensions between each dispersed. Reaching adulthood is an event celebrated by the entire settlement, as the many dangers of the Underworld still prey on the draaki for their ancestral doings, even if their former slaves have abated. Survival and martial disciplines thrive, and they greatly value any member with the magical talents they all once possessed.

Relations: First and foremost, the draaki are paranoid-many Underworlders still bear them ill will and their suffering never seems to end. This overriding instinct to remain paranoid serves them well, however, and they continue to survive despite their tribal practices and lack of proper civilization. Using their ability to blend as drow, they move about the society of the Underworld and trade the valuable ores they find emerging in the decaying bedrock for weapons, tools and goods they cannot produce on their own. The draaki's natural presence gives them an advantage in this charade and they are raised to be deceitful of their true identities. When found out they become skittish and fearful, but when their trust is fully gained they prove to be capable allies well-versed in the dangers of the Underworld.

Alignment and Religion: While they aren't all of Chaotic alignment, most draaki tend to be. Whether they abandoned their gods or if they themselves were abandoned, they don't worship any specific deity, though draaki particularly value both community and nature.

Adventurers: Draaki adventurers are more likely to be exploring Aventyr by necessity rather than a desire to do so. Still, once they've ignited their inner passion for dominating the Underworld, it is difficult for them to stay in place for too long. The draaki make phenomenal sorcerers or oracles, and although extremely rare, paladin draaki are legendary in their prowess.

Male Names: Getzrai, Lyrvak, Kortehn, Retzgar, Saygwyk, Verja

**Female Names**: Aslaug, Gro, Oydis, Pernille, Rygna, Sunyyva

# DRAAKI RACIAL STATISTICS

+2 Strength, +2 Dexterity, +2 Constitution, -2 Wisdom: The spawn of an ancient, unknown race and dragons, draaki are extremely well-built. Unfortunately, the cataclysmic alterations of their race have slightly damaged their minds, and many of their elders are last seen going on The Long Walk, bereft of their senses and left to wander the Underworld until they meet their end.

Draaki: Draaki are medium humanoids with the reptilian subtype.

Medium: Draaki receive no bonuses or penalties for their size.

Speed: Draaki have a base speed of 30 feet.

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

**Light Blindness**: Abrupt exposure to bright light blinds draaki for 1 round; on subsequent rounds, they are dazzled as long as they remain in the affected area.

**Change Shape**: Draaki can assume the appearance of a single unique drow. The creature gains a +10 racial bonus on Disguise checks made to appear as a unique drow (once selected this form cannot be changed). Changing its shape is a standard action. This trait otherwise functions as the *alter self* spell, except that the draaki does not adjust its ability scores.

**Wyrmscourged**: Draaki gain a +1 racial bonus on attack rolls, a +2 dodge bonus to AC against creatures with the dragon type, and a +2 racial bonus to saving throws against the extraordinary, supernatural, and spell-like abilities of dragons. In addition, they gain a +2 racial bonus on Knowledge (arcana) checks to identify dragons and can make such checks untrained.

**Languages**: Draaki begin play speaking only Draconic. Draaki with high Intelligence scores can choose from the following list: Aklo, Drow, Goblin, and Undercommon.

**Subtypes:** There are five different variety of draaki, each related to the primal dragons of the Underworld that they once subjugated.

- Abbsins: Have dark scales and long, powerful tails reminiscent of their umbral heritage.
- Graldin: The magma dragonkind of the draaki, are tinged red or orange and breathe a potent line of fire.
- Kastrik: Have blue and green scales resembling a brine dragon; they are capable of breathing cones of acid.
- **Prulan**: Cloud dragonkin; tinged with white or other light colors and breathe lines of electricity.
- Yuralith: Have scales that are highly reflective and bear vestigial wings, resembling their crystalline ancestors.

**Breath Weapon:** Three types of the draaki receive one of the following energy breath weapon types (determined by subtype): 15-ft. acid cone (kastrik), 20-ft. line of electricity (prulan), or 20-ft. line of fire (graldin). Once per day, as a standard action the draaki can make a supernatural breath weapon attack that deals 1d6 points of the indicated damage type. A successful Reflex save (DC 10 + 1/2 the draaki's character level + the draaki's Constitution modifier) negates the damage. At 5th level, and every five levels thereafter, the damage of the draaki's breath weapon increases by +1d6 (to a maximum of 5d6 at 20th level).

**Gliding Wings:** Yuralith draaki take no damage from falling (as if subject to a constant nonmagical *feather fall* spell). While in midair, draaki can move up to 5 feet in any horizontal direction for every 1 foot they fall, at a speed of 60 feet per round. Draaki with gliding wings cannot gain height with these wings alone; they merely coast in other directions as they fall. If subjected to a strong wind or any other effect that causes a draaki to rise, it can take advantage of the updraft to increase the distance it can glide.

**Slapping Tail:** Abbsins draaki have a reflexively twitching tail they can use to make attacks of opportunity with a reach of 5 feet (though it cannot be used to make regular attacks). When used to make an attack of opportunity, the tail is a primary natural attack that deals 1d8 points of bludgeoning damage plus the draaki's Strength modifier.

### DRAAKI SCALING ADVICE

The draaki, Aventyr's draconic race, is on par with the planar races like the aasimar. The implicit balancing via social stigma and roleplaying depends on the world they are used in- while Aventyr is neutral, there are some worlds that featured draconic humanoids in rather unpleasant events, so bear the social context in mind.

Also, the draaki, as depicted here, are deliberately lopsided and geared towards the more martial classes. For a less savage take on the race, replace their attribute modifiers as follows: +2 to Strength or Constitution, -2 to Wisdom, +2 to Charisma.

*For grittier games:* An easy way to make the draaki weaker is to add a feat-tax to their sub-type specific abilities like their breath weapon or the wing/tail. In worlds where creatures like the draaki would be stigmatized, removing change shape can also provide a significant detriment to offset their prowess.

*For high-fantasy games:* In higher fantasy games, a simple way to significantly increase their power-level is to provide the racial paragon class's benefits over the levels as a kind of quasi-gestalt. Another easy way to improve their power is to replace the absolute limit imposed on the breath weapon with a cool-down that allows them to use it every 1d4+2 rounds. Particularly in conjunction with other draaki, this certainly should drive the proper level of fear even into powerful foes.

### Draaki and the Underworld of Aventyr

Draaki are universally disliked for the part they once played in the unfolding of the Underworld and left lacking in sense by the progenitor's dramatic call to the reaches of the cosmos. They are a suspicious people equally feared and preyed upon by others, leaving them to value strength above all else. Tribal leaders are often the most physically powerful, though some are usurped by potent spellcasters and particularly clever, underhanded dissenters. Their cultures all still practice rituals once meant to appease the dragons that plagued them; sometimes these can be exceptionally dangerous to the unwary, and travelers that succeed on a Knowledge (arcana) check (DC 20 settlement's size modifier x 2) recognize the telltale signs of practices that spell trouble for foreigners when they approach a draaki settlement.

### FAVORED CLASS OPTIONS

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, draaki have the option of choosing from a number of other bonuses, depending upon the character's favored class. The following options are available to all draaki who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

**Alchemist**: Add +1/3 force damage to the alchemist's bombs. This bonus damage is only applied to the target of a direct hit.

**Barbarian**: Add +<sup>1</sup>/<sub>4</sub> damage to melee attacks while raging.

**Bard**: Add +1 to Knowledge (arcana) checks and an additional +1 racial bonus on Knowledge checks pertaining specifically to dragons.

**Cavalier**: Grant spell resistance 1 to the cavalier's mount or increase an existing spell resistance of the mount by +1.

**Cleric**: Add +1/3 to the cleric's Wisdom ability score for the purposes of cleric spellcasting.

**Druid**: Add +1/3 to the druid's Wisdom ability score for the purposes of druid spellcasting.

**Fighter**: Add +<sup>1</sup>/<sub>4</sub> to the fighter's CMB when making sunder and bull rush combat attempts.

**Inquisitor**: Add +1/6 to the inquisitor's Wisdom ability score modifier when determining the uses per day, potency, and duration of domain and class special abilities.

Magus: Add +1/4 to the magus' arcane pool.

**Monk**: Add +<sup>1</sup>/<sub>2</sub> to the DC of the monk's stunning fist ability

**Oracle**: Add +1/4 to the oracle's level when determining the potency of revelations from the ancestors mystery. This does not grant the oracle

abilities earlier than they would normally be able to access them and only enhances abilities they already have.

**Paladin**: Add +1/3 to the paladin's Wisdom ability score for the purposes of paladin spellcasting.

**Ranger**: Add +1 to Survival checks and Knowledge (arcana) checks related to dragons.

**Rogue**: Add +1/4 of a rogue talent. Rogue talents gained this way must grant spell-like abilities.

**Sorcerer**: Add +1/3 to sorcerer's caster level when casting bloodline spells and using bloodline abilities. This does not grant the sorcerer spells or abilities earlier than they would be able to access them, it only enhances spells and abilities they already have.

**Stonespeaker:** Learn +1/3 of a secret of the stone of one level lower than the highest the stonespeaker can access.

**Summoner**: Add +1/4 evolution points to the summoner's eidolon. These evolution points must be spent to enhance or gain the claw, bite, wing or breath weapon evolutions.

Witch: Add +1/3 to the natural armor bonus of the witch's familiar.

**Wizard**: The wizard learns one additional spell with the word "dragon" or "draconic" in the name. This spell must be at least one level lower than the highest level they can cast. At the GM's discretion, other spells with a dragon theme may qualify as well.

### Wyrmblooded Paragon

### (PARAGON CLASS)

Some draaki carry the full power of their ancestors in their bodies, and can awaken a portion of the abilities denied them by the dragon's cruel trickery. Hailed by their kin as icons of their once proud race, wyrmblooded paragons are potent warriors in the Underworld and martial bands of warriors feared throughout Aventyr.

**Role:** Wyrmblooded paragons are versatile fighters, able to move about the battlefield quickly



and maximize the effectiveness of their attacks. The enhanced breath weapons at their disposal make them able to affect areas and with their improved resistance to magic, they can overcome most arcane or divine efforts to impede them.

#### Hit Die: d10

#### Requirements

Race: Draaki. Feat: Draaki Apotheosis.

#### Class Skills

The wyrmblooded paragon's class skills are Intimidate (Cha), Knowledge (arcana) (Int), Perception (Wis), Stealth (Dex), and Survival (Wis).

**Skill Ranks at Each Level**: 4 + Intelligence modifier.

#### **Class Features**

**Weapon and Armor Proficiencies**: A wyrmblooded paragon is proficient with martial weapons, light armor, and medium armor.

**Natural Armor**: The wyrmblooded paragon's hide grows tougher as they embrace their prehistoric and draconic heritage, granting them a natural armor bonus 1st level that improves as they gain wyrmblooded paragon levels as shown in the table.

**Draaki Kin (Ex):** At 1st, 2nd, 3rd and 4th level, the wyrmblooded paragon gains the ability of another draaki subtype in addition to his own (a breath weapon, gliding wings, or slapping tail).

**Mixed Heritage (Ex):** A wyrmblooded paragon that possesses more than one type of breath weapon increases the effectiveness of all its breath weapons. The DC to avoid the wyrmblooded paragon's breath weapons increases by 2 and their damage die increases one step for every additional breath weapon the wyrmblooded paragon has beyond the first (to a maximum of +6 DC and +3d6 damage). He may use each of his racial breath weapons a number of times per day equal to the total number of different breath weapon types that he possesses (to a maximum 3 breath weapons, each usable 3/day).

**Spell Resistance:** At 2nd level, a wyrmblooded paragon gain's spell resistance equal to 6 + his character level.

**Mingled Breath (Ex):** At 3rd level, the wyrmblooded paragon learns how to breathe two types of energy at the same time. Once per day, a wyrmblooded paragon may utilize two different breath weapons at the same time in one standard action. Targets within squares affected by more than one breath weapon save against each individually. At 5th level, the wyrmblooded paragon may use this ability twice per day, or instead may expend

both uses simultaneously to breathe three types of energy at the same time once per day.

Ancient Powers (Sp): At 4th level, the wyrmblooded paragon unlocks some of the primal heritage denied his ancestors. The wyrmblooded paragon may cast *detect magic* at will, and gains the use of *dispel magic* once per day as spell-like abilities. A wyrmblooded paragon's caster level is equal to his character level.

**Ruler of the Underworld (Ex):** At 5th level, the wyrmblooded paragon realizes the true potential of his ancient peoples. The wyrmblooded gains a flight speed equal to his land speed and with a maneuverability of average. If the draaki has the Draaki Flight feat, he instead gains a fly speed equal to twice his land speed. When using a breath weapon, they increase the range of cones by 10 feet and lines by 20 feet. The wyrmblooded paragon gains DR 2/-.

# **DRAAKI EQUIPMENT**

Draaki have access to the following equipment.

### Draaki Fangs

#### Price: 15 gp per fang; Weight: -

When used as a material component for casting a spell (which requires a number of draaki fangs equal to the spell's level), the caster receives a +2 circumstance bonus on any caster level checks to overcome spell resistance. A draaki typically has four fangs suitable for use as a material component.

#### **Draaki Sinew Bowstring**

Price: 500 gp per +1 composite bonus; Weight: 1/2 lb.

Not squeamish and fiercely nomadic, the draaki waste little of their dearly departed (though they do not normally eat each other), using the powerful remnants of their dead to craft all manner of devices.

One draaki produces enough sinew to create a bowstring for a single composite longbow or two

ki kin
aki kin
ıki kin
aki kin
orld

## DRAAKI

composite shortbows sized for a Medium creature. Composite bows with draaki sinew bowstrings add 1.5 times the composite bow wielder's Strength modifier damage on a successful hit.

#### Draaki Tail Spurs

Item Type: Exotic Light Melee Weapon; Price: 10 gp; Damage (S): 1d4; Damage (M): 1d6; Critical: x2; Range: – ; Weight: 5 lbs.; Damage Type: Piercing/Slashing; Special: Monk

Employed by some draaki or other races with prehensile tails, tail spurs are small, retractable blades built into armored sections. Usually, an abbsins tail is not flexible or precise enough to wield weapons, but spurs are designed to be lightweight and complement their natural swinging motions. The blades are released by turning the tail in a specific, curling motion as a free action. A tail spur can only be used as a weapon when the wearer is grappling or has the grappled condition. Draaki tail spurs are a martial weapon for draaki, or an exotic weapon for any other race with a tail.

### NEW MATERIAL

#### Dragonbone

Price: 600 gp; Weight: 20 lbs.

Venerated by the draaki tribes. items made from the bones of the powerful beasts they once enslaved have lasted the ages and are carried by their elders with pride and distinction. Some are said to know of hidden gravevards where ancient stores of the valuable material were kept by the Progenitors, but the appearance of a new dragonbone in a draaki settlement is a rare, celebrated occurrence.

By selecting only choice bones, a weaponsmith can produce one masterwork weapon for a creature two sizes smaller than the dragon, two masterwork weapons for creatures three sizes smaller than the dragon, or four masterwork weapons for creatures four sizes smaller than the dragon. The dragon must be a minimum of Medium-sized or larger.

Dragonbone weapons that deal slashing or piercing damage deal 1 additional point of damage on a successful hit (this damage multiplies on a critical hit). If the dragonbone comes from a dragon that had immunity to an energy type, the weapon deals an additional 1 point of that type of energy damage on a successful hit (this multiplies on a critical hit). If the weapon is later given the ability to deal the same type of energy damage (such as with the *flaming* or *shock* enhancements), the weapon instead deals an additional 2 points of energy damage (that multiplies on a critical hit).

Because dragonbone weapons aren't made of metal, druids can use them without penalty.

Carles Carles

Dragonbone weapons have a price three times as much as masterwork weapons of its type, but this increase in price does not increase the base price for the purposes of crafting

time with the Craft skill. Dragonbone has 10 hit points per inch of thickness and hardness 10. The bone of a dragon is typically between 1 inch and 2 inches thick.

# **DRAAKI FEATS**

#### **Draaki** Apotheosis

Survivor of the Short Walk, teller of tales and a prime physical specimen, you are a venerated member of your tribe. The draaki from your settlement show your deference, respect your talents, and marvel at the primal powers that course through your body.

**Prerequisites:** Int 13, Draaki Historian, Draaki Survivor, draaki.

**Benefits:** You gain a +1 racial bonus to saving throws against spells and spell-like abilities. Once per day as an immediate action, you can reroll a failed saving throw against a special attack or spell cast by a draconic creature.

#### Draaki Flight

As you've grown, so have the paltry wings you once had. Now they are powerful, able to carry you into the air and through the sky.

**Prerequisites:** Base attack bonus +5, gliding wings racial trait, draaki.

Benefit: You gain a fly speed of 30 feet (clumsy).

#### Draaki Historian

After countless nights among the shamans of the draaki, you've absorbed all your people might know about themselves. You have heard all the tales over and again, and have memorized them by rote, able to recite them with a moment's notice.

#### Prerequisites: Int 13, draaki.

**Benefits:** You gain a +1 racial bonus to Knowledge (arcana), Knowledge (history), Spellcraft, and Use Magic Device skill checks. If you have 10 or more ranks in one of these skills, this bonus increases to +2 and once per day, you may roll twice when making such a skill check and take the better result.

#### Draaki Survivor

You have taken the Short Walk and live to tell about it. Whether by choice or order, you've been abandoned entirely by your tribe, left to survive a year-long exile in the wilds of the Underworld. By your prowess, discipline, or luck, you managed to return and re-integrate with your settlement.

#### Prerequisites: Draaki.

**Benefits:** You can survive in hot or cold environments without harm. This functions as the *endure elements* spell, except it is not a magical effect. In addition, once per day you may roll twice when making a Survival check and take the better result.

#### **Inherited Resistance**

You are so in tune with primal energies that your entire body becomes resistant to them.

**Prerequisites:** Base attack bonus +3, breath weapon racial trait, draaki.

**Benefits:** Gain energy resistance 5 to the type of energy damage one of your breath weapon inflicts. This increases to resistance 10 at 10th level.

#### **Pliable Tail (Combat)**

After countless hours of practice, you've developed genuine, conscious coordination with your tail and can better make use of it in combat.

**Prerequisites:** Base attack bonus +5, slapping tail racial trait, draaki.

**Benefit:** You may use your tail to make a single secondary natural attack per round in addition to attacks of opportunity.

**Normal:** You may only perform attacks of opportunity with your tail.

# **DRAAKI MAGIC ITEMS**

#### **DRAGONBONE FOCUS**

Aura faint transmutation; CL 5th Slot neck; Price 4,500 gp; Weight –

#### DESCRIPTION

This token is made from dragonbone, covered in intricate scrimshaw that depicts fire breathing draaki fighting off dragons in the caverns of the Underworld. A draaki with a *dragonbone focus* increases the energy damage inflicted by their breath weapon by +1d6, the save DC by 2, its uses per day by one, and the draaki may use their breath weapon to create a 20-ft. line or 15-ft. cone (chosen each time they use their breath weapon). A wearer that has no breath weapon gains the use of one once per day (acid, electricity, or fire in a 20-ft. line or 15ft. cone) as though he was the draaki subtype who crafted the *focus* (but no other benefits).

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, graldin, kastrik, or prulan draaki; **Cost** 2,250 gp

#### Periapt of the Draaki Savage

Aura faint transmutation; CL 3rd Slot neck; Price 18,800 gp; Weight –

#### DESCRIPTION

While a draaki wears a *periapt of the draaki* savage, it is considered to be constantly under the effects of a *draaki savage* spell, gaining a secondary natural bite attack that deals 1d4 points of piercing damage. On a critical hit, their bite deals 1 point of bleed damage.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *draaki* savage; **Cost** 9,400 gp

#### Scales of Bounding Descent

Aura faint transmutation; CL 4th

Slot legs; Price 5,500 gp; Weight 6 lbs.

DESCRIPTION

These enchanted greaves are made from draaki scales covered in a reflective lacquer that shines a dull orange in torchlight. So long as the wearer has at least two surfaces no farther than 15 feet apart (for a Medium creature, 20 feet apart for a Large creature, or 10 feet apart for a Small creature) to bounce against, they can ricochet their body from one to the next. Once on a new wall, they can fall slowly for 20 feet and before bounding across again, allowing them to fall any distance indefinitely.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, slow fall, tumbling descent; **Cost** 2,750 gp

# **DRAAKI SPELLS**

#### **COMBINE BREATH WEAPON**

School transmutation; Level druid 1, sorcerer/ wizard 1

**Casting Time** 1 standard action (see text) **Components** V, S, M (volcanic ash) **Range** close (25 ft. + 5 ft./2 levels)

### Target 30-ft.-radius circle Duration 1 round

#### Saving Throw none; Spell Resistance no

You must use a breath weapon as part of the casting of this spell. Creatures affected by the breath weapon take a -2 penalty to their saving throw to your breath weapon and any other breath weapons that affect them for 1 round. The penalty from multiple castings of this spell stack (to a maximum of a -6 penalty).

#### Draaki Breath

**School** transmutation; **Level** alchemist 1, druid 1, sorcerer/wizard 1

Casting Time 1 swift action

**Components** S, M (talon from an Underworld creature)

Range touch

Target creature touched

**Duration** 1 round/level or until discharged; see text

Saving Throw Will negates (harmless); Spell Resistance no

If the subject of this spell is not a draaki, they receive one use of a draaki breath weapon (1d6 acid, electricity or fire damage in a 15-ft. cone or 20-ft. line). If the subject is a draaki with a breath weapon, the damage and effect is equal to the draaki's breath weapon.

#### Draaki Savage

**School** transmutation; **Level** alchemist 2, druid 2, ranger 1, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (draaki tooth)

Range touch

Target personal

Duration 1 round/level

**Saving Throw** Fortitude negates (harmless); **Spell Resistance** yes

You gain a natural bite attack that deals 1d6 points of piercing damage. This is a secondary attack. When you critically hit with this bite attack, you deal bonus bleed damage equal to <sup>1</sup>/<sub>2</sub> your caster level.

# DROW

The drow were once denizens of Surface, sharing the realm with their elven brethren without consequence. Thousands of years have passed since those mythical times, and the children of the Spider Goddess have evolved far from their original state. The drow (now barely considered a subtype of the elven race) live far beneath the surface of known lands, deep in the Underworld. Their large cities are built in reverence to Naraneus the Spider Goddess, who intimately assists them, unlike the deities of Surface. Drow societies are matriarchal, and women generally hold every position of power within a city, their priesthoods always led by women of potent ability and foresight.

Drow are cold, cunning and manipulative; most live for the sole purpose of obtaining absolute power and control over those around them. Their entire race is inherently evil but there are rare occasions-when the moon is full and the Spider Goddess' attentions are devoted elsewhere-that a good-aligned dark elf is born. Children born during these periods are generally sacrificed to Naraneus without a second thought, but mothers with a strong parenting instinct that are unwilling to kill their own child give birth in secret, outside of their drow settlement, passing the child to a surface-dwellers or asking an Underworlder of another race to care for the newborn. They may follow their offspring, secretly assisting from afar to see that their child grows and adapts to life amongst the other races.

## HISTORY

During the *Forging of the Dvergr*, the immortals, both light and dark, were left alone in the Underworld. Unwelcome in the dwarven cities and smart enough to avoid any involvement with the gitwerc (despite their many innocuous offerings), they traveled throughout the endless caverns as nomads. Their patron gods—Naneth the Leaf Mother, Onael the Forest Lord, and Naraneus the Spider Goddess—watched over them during the long journey, enforcing in each a sense of control, the nature of their wild souls and the skills they would need to survive in the harsh world of Aventyr. Their exodus came to an end with the founding of the Silent Forest, the Silent Forest, home of the elves.

With the need for fierce survival instincts at an end, the darkest of the immortal's gods took up far less of the elves' attentions; whereas Onael was still needed to tame their savage spirits (although as they became more civilized, he too became abandoned) and Naneth garnered greater devotion as the slender folk finally found a true home and hearth, Naraneus, the Weaver of Shadows, has forever been a dark god.

The Spider Goddess dwelt in the dark shadow cast by the Prime Event's brilliance, waiting like the creature of her namesake. When the gods created the elves, she instantly felt a kinship with their eternal plight and joined the Forest Lord and Leaf Mother in guiding the immortals to the Silent Forest. Naraneus taught them the nature of true deception and stealth, making them cunning warriors and silent hunters well-suited to survival in the Underworld, but after emerging upon the surface her followers reduced and her worship faded as Naneth and her mothering ways flourished.

It was not long before Naraneus struck back at her sister, inciting a feud between the darkness and the light. After a time, this came to consume both races, embroiling the drow and the elves in bloody battles that marked the Silent Forest with thousands of immortal corpses across the decades long war. Eventually, Naneth and the elves proved victorious, banishing the Spider Goddess and her followers back to the Underworld from whence they came.

This suited the Weaver of Shadows and her devoted peoples well; their natural stealth, cunning and ruthless efficiency made them ideal denizens of the Underworld. By the time of the *Grand Sculpting*, the drow had dispersed far from the Silent Forest and into the farthest reaches beneath Aventyr, establishing small settlements generally removed from the cave networks left by the Prime Event. Naraneus blessed her female children,

DROW

granting some the blessing to act as matron mothers; with this ultimate authority, they carried the fledgling noble houses retained from the Silent Forest in inexorable marches to prominence.

When the *Great Schism* came, the diminutive outposts had quickly grown into thriving villages brimming with potential but limited by the murderous, self-inflicting instinct of its citizenry. The many fleeing refugees of the Dracoprime's calamitous fall quickly sated the self-destructive tendencies of these drow populations however, and provided enslaved backs upon which to build the first grand city of the dark elves—Holoth. Finally seeing the value in the lesser, inferior races, the

# DROW RACIAL TRAITS

Aside from the specific gender traits listed below, drow receive the same statistics in Aventyr as they do in the "Drow" entry in the *Pathfinder Roleplaying Game: Advanced Race Guide*.

Unless otherwise permitted by the GM, any drow character in Aventyr is of evil or at best neutral alignment. Any drow of a good alignment will have been raised by one of the good-aligned races of the Underworld, or rarely—by humanoids of Surface. Evil drow PCs hail from the subterranean metropolises of the Underworld, and a rare few are connected to Hivaka or Leahcim, the lone good and neutral drow deities.

**Female Drow:** Raised to rule, dark elven women have deft tongues and cunning wits but lack the grace and natural instincts of their ancestral counterparts on the surface.

Female drow in Aventyr receive a +2 racial bonus to Bluff, Intimidate, and Sense Motive checks but suffer a –2 penalty to Acrobatics, Climb and Survival checks.

**Male Drow:** Dark elven society subjugates males, reducing their roles into defenders of their settlements and little else. They are trained from birth to hone their keen senses, agility and ability to remain unseen and unheard, but their lack of social commitments leave them less able to maneuver in conversation as their female counterparts.

Male drow in Aventyr receive a +2 racial bonus to Acrobatics, Perception, and Stealth but suffer a -2 penalty to Bluff, Intimidate and Sense Motive.

children of Naraneus found their place in Aventyr. The initial (and greatest) metropolis of the drow, Holoth was ideally situated to collect the masses of displaced Underworlders and expanded quickly. Its earliest years are rife with turmoil as warring noble houses and subterranean terrors destroyed the settlement in countless conflicts.

The drow are, however, nothing if not determined, and the skeletal remains of the city's many previous incarnations sit below the current Holoth. Reeling from the loss of the *Vidrefacte* and the Fall of House Gullion (from *Rise of the Drow*), the first city of the dark elves is still a powerhouse in the Underworld. Like the many drow settlements that exist in the realm hidden behind the cardinal metropolis (the drow locale closest to Surface), it boasts arcane academies and temples of the most dangerous and highest regard, warriors of the greatest prowess and rulers with insight that leaves their peers baffled and dismayed.

**Physical Description**: Drow are tall and slender like their elven counterparts, with graceful and pleasant features that belie their evil nature. Their hair color can range from brunette to gray or white. They are quick in both body and mind, their slightly enlarged and pointed ears keen to hear the slightest scuffle in the Underworld.

**Society**: The drow are matriarchal and exist entirely to do the whim of the Matron Mother of their home settlement. Women are valued far more highly than men; most of the latter are little better than smart dogs—fit to serve as guards but easily worth a few gold pieces as a youth. They are uniformly slavers, and even the lesser houses of nobility can count dozens of indentured servants to their estate. While they all answer to the Matron Mother of the first house, all drow vie for power and prestige; they will (and many times have) slaughter their own parents without a second thought if it means the acquisition of greater influence.

**Relations**: Cunning to the last, dark elves are sly, subtle and resourceful individuals. They rarely expose themselves until they've assumed a considerable upper hand, and by then, few who've survived what follows managed to escape to tell of it. Ruthless, efficient and capable of mindless savagery the drow are, at best, extremely dangerous allies (to both those they profess to aid and their perceived enemies).

Alignment and Religion: Drow are of the Evil alignment, be they chaotic, neutral or lawful. Most of the former are quickly beaten into submitting to the latter or sacrificed to appease the Spider Goddess, who only truly blesses a few of her female subjects and even fewer of her male devotees. Naraneus is by and far the most revered of their gods, but demigods of Shadow and Pain have begun to take hold in a few drow cities without their orders falling to blades in the night.

Adventurers: Dark elven adventurers can be of many different mindsets, but most are dissatisfied with drow life for one reason or another. Women born into lower castes seethe with jealousy for their high-born peers, and males from any house literally live at the whim of their female counterparts, a dangerous proposition that they would be keen to escape should the opportunity to safely do so arise. Females may be of any role, although they specifically seem to excel as clerics. Men are rarely clerics (and if so, only have one or two levels of the class) and chiefly master the art of mundane combat, with perhaps some dabbling in the graceful arts of the rogue or, in the event they've a talent for it, pursuing the arcane workings of the wizard.

Male Names: Diun, Gal, Gylor, Ieot, Quanot, Slior Female Names: Aranreae, Haermadia, Lilith, Maethon, Maeronea, Slienaia

**Age:** Some dark elves in Aventyr enjoy lifespans that far surpass their peers. These wizened wizards, elder priests and treasured oracles see their longevity extended\* by hundreds of years either by their deity or through deftly sustained arcane magics.

\*Shown on age chart in parentheses

#### Drow in Aventyr

The subterranean dark elves rule over a large region of the Underworld protected from the rest of the endless caves by the bastion metropolis of Holoth. All their settlements are built upon the backs of enslaved races, ruled over by matriarchs that worship the Spider Goddess, Naraneus. The infighting and intrigue that suffuses their cities makes them a moderate threat to the whole of Aventyr, but travelers should beware any chance encounter with a drow settlement. A Knowledge (history) check (DC 20 - settlement's size modifier) reveals to an Underworld explorer how likely it is they will be caught by dark elven magic when making their way through a drow settlement (if it absolutely cannot be avoided). Most incarcerated interlopers are forced into slavery and in some cases, have their very souls extinguished in mystical rituals.

### FAVORED CLASS OPTIONS

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, drow have the option of choosing from a number of other bonuses, depending upon the character's favored class. The following options are available to all drow who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

**Barbarian**: Add +1 to the DC to demoralize the barbarian with the Intimidate skill and to the barbarian's Intimidate skill checks while raging.

**Bard**: Add +1/3 to the DC to resist the bard's fascinate class feature.

**Cavalier**: Add +1/4 dodge bonus to the AC of the cavalier's mount.

**Cleric**: Add +1/3 to the cleric's effective level when determining the potency of abilities granted by the Drow domain. This does not give them access to abilities any earlier than normal, it only enhances abilities they already have.

**Druid**: Add +1 to Handle Animal checks and Ride skill checks made for staying atop a spider.

**Inquisitor**: Add +1 to Sense Motive checks and Intimidate checks made to coerce a target for information.

**Magus**: Add +1/5 to the magus' arcane pool.

**Monk**: Add +1/3 to the monk's daily uses of web spinning or Stunning Fist. In the case of the former, these webs are inaccessible until you have the web spinning ability or web universal monster ability.

**Oracle**: Add +1 to Knowledge (nobility) checks and Bluff checks made to deceive other drow.

**Ranger**: Add +<sup>1</sup>/<sub>4</sub> damage against favored enemies of the elf subtype.

**Stonespeaker**: Learn +1/5 of a stone lore.

**Summoner**: Add +1 to Stealth checks made by the summoner's eidolon.

Witch: Add +1/4 caster level when the witch casts spells from the deception or shadow patrons.



# **RACIAL ARCHETYPES**

MISTRESS OF THE WEB

### (ROGUE ARCHETYPE)

The dark elves are a race of cunning, manipulative creatures made more so by their ruthless upbringing. Some drow rogues, however, are *exceptionally* devious, honing their talent for scheming into a weapon of incredible potency. Some are well known and others are whispers only spoken of in the highest circles, but all are masters of first-hand knowledge in the Underworld. These clever drow run crime syndicates, hold courts of nobles in their grasp, and are the masters of felonious goods and services wherever they dwell. DROW

**Race:** Most mistresses of the web are drow, but any truly devious and manipulative person might pursue this archetype. Those that have exceptional and myriad connections, or are particularly wellinformed (even when considered against their peers) make the best of mistresses.

Poisonous Words (Ex): The mistress of the web is a cultural prodigy, trained to control and manipulate the etiquette and social mores of societies (both above and below Aventyr's surface). Upon meeting a new intelligent creature with a shared spoken language, the mistress of the web may make a Linguistics check (DC 10 + target's hit dice + target's Wisdom modifier). Should the mistress of the web share a known mutual casual acquaintance with her target, she receives a circumstance bonus to the Linguistics check equal to 1/2 her class level (minimum +1). On a success, the mistress recognizes the dialect, vernacular, and colloquialisms used by her target's homeland, gaining a +1 circumstance bonus to all Charisma-based skill checks made against them. This bonus increases by +1 every four class levels.

When making a poisonous words check, should the mistress of the web's Linguistics check succeed the DC by 5 or more, the bonuses to Charismabased skill checks doubles. This ability replaces trapfinding and trap sense.

**Sneak Attack (Ex):** A mistress of the web focuses more on the deadliness of her words rather than her actions, using subtle distractions to gain the upper hand in any encounter. She gains sneak attack +1d6 at 2nd level, and an additional +1d6 every three levels thereafter, to a maximum of +7d6 at 20th level. This modifies sneak attack.

**Detect Thoughts (Sp):** At 2nd level, a mistress of the web may use *detect thoughts* as a spell-like ability a number of times per day equal to <sup>1</sup>/<sub>2</sub> her class level (minimum 1/day) using her class level equals as her caster level. This ability replaces evasion. Improved evasion cannot be selected as an advanced rogue talent unless the mistress of the web acquires it from another source.

**Charming (Sp):** A mistress of the web spins exceptional lies and persuasions. At 4th level, she can

cast *charm person* as a spell-like ability 1/day using her class level equals as her caster level. At 8th level, the mistress can additionally cast *suggestion* as a spell-like ability 1/day. At 12th level, the mistress can additionally cast *charm monster* as a spell-like ability 1/day. At 16th level, the mistress can cast additionally cast *mass charm monster* as a spell-like ability 1/day. These spell-like abilities are all language-dependent, requiring any targets to hear and understand the mistress of the web to be affected. This ability replaces trap sense and the rogue talents gained at 4th, 8th, 12th, and 16th levels.

**Rogue Talents**: A mistress of the web can select the following rogue talents.

Unsettling Words (Ex): Once per day as a fullround action, a mistress of the web with this ability can cause a creature to become depressed by cutting to their core. This functions as the *crushing despair* spell, except it targets a single creature and the duration is a number of rounds equal to the mistresses' rogue class level. A Will save (DC 10 +  $\frac{1}{2}$  the mistresses' rogue level + her Charisma modifier) negates this effect. This is a mind-affecting language-dependent effect.

*Depression (Ex)*: The mistress of the web can tear apart a creature's entire identity with a few carefully chosen words. If a creature fails its save against the mistress of the web's unsettling words ability, the duration of the *crushing despair* effect is permanent. The creature can attempt a new Will save each day to end the effect. The mistress of the web must have the unsettling words rogue talent before she can choose this talent.

**Rogue Talents**: The following rogue talents complement the mistress of the web archetype: black market connections, canny observer, charmer, coax information, convincing lie, guileful polyglot, hard to fool, honeyed words, minor magic, major magic, and strong impression.

Advanced Talents: The following advanced rogue talents complement the mistress of the web archetype: debaucherous doubt, hard to fool, rumormonger, skill mastery, slippery mind, thoughtful reexamining, and unwitting ally.

Drow

## Master of the Web

### (MONK ARCHETYPE)

The master of the web is a monk unlike any other. These drow gain the ability to shoot webs from their hands and craft vehement taunts to draw their opponents into the fatal latticework.

**Race:** While drow are most common amongst their ranks, any monk with a sufficient connection to spiders or a spider-god could take the archetype. For example, ettercaps with monk class levels.

\*Male drow in Aventyr normally suffer a -2 racial penalty to Intimidate checks, but those that pursue the path of the master of the web are alleviated of that penalty by their patron goddess.

**Spider Style (Ex)**: Masters of the web are trained in a form of combat that emulates the frenetic, darting movements of a spider. At 1st level, the master of the web gains the Arachnid Stance feat as a bonus feat. At 7th level, they receive the Webbed Warrior feat as a bonus feat. At 10th level they gain the Sight of the Spider feat as a bonus feat. The master of the web does not need to meet the prerequisites for these bonus feats. These feats replace the bonus monk feats gained at 1st, 2nd, and 10th level.

Vitriolic Tongue (Ex): At 1st level, a master of the web can taunt a specific individual within earshot as a move action. He makes a Bluff check as if feinting in combat. The master takes a -4penalty to the Bluff check against nonhumanoids, but cannot affect creatures of animal Intelligence (1 or 2), mindless creatures, or creatures that cannot understand or hear him speak. If the master of the web is successful the creature is incensed for 1 round. This duration increases by 1 round for every 5 by which the master beats the DC. While incensed, the creature can only target the master of the web with hostile actions. This includes attacks, damaging spells or effects, or spells or effects that cause negative conditions. The incensed creature can use area of effect spells or abilities, but must include the master of the web within the affected area. The master of the web may use vitriolic tongue a number of times per day equal to his monk level.

At 5th level, a master of the web becomes more adept at taunting their victims, and can do so as a swift action.

At 12th level, a master of the web can taunt an individual as a free action, but can never affect more than one such individual per round.

This replaces stunning fist.

*Spider Climb (Sp):* At 4th level, the master of web can gain a climb speed equal to his land speed as a swift action for 1 round. He may use this ability a number of times per day equal to his class level. This replaces slow fall.

**Web Spinning (Ex):** At 7th level, a master of the web gains the web universal monster ability, able to fire webs from a grotesque, hard cavity in his palms. Unlike the standard web ability, a master of the web must expend 1 point from his ki pool to create a web, and is otherwise not limited in uses per day. The DC to use Escape Artist or a Strength check is equal to  $10 + \frac{1}{2}$  the master of the web's class level + the master of the web's Wisdom modifier.

At 11th level, the range increment of web spinning doubles to 20 feet (a maximum range of 100 feet), and at 16th level doubles again to 40 feet (a maximum range of 200 feet).

This ability replaces wholeness of body.

Web (Ex): Creatures with the web ability can use webs to support themselves and up to one additional creature of the same size. In addition, such creatures can throw a web up to eight times per day. This is like an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the web spinner. An entangled creature can escape with a successful Escape Artist check or burst the web with a Strength check. Both are standard actions with a DC equal to 10 + 1/2 the creature's HD + the creature's Constitution modifier. Attempts to burst a web by those caught in it take a - 4 penalty.

Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section of web has a number of hit points equal to the Hit Dice of the creature that created it and DR 5/-. A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Webbing of Impact (Ex): At 12th level, the master of the web learns how to fire webs that compact dry in mid-air, striking their targets with bludgeoning damage equal to the master of the web's unarmed damage. The master of the web must use 1 point from his ki pool (as the web spinning ability) for every attack roll made using webbing of impact. Webbing of impact is treated as a ranged thrown weapon with an increment equal to the master of the web's web spinning ability. A master of the web may use his flurry of blows with this ability. Webbing of impact cannot be used underwater.

At 16th level, a master of the web learns to encapsulate liquid webs inside their webbing of impact. On a successful hit, the webbing of impact delivers the normal effects of the web ability in addition to damage.

This ability replaces abundant step.

**Dance of the Eight-Legged Fiend (Ex):** The master of the web exemplifies frenetic combat and deadly grace. At 13th level, a master of the web can spend 2 points from his ki pool to make an unarmed strike against all opponents within his reach, as though he had the Whirlwind Attack feat.

At 15th level, he can spend 3 points from his ki pool to make one attack against all opponents within his reach + 10 feet (15 feet for a Mediumsize master of the web).

At 17th level, he can spend 4 points from his ki pool to make one attack against all opponents within his reach + 15 feet (20 feet for a Mediumsize master of the web).

At 19th level, he can spend 5 points from his ki pool to make one attack against all opponents within his reach + 20 feet (25 feet for a Mediumsize master of the web).

This ability replaces diamond soul, empty body, and quivering palm.

**Arachnoverse (Ex):** At 17th level the master of the web learns to communicate with spiders and arachnids and functions as if is constantly under the effects of a *speak with animals* spell (limited to arachnids only). The master of the web may use *animal messenger* as a spell-like ability at will on arachnids they have conversed with using his monk level as his caster level. This ability replaces tongue of the sun and moon.

**Web Master**: At 20th level, a master of the web becomes a complete synthesis of drow and spider. He is forevermore treated as an aberration rather than as a humanoid (or whatever the master of the web's creature type was) for the purpose of spells and magical effects. Additionally, the master of the web gains *dominate monster* (arachnids and spiders only) as an at will spell-like ability (DC 19 + Wisdom modifier), DR 5/adamantine, a +2 racial bonus to Strength. This ability replaces perfect self.

# **DROW EQUIPMENT**

Drow have access to the following equipment.

#### **Drow Condemnation Sheet**

**Price:** None or 10 gp times HD of target; **Weight:**-

A drow with the poisonous words ability may write down tailor-made insults for a specific individual with a drow quill on kllellek paper in a process requiring 1 minute of uninterrupted work. The drow must succeed on a Linguistics skill check (DC 10 + 1/2 the target's HD + the target's Wisdom modifier). On a successful check, the drow creates a sheet that condemns the target for real or imagined atrocities. The drow does not know whether or not this check was successful, until the enemy is encountered. The paper can be added to either a weapon wielded or armor worn by the drow as a move action that provokes attacks of opportunity. Only one sheet may be attached to an item, and the target must be able to see and understand the writing. The insults irritate the target, granting the drow a +1 morale bonus to AC or a +1 morale bonus to attack the target. The cost of a sheet is equal to klellek paper, though drow usually charge up to 10 gp times the HD of a target to create a condemnation sheet for interested parties.

#### **Drow Quill**

This drow writing instrument is made from the fang of a monstrous spider. A specially made writing tip and cap are fitted to the ends of the fang and the inside is coated with an alchemical substance to keep the ink from sticking. The quill holds enough ink to write 25 pages before needing to be refilled.

#### **Drow Ink**

#### Price: 400 gp per ounce; Weight: -

This special ink is the only substance that will adhere to *kllellek paper* but it can be used on almost any surface. The ink is made from a combination of Vvor blood and the liquid from a giant spider's silk sack.

Drow magic is used to combine the two substances to create four ounces of a viscous dark gray liquid that can mark almost any surface permanently.

Value 400 gp per ounce.



#### Kllellek Paper

#### Price: 100 gp for four sheets; Weight: -

*Kllellek paper* is a drow invention made from an alchemical mixture of giant slug and neothelid skins. These are drenched in acid and then pressed together and bonded with a thin outer layer of rendered dwarven fat to hold the entire mixture together, creating four sheets of paper.

These components give the paper invulnerability to physical harm (such as tearing, cutting, or burning by natural fire). *Kllellek paper* can be personalized by a drow if they add 4 drops of their own blood to the mixture (allowing them to use it as identification).

#### Web Shackles

Price: 750 gp; Weight: 4 lbs.

This specially crafted ceramic bottle contains liquid webs that harden within one round of exposure to air. As a standard action, they may be carefully applied to a creature's limbs to bind them or as an adhesive otherwise. A DC 34 Escape Artist or CMB check is required to slip out of web shackles, but they may be burst with a DC 26 Strength check.

Web shackles may be thrown as an improvised splash weapon. With a successful ranged touch attack, the bottle explodes, dealing 2 points of bludgeoning damage and entangling any targets that fail a DC 25 Reflex save (the DCs to escape and burst out of the entanglement are the same as above).

Web shackles are dissolved by universal solvent.

#### Weapon Webbing

#### **Price:** 360 gp; **Weight:** 1/2 lb.

This 4-foot-long spider's silk rope attaches your weapon to your wrist. If you drop your weapon or are disarmed, you can recover it as a swift action. Attack rolls and combat maneuvers made with weapons other than the one tied to weapon webbing are made with a -4 penalty. Weapon Webbing has 5 hit points.

As a standard action, you may throw a weapon tied with weapon webbing as far as 20 feet. A creature attacking weapon webbing must ready an action to do so, but while extended the spider's silk hit points are reduced to 1 and it has an AC of  $10 + \frac{1}{2}$  wielder's base attack bonus + wielder's Strength modifier. The weapon returns to the wielder after the attack inflicts damage or misses, requiring an immediate action to catch.

## **DROW FEATS**

**Arachnid Acrobatics (Combat)** 

You can bounce and leap like a spider with an ease and grace that entirely defies expectation.

**Prerequisites**: Dex 15, Acrobatics 6 ranks, drow.

**Benefits**: With a successful DC 20 Acrobatics check, you can temporarily grant yourself a climb speed equal to your base speed for one round.

#### Arachnid Stance (Combat)

You have trained your body to react with the aloofness and predatory bent of a spider. The frenetic, rapid movement of the arachnid makes you into a dangerous combatant, ever prepared for an attack.

**Prerequisites**: Dex 15, Wis 13, Acrobatics 3 ranks, drow.

**Benefit**: You always retain your Dexterity and dodge bonuses to AC when flat-footed while in this stance. This does not prevent an opponent from catching you flat-footed, and you still take damage from sneak attacks as normal.

#### **Drow Bladed Master (Combat)**

Confounding your opponents with the subtle curves and dull reflections of drow blades is second nature for you.

**Prerequisites**: Base attack bonus +8, Dazzling Display, drow.

**Benefits**: You gain a +2 circumstance bonus to Bluff checks made to feint in combat so long as you are wielding a bladed weapon manufactured by a drow craftsman using Underworld materials. Additionally, you may use Dazzling Display as a standard action.

#### **Eternal Envy**

Enmity with your kin on the surface of Aventyr roils off you. The cursed elves are forever your enemies and you hate them to your very core, wanting nothing more than to see their kind wiped from existence.

#### Prerequisites: Drow.

**Benefits**: You treat normal surface elves as though you were a ranger that selected them as your favorite enemy, save that you only receive a +1 bonus to attack and damage rolls, Bluff, Knowledge, Perception, Sense Motive, and Survival checks against elves.

**Special**: This bonus does not stack with the favored enemy class ability, but it does allow you to qualify for feats that require favored enemy.

#### Sight of the Spider (Combat)

Your senses border on the supremely preternatural and rival the greatest spiders in both the Underworld and the surface.

**Prerequisites:** Wis 15, Webbed Warrior, Perception 12 ranks, drow.

**Benefit:** You gain tremorsense out to 20 feet as well as a +5 circumstance bonus to both Perception checks and to the DC to resist Bluff checks made during combat.

#### Spider Speaker

You are blessed by the Spider Goddess, and arachnids have a strange kinship with you.

#### Prerequisites: Cha 13, drow.

**Benefits**: You may use the Handle Animal skill on spiders. You may only ever teach one trick to a single spider, but you can also "push" them to perform other tasks.

#### Survivor's Instinct

You were born to survive, and you know it. Where others grow meager and weak without a proper diet, your steeled resolve is sustenance enough.

Prerequisites: Con 11, Iron Will, drow.

**Benefits**: You require half the normal amount of food and water to survive, and can go twice the normal amount of time before having to make checks against starvation and thirst.

#### Vindictive (Combat)

Those that have wronged you invoke a vendetta, and you actively plot their downfall or demise.

Prerequisites: Int 13, drow.

**Benefits**: You gain a +2 circumstance bonus to AC and attack rolls against a specific individual you have encountered before. After slaying this foe, you can lose this feat and gain another in its place, or simply choose another individual that survived combat against you and apply the benefits of this feat to the new adversary.

**Special**: You may select this feat a number of times equal to your Intelligence modifier. Each time, choose a different foe to apply its benefits to.

#### Webbed Warrior (Combat)

You gain increased control over your web ability, learning to utilize it in combat with a proficiency that would put a natural spider to shame.

**Prerequisites**: Dex 17, Arachnid Stance, Acrobatics 6 ranks, web universal monster ability or web spinning class feature, drow.

**Benefit:** You may make a single ranged disarm or trip combat maneuver check with a -2 penalty as a standard action, so long as the target of the combat maneuver is within range of your web ability. This consumes one use of your web spinning ability.

Alternatively, you can use your web spinning ability as a swift action to temporarily treat a weapon (enchanted or not) as though it had the *returning* quality for a number of rounds equal to your Constitution modifier (minimum 1), so long as you have at least one hand free to catch the weapon. The weapon has a maximum range equal to your web ability.

Finally, you can use of your web spinning ability to make a ranged touch attack against an unattended object (DC 10 + size modifier) within range of your web ability and draw it toward you as a swift action.

# **DROW MAGIC ITEMS**

#### Drow Gloves of Gamesmanship

Aura moderate transmutation; CL 9th

Slot hands; Price 4,800 gp; Weight –

#### DESCRIPTION

These ornate, supple black gloves are expressly banned in drow settlements, where their owners are liable to find their hand cut off for wearing one. The wearer of a *drow gloves of gamesmanship* may use *mage hand* as a free action once per round to make a Sleight of Hand check at a -10 penalty.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *mage hand*; **Cost** 2,400 gp

#### **Drow Soldier Tin**

Aura faint conjuration; CL 5th

Slot none; Price 2,300 gp; Weight -

DESCRIPTION

This small, silver tin is a thin metal case that never appears to have anything inside. Once per day, it can be used to create a one-pound-bar of semisolid food that is odorless, tasteless, colorless, and entirely invisible. It is enough to feed one Mediumsized creature. If a creature subsists on nothing else for a week or more, they begin experiencing starvation.

The "food" from *drow soldier tins* can also be used as an improvised ranged splash weapon that delivers the effects of a *grease* spell (caster level 1st) to the square the wielder targets it with.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *create* food and water, grease; **Cost** 1,150 gp

#### Underwater

Aura faint illusion; CL 3rd Slot none; Price 650 gp; Weight ½ lb.

#### DESCRIPTION

This jug of murky, dark water smells faintly of almonds. When a creature is doused in a gallon of *underwater*, shadows wrap around their body, granting a +10 circumstance bonus to Stealth checks. So long as a doused character is in complete darkness or within 10 feet of an area of dim light, they may make a Stealth check even while being observed. *Underwater* dries quickly, and the benefits last only 1d6+5 rounds It does not function underwater and is destroyed one round after being diluted.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, Extend Spell, *vanish*; **Cost** 325 gp

## **DROW DOMAIN**

**Granted Powers:** Through the gifts of the Spider Goddess you have learned to use the shadows, both external and internal, to prevail over your foes.

**Shadowy Weapon (Su)**: At 1st level you can access the Plane of Shadow. As a standard action, this connection grants you the ability to wrap your weapon with strands of shadow for a number of rounds equal to cleric level, causing your weapon to deal 1 point of negative energy damage per 2 caster levels (to a maximum of 10 at 20th level) in addition to your regular weapon damage. You may use this ability a number of times per day equal to 3 + your Wisdom modifier. Your weapon is considered magical for the purposes of overcoming damage reduction.

**Underworld Sight (Su)**: At 6th level, you may give in to the shadows inside you, allowing you to view the world more clearly. By inflicting 1d4 points of force damage on yourself as a swift action, you either double the range of your existing darkvision or gain low-light vision. At 9th level, you may instead gain the benefits of *arcane sight* or *see invisibility* as a spell-like ability using your cleric level as your caster level. These effects cannot be dispelled and last a number of rounds equal to the points of force damage taken.

**Domain Spells**: 1st—floating mote, 2nd shadowskin, 3rd—shadow knives, 4th—shadow stinger, 5th—umbral step, 6th—shadow forcefield, 7th—shadow manacles, 8th—shadow zombies, 9th—fangs of the spider goddess

# **DROW SPELLS**

#### FLOATING MOTE

School illusion (shadow); Level assassin 1, cleric 1, druid 1, sorcerer/wizard 1

Casting Time 1 standard action

**Components** V, S, M/DF (ash from a torch)

Range ranged touch

Target creature touched

Duration 1 round

**Saving Throw** Will negates; **Spell Resistance** no This spell creates a small sphere of shadow-essence that you can direct toward one target. On a failed save, the sphere causes the target to be distracted and become flat-footed for one round.

#### Shadowskin

**School** abjuration; **Level** assassin 2, cleric 2, druid 2, sorcerer/wizard 2

Casting Time 1 standard action

**Components** V, S, M/DF (scrap of black silk)

Range touch

Target creature touched

Duration 1 round/level

Saving Throw Will negates (harmless); Spell Resistance no

A field of blackness summoned from the heart of the Plane of Shadow covers the body of the target, granting a +1 deflection bonus to AC. For the purposes of Intimidate checks, melee weapon damage, and combat maneuvers, the target is treated as one size category larger. For Stealth checks, AC, and ranged attack rolls, the target is treated as one size category smaller. This spell makes no actual change to the target's size. Additionally, the target has concealment (20% miss chance) as the *darkness* spell.

#### **Shadow Knives**

School conjuration (shadow); Level assassin 3, bard 3, cleric 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S, M/DF (piece of glass)
Range close (25 ft. + 5 ft./2 levels)
Target 1 creature/3 levels

## Duration instantaneous

### Saving Throw none; Spell Resistance no

When you cast this spell, knives made of the Plane of Shadow's ephemeral substance appear in the air and fly in dizzying spirals at your opponents. You conjure one shadow knife per three caster levels (to a maximum of six shadow knives at 18th level) and make ranged attacks using your base attack bonus + spellcasting attribute modifier against the flatfooted AC of creatures you target with the shadow knives. Shadow knives deal 1d4 points of piercing damage plus your spellcasting attribute modifier. The knives count as thrown manufactured weapon attacks for the purposes of feats and abilities.

#### Shadow Stinger

School conjuration (shadow); Level assassin 4, bard 4, cleric 4, druid 4, sorcerer/wizard 4
Casting Time 1 swift action
Components V, S, M/DF (piece of obsidian)
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round (see text)
Saving Throw Fortitude negates (see text); Spell Resistance no

You briefly tear a hole into the Plane of Shadow, creating a small gateway between it and the Material Plane—on the other side is an unearthly arachnid waiting to strike. Choose one square within range of the spell and a direction facing from that square. At any point during a creature's turn, if the *shadow stinger* is facing its square, the creature is attacked twice (melee touch, 2d6+6 plus poison), using your base attack bonus + spellcasting attribute modifier to determine the attack bonus.

Shadow stinger poison: Injury—save DC as spell save DC, *frequency* 1/round for 6 rounds, *effect* 1d4 Dex, 1d4 Con, *cure* one save.

#### **Umbral Step**

School illusion (shadow); Level bard 5, cleric 5, druid 5, ranger 4, sorcerer/wizard 5
Casting Time 1 round
Components V, S, M/DF (black glass ring)
Range close (25 ft. + 5 ft./2 levels)



#### Target 1 creature touched Duration 1 round/2 levels Saving Throw None; Spell Resistance No

When this spell is cast, the creature touched can pass through a shadow (including its own) and appear from another shadow within range of the spell. Stepping into a shadow provokes an attack of opportunity from a creature if their shadow is being used. Stepping out of a creature's shadow provokes an attack of opportunity. A creature cannot step into their own shadow.

#### Shadow Forcefield

**School** abjuration; **Level** cleric 6, druid 6, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, M/DF (a piece gold string)

Range personal

Target you

Duration 1 round/level (see text)

Saving Throw none (harmless); Spell Resistance no (harmless)

This spell causes your shadow to form into a partially corporeal field of energy that covers your entire body. This grants total concealment and the shadowy shield can absorb damage equal to half your current hit points when the spell is cast, before disappearing. This protection can absorb physical attacks, cold damage, and damaging attacks with the light descriptor (such as *sunbeam*), but not area effect spells.

If the spell is ended before its duration due to the shadow absorbing damage, you lose your shadow for a number of days equal to your caster level and gain the staggered condition for a number of rounds equal to the number of rounds the spell lasted. This spell cannot be cast if you do not have a shadow.

#### Shadow Manacles

School conjuration; Level cleric 7, druid 7, sorcerer/wizard 7

**Casting Time** 1 standard action **Components** V, S, M/DF (length of black chain) **Range** medium (100 ft. + 10 ft./level)

# **Target** one creature **Duration** See text

# Saving Throw (see text); Spell Resistance Yes (harmless)

The target of this spell is cast into a set of shadowy manacles, one on each arm and leg. These manacles pull the target partially onto the Plane of Shadow, dealing 3d6 points of negative energy damage per round and turning them incorporeal for the spell's duration. The *shadow manacles* have an AC of 18, hardness 5, and 20 hit points per manacle. As long as one manacle remains on the target, the target continues to take damage. A Will save negates the spell, or a successful Will save each round halves the damage sustained while manacled. The subject may also attempt an Escape Artist check to extricate themselves from a manacle (as a standard action) at the same DC as the spell.

This spell continues until it is dispelled, all shackles are broken, or the creature held either falls unconscious or dies. Upon falling unconscious or dying, the spell ends and the subject is released back onto the Material Plane. Undead are immune to *shadow manacles*.

#### **Shadow Zombies**

School necromancy (shadow); Level cleric 8, druid 8, sorcerer/wizard 8

Casting Time 1 round

**Components** V, S, M/DF (statuette of black clay worth at least 50 gp per HD of the undead to be created)

**Range** close (30 ft. + 5 ft./2 levels)

Target one or more dead creatures

**Duration** permanent

Saving Throw Will negates; Spell Resistance no

This spell taps into the negative energy of the Plane of Shadows and allows the spellcaster to animate a number of dead creatures within range (of a total accumulated hit dice no greater than caster level), resurrecting them as "shadow zombies."

Shadow zombies are under the control of the spellcaster and retain AC, attack bonuses, special attacks, supernatural abilities, armor and weapon proficiencies, special abilities, and base speed, but can only make one move action and one standard action per round. A shadow zombie uses its Charisma score in place of its Constitution score (as normal) but you do not recalculate its saves or hit points (though it is animated at full hp). Shadow zombies gain a number of bonus hit points equal to the caster's spellcasting modifier.

If a shadow zombie was a spellcaster and had spells per day or prepared spells remaining, it retains those spells (but cannot learn new spells; this includes any spells modified by metamagic feats.) These undead spellcasters can cast any spell with a casting time of one standard action or less. Shadow zombies act on the spellcaster's turn immediately after the spellcaster and do so until either the spellcaster is killed or the zombie itself is destroyed. A body cannot be used for this spell more than once.

#### **Fangs of the Spider Goddess**

**School** illusion (shadow); **Level** cleric 9, druid 9, sorcerer/wizard 9

Casting Time 1 standard action

**Components** V, S, M/DF (black silk ribbon with drow house insignia)

Range two 60-ft. cones

Effect one shadow web per 6 levels

Duration 1 round/level

Saving Throw see text; Spell Resistance yes

Upon completing the casting of this spell, you fire out two shadow webs. Shadow webs are coneshaped emanations that extend 60 feet. Creatures in a square with a shadow web are considered entangled (no save; shadow webs are never considered to be anchored or tethered) and suffer the following effects: 1d4 points of ability damage of the caster's choice (Fortitude halves, minimum 1), 1d4 negative levels as energy from the Plane of Shadow draws the life out of the target (Will halves, minimum 1).

For every point of ability damage or negative level dealt by *fangs of the spider goddess*, the caster heals 5 hit points. A Will save at the original spell DC removes the negative levels after 24 hours.

# DVERGR

Dvergr are subterranean dwarves that spend most of their time building massive cities and sealing off passages to the surface. They are isolationists that seek little or no contact with peoples outside of the Underworld; preserving a rich cultural heritage unspoiled by surface-dwellers is a dvergr's way of life.

# HISTORY

After the *Forging of the Dvergr*, each of the different races of dwarves lived in tenuous peace deep below the surface of Aventyr. War would surely have erupted between the three great clans (dweorg, dvergr and zwerc) were it not for the arrival of the *Great Sculpting*. Before their very eyes, the cities of each fell to draconic claws and magics as quickly as the forces they could muster to their defense. Unwilling to forge an alliance, each struck their own path through the Underworld, leaving their shattered homes behind them.

While their kindest kin struck toward the surface, the sullen dvergr made for the farthest reaches of the Underworld to build new cities of their own, forever swearing off the other races. Filled with spite for the wholeness denied them by the gods, eventually each of the clans separated, seeking sites to build upon as far away from their fellow dwarves as possible. Their journeys lasted for generations, seeing successions of leaders rise and fall until only the strongest willed dvergr led these seemingly endless expeditions to the untamed caves beneath Aventyr.

The dynasties of those first dwarves continue to this day; once a dvergr clan has made up its mind, only the most dramatic and dire of circumstances can change it. The leaders that saw to their survival in the efforts of mining—many taking decades or more to complete their endeavors—took them to far-flung chambers and uninhabited expanses never seen before by mortal eyes. In these great caverns the genuine dwarves set about rebuilding the great cities they once engineered with their unwanted kin. Their staunch belief in tradition is greater even than their cousin the dweorg, and the dvergr's arduous past did little to soften their disposition. The great clans all convene under an armistice every 500 years (if that—records of the event are fastidiously kept, but they expressly forbid any but their grand historians from accessing documents so old) known as the Grand Convene. It is at these rare meetings that the dvergr determine what it is they are collectively to do to strike the pride of their true names into the annals of history in Aventyr; they have taken it upon themselves, as a species, to expand their isolationism to prohibit all the Underworld from the surface above.

At the Grand Convene, each greater clan submits what their city has learned about the Underworld its dimensions, what lives within, and the most exposed exits to the surface (always with convenient ideas for *other* settlements to close them off).

**Physical Description**: For the most part, dvergr look like their cousins the dweorg; they are uniformly between four and five feet tall, with stout shoulders and equally powerful frames. Unlike their kin, the dvergr's hair is typically white or light grey, which contrasts greatly with their skin (which can be as black as night or any shade of grey). It is rare to see a dvergr with freshly made equipment; their devotion to tradition and stubborn unwillingness don't allow them to let go of goods they treasure, no matter how worn they might be. That said, their armors, clothing and weapons are always of exceptional quality, though they chiefly favor the hammers, axes and heavy mail-suits of their forefathers.

**Society**: The way of life for the first dwarves is one of preservation; a dvergr's entire existence might well be devoted to nothing but recording the legacy of their clan in the enduring medium of stone. Each city has multiple institutions devoted to the mastery of mining or engineering, and every great clan employs countless historians that meticulously record the goings on of their city with unmatched resolve. Outsiders—if they are tolerated at all (which is a rare occurrence at best)—
are not treated kindly, either being ignored or even jeered at for their intrusion to the sacred grounds of the dvergr. Between themselves the sullen dwarves aren't much kinder—their societies leave little patience for one another and competition is fiercely enforced. Craftsmanship in construction is valued only as highly as properly recording a great dvergr deed or accomplishment, and their wondrous cities rival the greatest architectural achievement across the planes.

**Relations**: The dvergr do not get along with each other very well and are even worse when other races are concerned. On the rare occasion that a first dwarf agrees to an alliance or takes another into their heart, they start a companionship that can easily last a lifetime (and sometimes even longer). Gruff, stubborn, devoted to tradition, and proud historians, the dvergr are dependable and trustworthy, even if they can at times be difficult to tolerate or work with. They have little mirth and are known for their unwillingness let go of a grudge.

Alignment and Religion: Dvergr are predominantly Lawful Neutral and oddly, atheistic. This is not to say that they do not believe in the gods—their presence is not at all in question—but rather that they do not *accept* them or their place in the cosmos. The first dwarves' reluctance to resolve being wronged persists and they remain staunchly disowned by the divine. Clerics among the dvergr are rare; those with a devout nature become oracles or druids instead.

Adventurers: It is not unheard of for a dvergr to permanently leave their city, but it's rare thing all the same when they do. The entire settlement gathers to bless an outgoing expedition



and pay their respects, as it isn't uncommon for exploratory parties to never return—for dvergr that wish to see the world beyond their home, this is the chief means to do so. Dvergr adventurers always leave their cities equipped well enough to near the surface or any of the main byways of the Underworld, and should they disappear during the journey, there is only a minimal investigation as the core group moves on to continue surveying or sealing the caves beneath Aventyr. While some take easily to spellcasting, few of these follow

# DUERGR RACIAL TRAITS

Dvergr are proud historians, dedicated engineers and experienced miners, one and all, but their xenophobic tendencies preclude them from relating well with non-dvergr.

They receive a +2 racial bonus to Knowledge (engineering), Knowledge (history), and Profession (miner), but suffer a -2 penalty to Diplomacy and Sense Motive checks.

Otherwise, they receive the same racial statistics as the "Duergar" entry in the Pathfinder Roleplaying Game: Advanced Race Guide.

divine paths and most dvergr become talented fighters, learned rangers or cunning rogues.

**Male Names**: Alviss, Brokkr, Dain, Fafnir, Galar, Otr

**Female Names**: Brigida, Edda, Flinna, Hildr, Nefja, Ragna

**Age:** While one might expect the isolationist dvergr to have longer lifespans than their dweorg cousins, constant excavations throughout the Underworld expose their undercities to some potent and dangerous substances. They live only slightly shorter lives as a result.

## Tasks of the Grand Convene

Every great meeting of dvergr leaders in the history of Aventyr has resulted in the same conclusion: cut off the Underworld from the surface above. Each clan has five centuries to complete their task, but mindful of the numerous dangers in the endless caves, dvergr undercities assume different major tasks to maintain a level of contact with one another throughout their completion. Over time different settlements have become specialized, creating unique industrial processes after millennia of being tasked with the acquisition of hard materials, establishing vaunted institutions of higher learning built upon the back of thousands of years of complex engineering to cave-in gargantuan sections of the Underworld, developing castes of feared warrior-scouts, or a number of different fields related to the massive undertaking of sealing away the subterranean world that lay beneath Aventyr.

A dvergr undercity receives one of these as a bonus settlement qualities for every 500 years it has existed and these bonus settlement qualities stack with themselves. Dvergr PCs should carefully consider the current and previous tasks undertaken by the undercity they hail from and use that to inform how their character perceives the world around them

**Demolitionists:** Bringing down whole sections of the Underworld requires countless tons of ambersticks and while most dvergr undercities have a means to create these explosives, some are specialized to produce them more efficiently and quickly after centuries of practice. Add +10 to the dvergr settlement's Danger score (maximum +30); ambersticks are discounted at between 20%-50%.

**Engineers:** All dvergr undercities boast fine architects and learned dwarves, but settlements that have undertaken this role after a Grand Convene develop a refined infrastructure for it. Add +1 Lore to the dvergr settlement.

**Forges:** Dvergr unfamiliar with the smell of a forge are unheard of, and undercities that have performed this task are exceptional at producing equipment of all kinds. Add +1 Economy to the dvergr settlement.

**Hammers:** Killing creatures in the Underworld is a given, but closing off the Underworld can mean displacing thousands of intelligent residents. Dvergr undercities that take on the role of hammers (the most common) are feared for their martial efficiency and the resiliency of their warriors. Add +1 Law and +5 to the dvergr settlement's Danger score.

**Surveyors:** Mapping out the endless caves of the Underworld is one of the most important tasks doled out at the Grand Convene and it is from undercities with this task that most dvergr adventurer's come from. Add +1 Society to the dvergr settlement.

## THE DVERGR UNDERCITIES OF AVENTYR

Few surface-dwellers (and Underworlders besides) have seen the fabled undercities of the dvergr. The wonder bestowed by tales of their impossible architectures and soaring feats of engineering is so magnificent that rumors of their location persist regardless. Of all the subterranean races, the dvergr are by and far the most reticent and xenophobic, rarely suffering the presence of foreigners. Still, some of their settlements find the glitter of gold to be of great appeal and tolerate travelers if it suits their needs. Explorers that succeed on a Knowledge (engineering) check (DC 20 - settlement's size modifier) realize that from the look of mining and quality of tunnel maintenance whether a dvergr settlement may be willing to parley with outsiders at all. Very few intruders live to be imprisoned-a fate that often lasts for several years of dark loneliness before the prisoner is knocked unconscious then left naked and alone to fend for their survival in the Underworld.

## FAVORED CLASS OPTIONS

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, dvergr have the option of choosing from a number of other bonuses, depending upon the character's favored class. The following options are available to all dvergr who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

**Alchemist**: Add +1/2 to the alchemist's caster level when making any extracts of the illusion school.

**Barbarian**: Add +1/2 to critical hit confirmation rolls made against surface-dwellers (maximum bonus of +4) while the barbarian is raging. This bonus does not stack with Critical Focus.

**Bard**: Add +1/3 to the DC of any enchantment spells the bard casts against surface-dwellers (maximum bonus of +3).

**Cavalier**: Add +1 to Knowledge (nature) checks and Handle Animal checks made against Underworld creatures.

**Druid**: Add +1/3 to the druid's caster level when casting spells with the earth descriptor.

**Fighter**: Add +1/5 to attack and damage rolls with hammers.

**Magus**: Add +1/5 to attack and damage rolls with axes.

**Monk**: Add +1 to the monk's CMD when resisting a bull rush or trip.

**Oracle**: Add +1/2 to the oracle's caster level when casting spells of the divination school.

**Paladin**: Add +1/4 to armor class when wearing a suit of heavy metal armor.

**Ranger**: Increase the range of the ranger's darkvision by +5 feet.

**Rogue**: Add +1/2 to Craft (traps) and Stealth checks made while in Aventyr's Underworld.

**Sorcerer**: Add +1/3 uses to the number of times per day the dvergr can use the *invisibility* spell-like ability.

**Stonespeaker**: Add +1/3 to the stonespeaker's favored terrain bonus.

**Summoner**: Add +1/3 uses to the number of times per day the dvergr can use the *enlarge person* spell-like ability.

Witch: Prepare +1/3 of another cantrip per day (when taken three times, this allows a dvergr to prepare one more cantrip than normal).

**Wizard**: Add +1 to Knowledge (arcana) and Spellcraft checks made to identify or understand the nature of magical stonework (items and locales).

## **RACIAL ARCHETYPES**

## Dour Destroyer

## (ANTIPALADIN ARCHETYPE)

A champion of entropy, the dour destroyer is a vortex of barely contained decay and destruction, with a mighty, magic-consuming weapon and ruins in their wake.

All is Dust (Su): All objects the dour destroyer holds gain the broken condition when she equips them, but regain their previous condition after a number of rounds equal to her dour destroyer class

levels thereafter. Each day, she can use this ability a number of times equal to 1/2 her dour destroyer level + her Charisma modifier. This replaces touch of corruption but is treated as touch of corruption for the purposes of feat and ability interactions and prerequisites.

Wrecker (Ex): At 2nd level, a dour destroyer's attacks against constructs, half-constructs, and undead bypass an amount of damage reduction equal to the weapon's magical enhancement bonus. She may not bypass epic damage reduction. This replaces unholy resilience

Weapon of Entropy (Su): At 5th level, the forces of entropy suffuse the dour destroyer, awakening one weapon of her choice. This weapon is exempt from the effects of the all is dust ability (though it still looks like it is about to break apart) and is treated like an arcane bonded object. The weapon is exempt from negative effects of the dour destroyer's own auras. However, the weapon also becomes intelligent, with a personality that seeks to ensure that the dour destroyer does not stray from her path. The weapon gains intelligent item powers and intelligent item senses and communication abilities of the weapon's choice, with a total base value based on the dour destroyer's class level (see below).

An weapon 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. A weapon of entropy cannot enhance its mental ability scores directly. Instead, its mental ability scores increase by +2 for each point of literal enhancement bonus, up to a theoretical maximum of +10. If a dour destroyer chooses a weapon of destruction that had an Intelligence ability score prior to being chosen, she must subtract the value of the weapon's base inherent intelligent item properties from the value as listed in the table below. The weapon of entropy loses all intelligent item powers and intelligent item senses and communication abilities gained via this ability if

levels once they leave her possession. If an item she holds is restored to a non-broken condition while she holds it, the item becomes broken again on the following round. A dour destroyer may never benefit from any morale bonuses. This replaces detect good.

4:0

**Touch of Entropy (Su):** Beginning at 2nd level, a dour destroyer surrounds her hands with the force of entropy itself, causing all she touches to wither and fall to ruin. As a touch attack, the dour destroyer deals 1d6 points of untyped damage for every two dour destroyer levels she possesses. Using this ability is a standard action that does not provoke attacks of opportunity. The dour destroyer increases this damage by +1d6 bonus damage against constructs, creatures with the clockwork-subtype, half-constructs, undead and objects. This bonus damage further increases by +1d6 every 3

it is abandoned by the dour destroyer. An weapon of entropy is usually of the same alignment as the dour destroyer, and all share a fatalistic sense of doom.

A weapon of entropy begins with mental ability scores of 10. It may or may not have a specific purpose (at the GM and player's discretion). A weapon of entropy never requires a dour destroyer to make a Will save due to its ego. Neither a weapon of entropy, nor the dour destroyer can refuse, override or subvert an action the other wishes to take for longer than 3 minutes. If this time elapses and no consensus is reached, the dour destroyer may will his weapon to crumble to dust. If a weapon of entropy is abandoned, destroyed or otherwise separated from the dour destroyer for more than 24 hours, it crumbles to dust and the dour destroyer receives 2 permanent negative levels that resist attempts to cure them and persist for 1 month or until the dour destroyer has replaced the weapon of entropy as per the rules of bonded items. Negative levels gained as the result of losing the weapon of entropy never result in the death of the dour destroyer and cannot reduce her hit points to less than 1/2 of her maximum hit points.

The weapon of entropy receives a +2 bonus to hardness and a +2 bonus to damage rolls against objects. These bonuses increase by a further +2 at 6th level and every 5 levels thereafter.

Whenever a weapon of entropy destroys a magical weapon, armor, or shield, the forces of entropy draw forth the inherent magic and use it to power the weapon's hunger and hasten the inevitable end of all things. Some of the dispersed magic clings to the weapon of entropy as residual magic of an amount equal to half the total gp-value of the destroyed item's cost to create. The weapon of entropy may express this residual magic in the form of any enhancement bonus or special ability it desires, so long as that expression is appropriate to its type and equal or less in value than the residual magic value it currently has available (see table). Excess residual magic is lost to the forces of entropy. Once an ability is expressed, it cannot be changed. A weapon of entropy does not need to express residual magic immediately and may continue to destroy magic items until it has enough available to express a given enhancement bonus or special ability. A weapon of entropy may only express a new enhancement bonus or special ability of a total cost equal to or less than the amount based on the dour destroyer's class level. This capacity is independent of the capacity for intelligent item abilities. This replaces fiendish boon.

### **TABLE: WEAPON OF ENTROPY**

Dour Destroyer class level	Intelligent Item Value	Maximum Residual Magic Value
5th	2,500 gp	8,000 gp
6th	3,500 gp	8,000 gp
7th	4,500 gp	18,000 gp
8th	5,500 gp	18,000 gp
9th	7,000 gp	32, 000 gp
10th	8,500 gp	32, 000 gp
11th	10,000 gp	50, 000 gp
12th	11,500 gp	50, 000 gp
13th	13,000 gp	72, 000 gp
14th	15,000 gp	72,000 gp
15th	17,000 gp	98,000 gp
16th	20,000 gp	128,000 gp
17th	24,000 gp	162,000 gp
18th	29,000 gp	200,000 gp
19th	35,000 gp	200,000 gp
20th	42,000 gp	200,000 gp

**Aura of Decay (Su):** At 3rd level, a dour destroyer radiates a palpable aura that causes all items within 10 feet to be treated as though their hardness was 4 lower. Additionally, a dour destroyer may expend a use of her touch of entropy ability as an immediate action to cause an item within the aura to gain the fragile condition for 1 round, with a Fortitude save to negate. This replaces aura of cowardice. **Aura of Utter Hopelessness (Su):** At 17th level, a dour destroyer gains DR 5/good. Each enemy within 10 feet takes a -4 penalty on saving throws against spells or effects with the emotion descriptor. This ability functions only while the dour destroyer is conscious, not if she is unconscious or dead. This replaces aura of depravity.

**Handfull of Dust (Su and Sp):** At 20th level, a dour destroyer is so suffused by entropy her mere presence erodes all around her. The auras of the dour destroyer have their area of effect increased to 30 feet. The dour destroyer may expend 3 uses of her touch of entropy ability to duplicate the effects of a *disintegrate* spell with a caster level equal to her class level. This replaces unholy champion.

### **Code of Conduct**

A dour destroyer is an agent of absolute destruction, of entropy and fatalism. While there are no uniform tenets to which all dour destroyers adhere, there are some universal truths they adhere to:

- *I shall not create, for all shall be dust in the end*: Dour destroyers are agents of dissolution and destruction. Creation of anything, whether of items, houses, offspring or anything else, is anathema to them.
- *I* do not believe in hope and shall make others see the futility of their resistance: Dour destroyers genuinely believe that ceasing to struggle and embracing extinction is the noble thing to do - hope is an atrocity to them.
- I place no value on baubles and fleeting flesh, for all is dust: Dour destroyers are expected to lead a minimalist lifestyle; while gorging oneself on the spoils of war is perfectly acceptable, the constant disintegration of finery, jewels etc. just shows the ephemeral nature of being and vices should never be the focus of their quests.
- *There is no beauty, only dust*: Dour destroyers are expected to destroy art and means of creating art when they encounter them; anything that lifts the spirits of others is a

hindrance towards the eventual enlightenment and transition to dust.

- *All shall be dust*: Dour destroyers are expected to hunt down and eliminate all creatures that seek to cheat death, rendering them a foe to undead, particularly the mirthful dødelig, as well as certain outsiders and similar immortal creatures.
- *I shall not let my passions guide me*: While all shall be dust in the end, dour destroyers seek to be as passionless as possible, working together even with loathed adversaries to bring down liches and similar creatures that seek to cheat death.
- *I shall not prolong my life, for I welcome becoming dust*: Dour destroyers may accept healing and heal themselves, but they may not engage in any practice that prolongs their lifespan, nor may they return from the dead without losing access to all class abilities until they receive an atonement.

### Underminer

## (CAVALIER ARCHETYPE)

The Underworld is a place like none other in Aventyr, and it produces warriors that are just as unique. The underminers burrow through the subterranean caverns, dispensing the laws of the land throughout the realm or sowing chaos in their wake. These cavaliers have no greater order that they adhere to, but their uncommon mounts make them exceptional brothers in spirit if nothing else.

**Race:** Dvergrare the most common underminers, quick to befriend the lonely deep badgers near their settlements. It's not entirely unheard of for other dwarves, humans, and sometimes even drow or svirfneblin to take on an undermount and turn to this cavalier archetype.

**Skills:** An underminer adds Knowledge (dungeoneering), Knowledge (engineering), Knowledge (geography), Knowledge (nature) and Survival to their list of class skills, but lose Bluff and Diplomacy.

**Undermount (Ex):** At 1st level, the underminer gains the services of a loyal and trusty Underworld creature with a burrow speed (normally a deep badger, although tales tell of riders atop ankhegs, giant tuataras\* and giant stalk beetles\*). This functions in all other ways like the cavalier's normal mount ability.

At higher levels, an underminer may take on a larger mount, such as a young bulette or giant ant lion (6th level), a bulette or tanglethorn shambling mound (10th level) or desert drake (16th level).

### **Deep Badger**

### **Starting Statistics:**

Size Large; Speed 25 ft., burrow 15 ft., climb 10 ft.; AC +3 natural armor; Attack bite (1d4), 2 claws (1d4); Ability Scores Str 14, Dex 15, Con 15, Int 2, Wis 12, Cha 8; Special Qualities darkvision 30 ft., scent.

### 4th-Level Advancement:

**Speed:** burrow 20 ft.; **Ability Scores** Str +2, Con +2; **Special Qualities** combat trained (see the Handle Animal skill)

### 7th-Level Advancement:

### Special Qualities terra burrowing

*Terra Burrowing (Ex)*: The deep badger's claws become hard enough to effectively cleave through stone, and they may burrow through it at a speed of 10 feet.

**Earthen Passage (Ex):** At 2nd level, the underminer can travel on top of their undermount through the earth, at its burrow speed. Passengers (any creature that's not the underminer) must succeed on a Reflex save (DC 10 + 1/2 the mount's HD + the mount's Strength modifier) every round or be thrown off and left prone behind the mount. This ability replaces tactician ability.

**Burrowing Trample (Ex):** At 2nd level the underminer can teach his mount to trample (provided the underminer and his mount travel through a target's square during their movement), if it does not already have this attack option, and the underminer gains the Trample combat feat for free. Trample damage is equal to the creature's slam damage, plus 1 1/2 Strength modifier. Consult the Glossary in *Pathfinder Roleplaying Game: Bestiary* for more details of the trample ability. An underminer can trample a square directly above them by burrowing beneath it, but does half the normal amount of damage. This replaces cavalier order ability gained at 2nd level.

**Erupting Charge (Ex):** At 3rd level, the underminer (and their mount) can charge through earthwork to strike their foes (any other type of difficult terrain, such as a forest floor of roots or magical impediment, disallows charging as normal). Once per minute, a mounted underminer can make a charge attack with his mount while burrowing through loose earth, sand, or mud, or through any other loosely packed earth or stone. When the underminer reaches the target, he erupts from the ground as part of its attack. If the underminer hits the target of its erupting charge attack, he deals double damage.

Any creatures (other than the underminer or his mount) standing in or flying within the mount's space at the end of this charge are immediately subjected to the underminer's mount's trample attack. In addition, creatures two sizes smaller than the mount (Small or smaller creatures for a Large mount) must succeed at a Reflex save (DC 10 + 1/2 mount's HD + mount's Constitution modifier) or take 1d6 bludgeoning damage and become buried in earth (or other relevant material),. This bury zone extends into all squares affected by the mount's reach and counts as difficult terrain. The mount does not provoke attacks of opportunity for performing an erupting charge. This replaces cavalier's charge ability.

**Burrowing Combatant (Ex):** At 5th level, the bond between the underminer and undermount becomes exceptionally strong and they share a preternatural awareness of their surroundings. While mounted, both the underminer and undermount gain tremorsense with a range of 20 feet. This replaces the banner ability.

**Terrain Disturbance (Ex):** At 9th level, an underminer can urge his undermount to travel

close to the surface of a passage. This destroys earthwork as it burrows nearby, disrupting a battlefield by slowing the movement of creatures. Terrain within the reach of an underminer's undermount becomes difficult terrain immediately after it burrows through a square. Creatures on the affected squares must make a Reflex save (DC 10 + 1/2 mount's HD + mount's Strength modifier) or fall prone. Affected terrain remains so until the debris is cleared away. This replaces the greater tactician ability.

Greater Terrain Disturbance (Ex): At 12th level an underminer can urge his mount to be more destructive. When performing terrain disturbance, the mount and underminer travel closer to the surface. The squares the mount burrows through become a pit as wide and deep as the mount is, and as long across as the mount moves (although they can activate and de-activate this ability as a swift action, and are known to leave walls behind their last five feet of movement when using this technique). Pits made this way persist for a number of rounds equal to the underminer's class level before the cave-in on themselves. Creatures on the affected squares above the mount's path of movement must make a Reflex save (DC 10 + 1/2mount's HD + mount's Strength modifier) or fall into the pit. Creatures that fall into the pit and fail a second Reflex save (same DC) are buried. Falling into a pit made by greater terrain disturbance does not provoke attacks of opportunity.

Any structure in a square the mount burrows through takes 60 points of damage per round. At 16th and 20th level, the damage increases by 30 to a maximum of 120 damage per round. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble. Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned. If a pinned character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead. This replaces the demanding challenge ability.

**Greater Erupting Charge (Ex):** At 14th level, anyone taking damage from the mount's trample attack must make a second Reflex save (DC 10 + 1/2 mount's HD + mount's Constitution modifier) or be knocked prone. Creatures two sizes smaller than the mount take a -2 penalty to saves against both being buried and falling prone. This replaces the greater banner ability.

**Burrowing Master (Ex):** At 17th level, the tactile sensory organs of both the underminer and undermount peak and they each gain tremorsense 40 feet even when not mounted. When taking passengers on his undermount, they do not suffer any chance of falling off from the movement through terrain. This ability replaces the master tactician ability.

### UNDERGINEER

### (FIGHTER ARCHETYPE)

There are plenty of dvergr with a penchant for destruction but no affinity for deep badgers, and these studious soldiers take a different route for caving in tunnels and burying enemies—a path lined with explosive ambersticks.

**Underworld Expert (Ex):** At 2nd level, an undergineer gains a +1 bonus on initiative checks and Knowledge (engineering) checks while underground. This bonus increases by +1 for every four levels beyond 2nd. The undergineer leaves no trail and cannot be tracked (though he may leave a trail if he so chooses) when he is in the Underworld or other subterranean locale. This ability replaces bravery.

**Eternal Amberstick (Ex):** At 3rd level, an undergineer crafts or creates an amberstick that is not destroyed upon detonation, but which instead behaves like a slotless magic item that can be used once per day. After releasing its violent energies, it becomes a black lump while it slowly recharges its destructive power. An undergineer must spend 10 minutes repairing his eternal amberstick before it can be reused. The eternal amberstick can be recharged an additional time per day at 7th level and every four levels thereafter (to a maximum of five times per day at 19th level). At 11th level, the undergineer can recharge his eternal amberstick as a full-round action. At 19th level, the undergineer can recharge the eternal amberstick as a swift action. If the eternal amberstick is lost or destroyed, the undergineer can replace it with 2,000 gp and 1 day of effort. This replaces the armor training and armor mastery abilities.

Ambercaps (Ex): At 5th level, an undergineer learns how to craft special ambersticks that range from small (for precise detonations) to large (for when everything needs to be blown up) called ambercaps. Each day an undergineer can create one or more ambercaps that deal varying amounts of damage in a 20-ft.-radius; in total, the daily accumulated ambercaps from this ability can deal a number of d4 worth of both fire damage and force damage equal to his undergineer level + his Intelligence modifier. For instance, a 4th level underminer with an Intelligence of 14 might make a single ambercap that deals 6d4 fire and 6d4 force damage, two ambercaps that deal 3d4 fire and 3d4 force damage, three ambercaps that deal 2d4 fire and 2d4 force damage, six ambercaps that deal 1d4 fire and 1d4 force damage, or any combination therein that does not cumulatively exceed 6d4 per energy type.

Thrown ambercaps have a range of 20 feet. They are considered weapons and can be selected using feats such as Point-Blank Shot and Weapon Focus. An ambercap can be made to explode on impact or set with a fuse that causes it to explode 1 round later. The Reflex save DC to avoid an ambercap created with this ability is equal to 10 + 1/2 the undergineer's class level + the undergineer's Intelligence modifier. Ambercaps made with this ability are more volatile than normal ambersticks and become inert if not used within 24 hours. Crafting an ambercap requires 1 round per 1d4 damage it deals.

This replaces 5th level's weapon training

**Engineered Cave-In (Ex):** At 10th level, the undergineer can use his eternal amberstick or ambercaps to cause a cave to collapse. To create a cave in, the undergineer must deal 10 dice of damage with some combination of ambersticks and ambercaps.

Recognizing a cave-in prepared by an undergineer requires a Knowledge (engineering) or Craft (stonemasonry) check against DC 20 + the undergineer's class level.

**Fuse (Ex)**: At 20th level, the undergineer learns to set longer, precise fuses for ambercaps. A set ambercap can have the explosion delayed for up to 1 hour, with the ambercap exploding in a round of the undergineer's choosing.

## **DVERGR EQUIPMENT**

Dvergr have access to the following equipment.

### **Aerodynamic Picks**

Price: +390 gp; Type: martial

These light picks, heavy picks and mattocks are exceptionally well-crafted and always of masterwork quality. They have all the same statistics as regular martial picks, save that their damage die is reduced one step and they have a range increment of 20 feet.

### Amberstick

### Price: 1,200 gp; Weight: 1/2 lb.

The dvergr originally learned how to make ambersticks from a zwerc enclave, but it seems to have been wiped away from existence not long afterward. The process required to craft these dangerous objects involves drying and treating ore from the Amber Roads, depriving it of its innate magic. At the end of the undertaking, what is left is a highly volatile and explosive.

Lighting an amberstick is a swift action (most are equipped with a small piece of flint to simplify the process into one simple dragging motion). Ambersticks explode the at the end of the round they are lit, erupting into a 20-ft.-radius spread from the square they occupy that deals 2d6 force and 2d6 fire damage (DC 18 Reflex save for half damage).

### Dvergr Amberseed

### **Price:** 100 gp; **Weight:** 1/2 lbs.

This pulverized concoction can be added to the scavenged remains of a detonated amberstick. The amberstick is slowly repaired and becomes usable after 8 hours.

### **Anchoring Bolt**

### **Price:** 50 gp; **Weight:** <sup>1</sup>/<sub>2</sub> lb.

The heads of these odd crossbow bolts are fitted with many different pieces of stone and an extremely sharp, hard adamantine bit the size of an infant's fingernail. Dvergr use this unique ammunition to bring down ceilings and collapse caverns. Anchoring bolts may only be fired from heavy crossbows sized for Medium or larger creatures. They attach to any solid surface and are able to bear up to 600 pounds (so long as an attached rope remains intact). Anchor bolts embedded into a surface may be used as impromptu pitons. Anchoring bolts cannot be re-used.

## **Dvergr Feats**

### Anti Surface-Dwellers (Combat)

You would see all surface-dwellers dead or kneeling. Any creature from the surface is your enemy, no matter their intent.

**Prerequisites**: Underworld Xenophobe, dvergr.

**Benefits**: Your intense hatred of surface-dwellers grants you a +1 racial bonus to attack, damage, and AC against humanoids native to the surface of Aventyr. Your burning, focused abhorrence leaves you at a disadvantage in less physical situations however, and you suffer a -1 on Charisma-based skill checks (except for Intimidation) with any humanoid from the surface.

### **Underworld Xenophobe**

Your unwillingness to understand the surface world enhances your natural resistance to magic.

### Prerequisite: Dvergr.

**Benefits**: You receive a +1 racial bonus to all saves made against the spells or effects of humanoids native to the surface of Aventyr.

### **Dvergr Daredevil**

You've experienced countless collapsing tunnels and survived to tell the tale.

**Prerequisites**: Dex 13, Lightning Reflexes, dvergr.

**Benefits**: You receive a +8 racial bonus to saves and checks to avoid cave-ins, avalanches, and similar rock- or debris-based effects (such as a crushing stone trap or the *earthquake* spell).

### **Underfighter (Combat)**

Having a low center of gravity plays to your advantage.

**Prerequisites**: Str 13, base attack bonus +3, dvergr.

**Benefits**: You gain a +1 bonus to CMB and CMD against any Medium-sized or larger creature.

### **Dvergr Pickman (Combat)**

You have mastered the pick for both mining and combat. Your talents with a sword or a bow might be a bit lacking, but you certainly make up for it when there's a pick in your hand.

**Prerequisites**: Weapon training (axes) class feature, Profession (miner) 1 rank, dvergr.

**Benefits**: Your intense focus on using picks grants you a +1 racial bonus to attack and damage with light or heavy picks.

### **Dvergr Pickmaster (Combat)**

In your experienced hands, the pick becomes a truly awesome tool of death. You are a deft combatant when wielding one of these weapons, though your facility with other weapons suffers considerably.

**Prerequisites**: Weapon Focus (light or heavy pick), Weapon Specialization (light or heavy pick), weapon training (axes) class feature, Profession (miner) 5 ranks, dvergr.

**Benefits**: Your racial bonus to attack and damage with light or heavy picks increases to +2. You treat all picks as though they had a range increment of 20 feet.

# **DVERGR MAGIC ITEMS**

#### **Goggles of Undersight**

### Aura faint divination; CL 5th

Slot eyes; Price 6,700 gp; Weight 1/2 lb.

DESCRIPTION

These matte black goggles are covered in dirt, though the lenses are perfectly clean. The wearer of a pair of *goggles of undersight* gains a type of tremorsense (like the vestraadi's sonar, save they cannot receive blindsight on targets; see page @@). Alternatively, you may treat the enchantment granted by *goggles of undersight* as 40-ft. tremorsense with a 50% chance of failure to identify a Medium or smaller creature's occupied square (detecting them in a random adjacent square instead).

### CONSTRUCTION

**Requirements** Craft Wondrous Item, see invisibility; **Cost** 3,350 gp

### ARGUS' SPYGLASS

**Aura** strong divination; **CL** 9th **Slot** none; **Price** 50,000 gp; **Weight** 1 lb. DESCRIPTION

This telescoping spyglass is fashioned from worn brass, the final piece painted a solid red. It is remarkably light and fits over the eye with ease. Any area perceived with an *argus' spyglass* is treated as though the wearer has darkvision. Once per week, the red band can be turned counterclockwise, causing a movable field of x-ray vision to penetrate any target area within 1,000 feet. Correctly manipulating the device requires a DC 15 Dexterity check each round to focus the lenses correctly, allowing the user to see through stone, metal, earth, wood and any material save adamantine. This enchantment lasts for 5 minutes, after which the *argus spyglass* loses all its magical properties for one week.

CONSTRUCTION

**Requirements** Craft Wondrous Item, *true seeing*; **Cost** 25,000 gp

## **DVERGR SPELLS**

### **DETECT DWARF**

School divination; Level alchemist 1, bard 1, cleric 2, druid 2, inquisitor 1, paladin 1, ranger 1, sorcerer/wizard 2

Casting Time 1 standard action

**Components** V, S, M (iron ore) **Range** 60 ft.

Area cone-shaped emanation

**Duration** concentration, up to 1 minute/level (D) **Saving Throw** none; **Spell Resistance** no

The paranoid scholars of the dvergr have developed this spell purely to screen those entering an undercity. This spell functions much like *detect magic* with a few key exceptions.

You detect any creatures with the humanoid type and dwarf subtype. The amount of information revealed depends on how long you study an area. The magic works slower than with *detect magic*, and is blocked by the target being affected by any polymorph or illusion effect of 1st-level or higher. *3rd round*: Presence or absence of dwarves.

*6th round:* Number of dwarves and number of different dwarven racial subtypes.

*9th round*: The location and racial subtype of each dwarf

### FIND THE SURFACE

# School divination; Level alchemist 2, bard 2, cleric 3, druid 3, inquisitor 2, paladin 2, ranger

2, sorcerer/wizard 3

- Casting Time 1 standard action
- **Components** V, S, M (steel ingot)

**Range** touch (see text)

Target creature touched

Duration 10 minutes/level

Saving Throw Will negates (harmless); Spell Resistance no

When this spell is cast, a mote of energy forces itself upward and toward the surface. If there are any exits to the surface within 1 mile of traveling distance per caster level, the spell creates a trail of cyan light visible only to the target and leading the way. If *find the surface* cannot locate an exit within 1 mile per caster level, it finds the nearest, most elevated point inside of that distance instead.

#### SUPERIOR COLLAPSE

School evocation [earth]; Level druid 4 Casting Time 1 standard action Components V, S, M (a tooth) Range medium (100 ft. + 10 ft./level) Target one 5-ft. square Duration instantaneous

Saving Throw Reflex half (see text); Spell Resistance no

You call forth some of the misfortune that has befallen your race and place it in the ceiling of a tunnel or chamber, causing a cave-in. The cave-in has a 20-foot bury zone extending away from it, dealing 8d6 points of damage to anyone within it and burying them (half damage and not buried on a successful Reflex save). Creatures inside of the 15-foot slide zone take 3d6 points of damage (no damage on a successful Reflex save).

For rules on being buried, see the Environment section of the *Pathfinder Roleplaying Game: Core Rulebook*. This spell only functions underground.

# Dweorg

Dweorg are the most common dwarven subtype, denizens of the Underworld that enjoy mining and blacksmithing. While rare outside of the Underworld, surface-dwellers are often accepting of these stout folk—the legends tell that the first two humans, Askr and Embla, were themselves forged by the ancient dweorg. This belief has warmed even the cold hearts of the Klavekians, who freely accept these dwarves into their villages and homes. Although they are friendly with surface-dwellers, the dweorg tend to keep to themselves and rarely allow outsiders to travel into their realm.

## HISTORY

After the *Forging of the Dvergr*, each of the different races of dwarves lived in tenuous peace deep below the surface of Aventyr. War would surely have erupted between the three great clans (dweorg, dvergr and zwerc) were it not for the arrival of the *Great Sculpting*. Before their very eyes, the cities of each fell to draconic claws and magics as quickly as the forces they could muster to their defense. Unwilling to forge an alliance, each struck their own path through the Underworld, leaving their shattered homes behind them.

The dweorg consulted their historians and clerics, ultimately following the same path as the first two humans, leading the stout folk toward the surface near Surface. Their journeys from the darkness of the deep Underworld are the stuff of legend, playing a large role in the devotion the dweorg show to their ancestors and traditions. As prophesied, this removal from the lowest reaches preserved their race, buffering them from the fallout of the Dracoprime and its death. Having settled in stable areas, the dweorg's defensible cities proved to be a bulwark against the many races born from the mythical creature's essence, saving the world above from most of the dangers created by the recently liberated primal dragons.

Some traveled a more wayward route, living a nomadic existence before finally establishing the

city of Stoneholme after an enduring trial that intertwined its history with the devilish influence of the gitwerc. The most famous dweorg settlement was far humbler, a simple outpost made to act as a place of commerce that would maintain contact between the disparate clans as they sought new homes near the surface. For ages, it remained a small village, but since it has grown considerably and now it is known throughout Aventyr as Embla, the city of fair trade

**Physical Description**: Dweorg are anywhere between four and five feet in tall, with stout shoulders and bodies that defy their diminished height. Their hair colors are commonly brunettes or blondes, but some clans sport great red manes that weave into their beards. Nearly all dweorg men wear beards, often carefully tended to with rings of precious metals stylized to honor their ancestors or traditions. Both genders are tough and possess strong core muscles; the color of a dweorg skin ranges from pale to reddish-white and olive. They favor armors made from metal and pride themselves on craftsmanship, often wearing expertly crafted equipment made by their own hands.

**Society**: Smithing and craftsmanship are the backbone of dweorg society, but these dwarves

# DWEORG RACIAL TRAITS

Dweorg can easily survive in extreme temperatures, especially the cold mountainous regions in which they thrive. Most of these dwarves find the occupation of blacksmith or warrior to suit their tastes.

They receive a +2 racial bonus to Craft (armor), Craft (weapons), Survival skill checks, and Fortitude saves to resist the effects of cold or warm environments, but suffer a -2 penalty to Bluff, Diplomacy and Sense Motive checks against humanoids native to the surface. The racial skill bonuses stack with the Craftsman alternate racial trait.

Otherwise, they receive the same racial statistics as standard dwarves in the "dwarves" entry in the *Pathfinder Roleplaying Game: Core Rulebook.* 

are keen on all the aspects each entails. They are well-known for having keen eyes for gems, ores and precious stones of all kinds, as well as a penchant for trading them. Their warriors and defenders pose a threat alone or at the backs of allies, each with an instinctive understanding of their equipment (often forging their weapons and armor themselves). Miners and engineers are just as common as soldiers, known throughout both the Surface and Underworld for their natural penchant to intellectually grasp the complex calculations required for large-scale excavation and construction.

**Relations**: Though their past is filled with hardship, dweorg maintain the friendliest demeanor of all the dwarves in Aventyr. While travelers are normally bid only temporary asylum within their settlements, they have been known to accept foreigners into their cities—so long as they



a lail but have to be to be to be man with

embrace dweorg culture and tradition. They are a just people filled with pride and often able to recite their lineages to the founders of their settlement (and in the case of nobility, even farther). This isn't always fully understood by other Aventyrians, and sometimes their strange ways isolate the dweorg but often, they are openly accepted into surfacedwellers society, valued for their talents at the forge and staunch wisdom.

Alignment and Religion: While they can be of any alignment, most are Lawful Neutral and follow Balir, the Burning Hero and Master of the First Forge. His teachings, condensed in the 3,000-page tome *The Life of Balir*, call for practicality and humble magnificence, traits embodied by both his temples and followers. While there are some that pursue the arcane arts, most tend to frown at a reliance on magic and only show their respect for the mystical arts to devout members of the clergy.

Adventurers: Many dweorg leave their homes to act as scouts or wardens, trekking across the Underworld to map out emerging cave systems, identify dangerous geological movements and locate threats both old and new that prowl the depths close to the dwarven cities. Others endeavor to expand the reach of their clan by establishing new trade routes both above and below the surface, or take to lives as mercenaries with ambitions to bring back glory to their family's name. While they are not disposed to ostracizing, dweorg society doesn't treat those without a reverence for history very well and dwarves that defy traditions often leave of their own accord.

Male Names: Alvis, Brocker, Danik, Frednir, Maylorin, Otis

**Female Names**: Bridgette, Edna, Franlina, Hlazel, Normja, Ragnarose

Dweorg close to the surface tend to marry traditional dweorg or dvergr names with those of the surface dwellers, so names can differ wildly from region to region.

**Age:** Living nearer to the surface of Surface than any of their kin, dweorg enjoy slightly longer lifespans than their counterparts deeper in the

Underworld (as well as those from other material planes). Depending on how much interaction they have with humanity and the other surface races, sometimes dweorg find the spans of their lives to be significantly reduced by surface-dwellers assaults or dangers awakened by meddling explorers.

## Dweorg in Aventyr

The dweorg cities and kingdoms of the Underworld are as varied as the human settlements on the surface, save that all of them show reverence to crafting in some fashion or another and a staunch appreciation for tradition. Still, the dangers of the endless caves have hardened the resolve of some dweorg settlements, making them unkind and unwilling to accept foreigners for any period (unless they've proven themselves worthy). A traveler can determine that a certain dweorg settlement is on good terms with interlopers by making a successful Knowledge (geography) check (DC 15 - settlement's size modifier). Notably less vicious than the other races, most intruders receive a fair trial and brief imprisonment before being dropped off outside the gates.

## FAVORED CLASS OPTIONS

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, dweorg have the option of choosing from a number of other bonuses, depending upon the character's favored class. The following options are available to all dweorg who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

**Alchemist**: Reduce the time it takes the alchemist to create an extract by -1/2 round (to a minimum of 1 round).

**Barbarian**: Add +1/2 to CMB and CMD when wielding a weapon that deals bludgeoning damage.

**Bard**: Reduce arcane spell failure chance for casting bard spells when wearing heavy armor by 1%. If the total percentage reduction reaches 15%, the bard gains the Heavy Armor Proficiency feat as a bonus feat (if he does not already possess it).

**Cavalier**: Add +1 to the cavalier's CMD for resisting a disarm or steal combat maneuver.

**Cleric**: Add +1/2 to the cleric's channeled energy total when healing creatures with the dwarf or earth subtypes.

**Druid**: The druid gains energy resistance 1 against cold or fire. Each time the druid selects this option, increase her resistance to one of these energy types by +1.

**Fighter**: Add +1 to the fighter's CMB for one type of combat maneuver. This bonus is only applicable when wielding a dwarven weapon (any weapon with the word "dwarven" in its name).

Inquisitor: Add +1/5 of a bonus teamwork feat.

**Magus**: Add +1/3 uses per day of the ferrous growth ability. If the dweorg does not have access to this ability, after taking this favored class option three times they gain access to it once per day.

**Monk**: Add a +1 to the monk's CMD when resisting a bull rush or trip.

**Oracle**: Add +1/3 to the oracle's effective class level for determining the potency of abilities granted by the stone mystery. This does not give the oracle access to abilities any earlier than normal, it only enhances abilities the abilities they already have.

**Paladin**: Add +1 hit point healed when using the paladin's lay on hands ability to heal a creature with the earth subtype.

**Ranger**: Add +1/2 on critical hit confirmation rolls made when using a specific type of dwarven weapon (maximum bonus of +4). This bonus does not stack with the Critical Focus feat.

**Rogue**: Add +1 to the rogue's base speed. In combat this option has no effect unless the rogue has selected it five times (or another increment of five). This bonus stacks with face movement class features and applies under the same conditions as a barbarian's.

**Sorcerer**: Add +1/3 to the sorcerer's effective class level for determining the potency of abilities granted by the Shaitan bloodline. This does not give the sorcerer access to abilities any earlier than normal, it only enhances abilities they already have.

### **DWARVEN BEARDS**

A long beard represents many strong beliefs rooted deeply in dwarven society (especially so for dweorgs), most of which include virility, sexual maturity, prowess in battle and family honor. While all dwarves have beards, they come in a wide variety of colors and styles; the color of one's beard is never altered, and to do so would be taboo, but the stylization of one's beard is something to be celebrated and passed on in nearly all dwarven families. For example, an honored judge may choose to wear his beard neatly braided and secured in place with beard rings representing law, order, honor, and justice; if his son continues the family tradition, he will do the same. Of course, any style is acceptable and even trims are permitted to help keep beards from dragging on the ground. Obviously, those engaged in frequent combat do not want the beard to hinder their movement in battle, thus becoming an encumbrance; great care is taken when trimming and a prayer to the dwarven god is said each time a length is cut.

All dwarven men wear beards unless they have been shunned from dwarven society in which case their beards are ceremoniously chopped off and the dwarf is left naked and alone deep in the Underworld; if they can return with their beard fully regrown they are readmitted to dwarven society.

**Stonespeaker**: Learn +1/5 of a stone lore. **Summoner**: The summoner's eidolon treats objects or animated objects made of clay, stone, or metal as if their hardness was -1/2 lower when struck by its natural attacks.

**Witch**: Add +1/3 to the witch's caster level when casting spells from the wisdom patron.

**Wizard**: Add +1/3 to the wizard's caster level when casting spells with the earth descriptor.

### Ferrous Growth

Once per day, you can cause a touched piece of non-magical iron or steel to grow into an object up to 10 pounds in weight, such as a sword, crowbar, or light steel shield. This object remains in this form for 10 minutes or until broken or destroyed, at which point it shrinks back to its original size and shape.

## **RACIAL ARCHETYPES**

## FORTUNE'S SMITH (FIGHTER)

Some dweorg learn to craft items that carry a touch of the fabled luck of the mythic dwarves of the grand tales with them, allowing them to protect their allies via the objects they create...

**Bonus Feats:** At 1st level, fortune's smiths gains Master Craftsman as a bonus feat, even if they do not meet the prerequisites. The fortune's smith adds all Item Creation feats, Prodigy and Skill Focus: Craft (any) to their list of available fighter bonus feats. This replaces the bonus feat gained at 1st level, and modifies bonus feats.

**Fortune:** At 3rd level, the fortune's smith is suffused with the knowledge that his craftsmanship is a physical representation of the forces of luck. The fortune's smith has a pool of fortune points equal to his fortune's smith level + the fortune smith's Intelligence modifier (minimum 1 point). The pool refreshes once per day after 8 hours of rest. Whenever a fortune's smith is wielding an item he has crafted himself in his primary hand, he can spend fortune points in the following manner.

*Fortunate Maintenance (Su)*: As an immediate action, a fortune's smith may spend 1 fortune point to prevent an item he personally crafted within 100 ft. from gaining the broken condition due to a spell, effect, or hit point damage. If the item would gain the broken condition due to hit point damage, the item is immediately healed to 1 hit point above half its maximum hit points. Alternatively, a fortune's smith can spend 2 fortune points to prevent the destruction of an item he crafted due to hit point

damage. The item is healed to 1 hit point and gains the broken condition.

*Crafter's Weal (Ex)*: As an immediate action, the fortune's smith may spend 1 fortune point to apply a +1 luck bonus to any attack roll or skill check made by an ally within 100 feet. The ally must be wearing or wielding an item crafted by the fortune's smith that is directly applicable to the check. For example, using a weapon crafted by the smith for an attack roll, or lockpicks crafted by the fortune's smith for a Disable Device skill check to pick a lock. The fortune's smith must be aware of the action and declare the use of the ability before the roll is made, though this does not require the use of an action. This bonus increases by +1 at 7th-level and every four levels thereafter (to a maximum of +4 at 15th level).

Fortunate Occurrence (Su): A fortune's smith may spend 2 fortune points to negate a critical hit incurred by himself or one of his allies within 100 ft. that is wearing armor or wielding a shield he crafted. The critical hit becomes a regular hit. This is not an action, but can be used only once per round.

This replaces the armor training ability.

**Fortes Fortuna Adiuvat (Ex):** At 2nd level, the fortune's smith may spend 1 fortune point as a standard action to grant his bonus to Will saves against fear granted by the bravery ability to one ally within 100 ft. who is wearing or wielding an item he has crafted. While the ally gains the benefits of bravery, the fortune's smith loses the benefits of bravery. This modifies the bravery ability.

**Flexible Fortune (Su)**: Starting at 5th level, a fortune's smith can spend 1 fortune point as a swift action to grant one weapon he crafted within 100 ft. a single magical weapon enhancement for 1 minute. The fortune's smith can only grant a single magical weapon enhancement to one weapon at a time. If he uses this ability a second time, any other weapon enhancement is immediately ended. At 5th level, the fortune's smith can grant the *corrosive, flaming, frost,* or *shock* magical weapon enhancements. At 9th level, the fortune's smith can also grant the *corrosive burst, flaming burst, icy burst,* or *shocking burst* magical enhancements. At 13th level, the fortune's smith can also grant the *nullifying* or *repositioning* magical enhancements. At 17th level, the fortune's smith can also grant the *speed* or *spellstealing* magical enhancements. This replaces the weapon training ability.

**Apex of Craftsmanship (Ex):** At 20th level, the threads of fortune suffuse the fortune's smith's creations. While the fortune's smith is alive, all item he has crafted become immune to the broken condition and can never be reduced below 1 hit point by anything short of divine intervention. This replaces the weapon mastery ability.

### Smithkin (Fighter)

The proud dweorg deeply respect two traditions; that of the warrior and the craftsman. The dweorg smithkin exemplify these disciplines, becoming masters of the forge and elemental fire.

**Race:** The talents of the smithkin are highly respected and equally protected—they are not, however, exclusively dweorg. Non-dwarves that have been raised in dweorg society or those that have earned the lifelong respect of a dwarven clan might learn the secrets of the smithkin as well.

**Craft Lore (Ex)**: Smithkin know the secrets to making armor and weapons of incredible quality. A smithkin gains a competence bonus on all Craft (armor) and Craft (weapons) checks equal to half his smithkin level (minimum +1). A smithkin's insight into the work of other smiths is equally impressive and with a DC 15 Craft (armor) or Craft (weapons) check, he can identify the region a suit of armor or weapon was forged in. With a DC 20 check, the smithkin can identify the specific smith. This ability replaces the bonus feat gained at 1st level.

**Exceptional Crafter**: The smithkin adds the following feats to the list of fighter bonus feats he can select: Cooperative Crafting, Craft Magic Arms and Armor, Prodigy, Skill Focus (Craft [armor]), and Skill Focus (Craft [weapon]). This modifies bonus feats.

**Master Smith (Ex):** At 2nd level, a smithkin can create simple items with great accuracy and speed. The smithkin can craft mundane metal items faster, reducing the base price by 10% for the purposes of determining how long the item takes to craft. This does not affect the item's raw material cost. At 6th level and every four levels thereafter, the smithkin reduces the effective base price by an additional 10% (to a maximum of a 50% reduction at 18th level). This does not reduce the time required to create magical items. This replaces the bravery ability.

**Master Craftsman (Ex):** At 3rd level, a smithkin gains Master Craftsman as a bonus feat. He does not need to meet the prerequisites for this feat. This replaces the bonus feat gained at 3rd level.

Forge Fire (Su): At 3rd level, once per day a smithkin can imbue a masterwork or magical weapon he touches with a spirit of the forge as a swift action. This causes the weapon to shed light as a torch, and the weapon gains the flaming weapon quality for two rounds per class level. The flaming quality does not stack with a weapon that already has that quality. The *flaming* property applies to only one end of a double weapon. The smithkin can use this ability an additional time per day at 7th level, and every four levels thereafter (to a maximum of 5/day at 19th level). At 11th level, the touched weapon can also gain the flaming burst quality instead. At 15th level, the duration increases to one minute per class level. This replaces the armor training ability.

# **DWEORG EQUIPMENT**

Dweorg have access to the following equipment.

### **Bilosipid Spice**

### Price: 12 gp; Weight: -

This spice is made from mushrooms found only in the Underworld. When used in the preparation of a meal, it provides 3 hit points of healing. Gathering and treating the appropriate fungi requires a DC 18 Survival check.

#### **Dweorg Rock-Singer**

**Item Type:** Siege Engine; **Price:** 800 gp; **Damage:** 8d6; **Critical Range:** – ; **Increment:** 200 ft.. (20 ft. minimum); **Typical Crew:** 1 or 2 (see text)

This highly efficient siege weapon is used in the defense of most major dweorg cities. A rocksinger constitutes functions as a cross between a catapult and rapid-fire rock-hurling ballistae. The dweorg tend to integrate rock-singers with gigantic statues depicting their ancestors. When activated, the mouth opens and fires massive boulders and stalactites at the target area. While stationary, the machinery is so efficient it only requires one crew member to reload and fire. When moving, the rocksinger requires a second crew member to properly aim. Due to the usual means of delivering deadly barrages, other races sometimes call the siege engines rock-barfers, but this moniker is seldom used in a dweorg's presence.

#### Fungal Rope (50 ft.)

### Price 50 gp; Weight 3 lbs.

This thin, light rope is remarkably strong. It has 6 hit points and can be burst with a DC 25 Strength check. Identifying mushroom liana appropriate for crafting fungal rope requires a DC 19 Knowledge (nature) check, and crafting the tough cord requires two hours and a DC 21 Survival check.



### **DWEORG BEARD BARBERS**

With the great honor and respect placed upon beards in dweorg society, beard barbers are one of their most respected professions. These establishments specialize in trimming, shampooing, braiding, and ringing dweorg beards (though they'll serve any dwarf—even gitwerc). Of course, a pint or three of dwarven mushroom ale is generally enjoyed during one's time spent there (on the house for paying customers).

Beard barbershops are excellent places to overhear local rumors or meet new friends; at any given time between 10-20 dweorg can be found in most of these businesses. Just as many dwarven beard experts attend to their customers, and their stores are often a popular place for the city watch to spend their off hours.

Beard Work	· •	Beard			
Trimming	5 cp	Туре	Small	Med.	Large
Shampooing	1 sp	Bronze	2	3	5
Braiding	1 gp	Silver	3	5	10
Dreading	2 gp	Gold	5	10	20
Ringing	1 gp*	Platinum	10	20	30

\*Does not include price of beard rings. Only the bronze rings are solid; the rest are simply plated with the listed metal. Each ring is intricately engraved with various dwarven runes. Customers may choose from rune rings symbolizing justice, honor, trade, prosperity, family, celebration, law, battle, solidarity, blacksmithing and of course the dwarven god Balir himself.

## NEW MATERIAL

### Liavous Crystal

A miraculous substance unique to the area around Stoneholme, this type of crystal and the secrets of its usage are jealously guarded by the dwarves of Stoneholme.

### **Liavous-Infused Materials**

Mixing traces of this gemstone into metal weapons or armor during the forging process grants the item the same properties as adamantine, albeit with a distinctive deep bluish-purple sheen. Since the jeweled material is more plentiful than adamantine, weapons and armor enhanced with liavous crystal cost only half as much as those crafted using adamantine. If materials infused with liavous crystal are taken above ground into sunlight they permanently lose all special material properties.

### **Materials Created Using Pure Liavous Crystal**

A weapon or suit of armor crafted from pure liavous crystal costs 2.5 times as much as an adamantine item of the same type. The crafting process is difficult and requires an amount of heat that is dangerous even for a master dwarven smith. The finished product, however, is well worth the price, as pure liavous crystal weapons and armor have twice the hardness and hit points of their adamantine counterparts. Furthermore, armor forged of pure liavous crystal provides twice the damage reduction of adamantine armor of the same type. Since pure liavous crystal is used in the construction of these materials, the armor or weapons refract the light of the sun away.

# **Dweorg Feats**

### **Augmenting Ancestors**

Some of your spells are empowered by the dweorg of your ancestral line, making them more damaging to non-dwarves (though less effective against your kin).

**Prerequisites:** Able to cast 1st-level arcane or divine spells, dweorg.

**Benefit:** Spells you cast that summon a weapon made of force (such as *spiritual weapon, mage's sword*, or *twilight knife*) gain a +1 luck bonus to attack and a +2 bonus to damage against creatures that do not have the dwarf subtype (force spells that do create a weapon or require an attack roll are unaffected). Against creatures with the dwarf subtype, conjured weapons of force take a -2 penalty to attack and -4 penalty to damage (minimum 1 damage).

### **Clanminded** (Teamwork)

You have a strong, almost supernatural bond with other dwarves from your extended family.

### Prerequisite: Dweorg.

**Benefit:** As a swift action, you can grant the benefits of one teamwork feat you possess to an allied dweorg within 30 feet for 1 round. The ally counts as having the teamwork feat for the purposes of granting or gaining its benefits. This feat can be used in this manner a number of times per day equal to <sup>1</sup>/<sub>2</sub> your character level + your Wisdom modifier (minimum 1/day).

**Special**: Characters with fighter or inquisitor levels cannot take the Clanminded feat.

### Dweorg Faith (Metamagic)

The tightly knit relationships of your ancestors are incredibly strong, so powerful that with the help of your faith, they can even bridge the mortal divide to save a dwarf's life.

**Prerequisites:** Able to cast 1st-level divine spells, dweorg.

**Benefit:** This metamagic feat can only be applied to spells that heal hit point damage. You can cast a healing spell on a dwarf that has died within the last round due to hit point damage. If the healing spell returns the dwarf's hit point total to amount greater than its Constitution score in negative hit points, it returns to life and is stabilized. Dwarves brought back to life with Dweorg Faith take a –1 penalty to AC, attack rolls, attribute checks, skill checks, and saving throws for 1 day. Dwarves slain by death effects cannot be saved with Dweorg Faith. A dweorg faith spell uses up a spell slot two levels higher than the spell's actual level. **Special:** A dwarf can only benefit from Dweorg Faith once per week.

### **Dweorg Underman (Combat)**

The Underworld can be as cold as a mountain peak with breezes that chill to the bone. Your dwarven resilience has inured you to cold, and only the most potent freezes disturb you.

**Prerequisites**: Base fortitude save +2, dweorg. **Benefit** You gain cold resistance 5.

**Special**: This feat may be selected multiple times, each time adding 5 to your cold resistance.

### Smithkin Resistance (Combat)

After innumerable hours working at a forge, your dweorg nature has become unnervingly comfortable with scorching flames.

**Prerequisites:** Base fortitude save +2, dweorg. **Benefit**: You gain fire resistance 5.

**Special**: This feat may be selected multiple times, each time adding 5 to your fire resistance.

### **Stout Drinker (Combat)**

Drinking and fighting are so integral to your life that they have become a genuine part of the way you wage war—if you can't carry a flagon into a battle, you don't want to be part of it.

Prerequisites: Con 13, base attack bonus +1, dweorg.

**Benefit:** You can carry a filled flagon or mug in your shield arm while wearing a shield without incurring any penalties or spilling your drink during a fight. You can drink non-magical alcohol from your flagon as a swift action that provokes attacks of opportunity, or as a standard action that does not provoke attacks of opportunity.

Drinking while in combat grants you DR 1/ for a number of rounds equal to your Constitution modifier. You can drink from your flagon again after activating Stout Drinker to increase the DR by +1, up to a DR value equal to your Constitution modifier, but the DR or DR increase granted by a drink tracks its duration separately. Stout Drinker does not lessen or reduce any of the penalties for being drunk and a dweorg must still make Fortitude saves to avoid inebriation.

## **Dweorg Magic Items**

### **POCKET ANVIL**

Aura faint transmutation; CL 5th

Slot none; Price 5,000 gp; Weight – or 100 lbs. (see text)

### DESCRIPTION

This lustrous steel trinket is shaped like a miniature anvil an inch tall. As a swift action, it can be commanded by its owner to expand instantly to its full size (and weight) and is fully serviceable to the manufacturing needs of any metalsmith. As a standard action, a *pocket anvil* may be thrown at a target as an improvised weapon, expanding to full size as it sails through the air. On a successful hit, the enlarged anvil deals 5d6 + the wielder's Strength modifier in points of bludgeoning damage. A *pocket anvil* can be reduced in size once again on command.

### CONSTRUCTION

Requirements Craft Wondrous Item, *shrink item*; Cost 2,500 gp

### **Instant Forge**

Aura strong conjuration; CL 13th

Slot none; Price 36,000 gp; Weight 1/2 lb.

### DESCRIPTION

This stone cube is small, but when activated by speaking a command word it grows to form a full blacksmithing forge 20-ft.-square and 20-ft.-high, with a lit fire, steel anvil, and masterwork tools. A craftsman utilizing the forge can create mundane items in half the time normally required.

The stone walls extend five feet into the ground, and have hardness 10 and 60 hit points per 5-ft.-square. If activated in a space it cannot fit, it expands to the maximum possible size. The structure has a small, simple wooden door that opens only at the command of the owner of the *instant forge*—even *knock* spells cannot open the door, but it can be broken or burst through. The *instant forge* can only be repaired through mundane means or by a *wish* or *miracle*, which restores 30 points of damage taken.

## Dweorg

The *instant forge* springs up in just 1 round, with the door facing the speaker of the command word. People and creatures nearby (except the owner) must be careful not to be caught by the fortress's sudden growth. Anyone so caught takes 5d10 points of damage (Reflex DC 19 half). The *instant forge* is returned to a stone cube by speaking a second command word. It cannot be deactivated unless it is empty.

CONSTRUCTION

**Requirements** Craft Wondrous Item, *mage's* magnificent mansion; **Cost** 18,000 gp

## **DWEORG SPELLS**

#### **Bestow History**

School divination; Level bard 4

Casting Time 1 standard action

**Components** V, S, M (a diamond worth 400 gp and blood of a creature)

Range touch

**Target** creature touched

Duration 1 day/caster level

Saving Throw Will negates (harmless); Spell Resistance no

You call upon your dweorg ancestors to impart some of the wisdom of your race onto the subject about the race of the creature whose blood you used as a material component. The target gains a +6 circumstance bonus to Knowledge checks that specifically pertain to the history and culture of the creature whose blood was used in the spell.

### **CRITICALLY CURE KIN**

School conjuration (healing); Level bard 4, cleric 4, druid 4, paladin 4

This spell functions as *cure light wounds*, but when used to heal a creature with the same type and subtype of the caster, it instead heals  $4d_{10}$  points of damage + 1 point per caster level (maximum +20) and when used to heal a creature whose type and subtypes don't match that of the caster, it instead heals 4d6 + 1 point per caster level (maximum +20). This spells deals damage to undead in the same way (undead made from races with the same type and subtype as the caster take more damage, and undead made from other races take less). A prepared *critically cure kin* cannot be spontaneously turned into another cure spell or an *inflict wounds* spell.

#### **DWARVEN STEW**

School conjuration; Level bard 1, druid 1 Casting Time 1 hour Components V, S, M (vvor meat) Range close (25 ft. + 5 ft./2 levels) Target 16 oz. of stew Duration instantaneous (see text) Saving Throw Fortitude negates (harmless); Spell Resistance no Part of the casting of this spell requires cooking up

a stew and baking rolls (preferably vvor stew with balak blood rolls). Dweorg often prepare *dwarven stew* on special occasions to celebrate new allies or welcome home traveling kin.

*Dwarven stew* has an amazing medicinal effect, though it does not last long after being prepared. A creature that consumes four ounces or more of *dwarven stew* (a process that takes 10 rounds) replenishes hit points at four times the normal rate the next time they rest.

### LIGHTLY CURE KIN

School conjuration (healing); Level bard 1, cleric

1, druid 1, paladin 1, ranger 2

Casting Time 1 standard action

**Components** V, S, M (talcum powder)

Range touch

Target creature touched

**Duration** instantaneous

Saving Throw Will half (harmless); see text;

**Spell Resistance** yes (harmless); see text This spell functions as *cure light wounds*, but when used to heal creature with the same type and subtype of the caster it instead heals 1d10 points of damage + 1 point per caster level (maximum +5) and when used to heal a creature whose type and subtypes don't match that of the caster, it instead heals 1d6 + 1 point per caster level (maximum +5). This spells deals damage to undead in the same way (undead made from races with the same type and subtype as the caster take more damage, and undead made from other races take less). A prepared *lightly cure kin* cannot be spontaneously turned into another cure spell or an *inflict wounds* spell.

### Moderately Cure Kin

**School** conjuration (healing); **Level** bard 2, cleric 2, druid 2, paladin 2, ranger 3

This spell functions as *cure moderate wounds*, but when used to heal a creature with the same type and subtype of the caster it instead heals 2d10 points of damage + 1 point per caster level (maximum +10) and when used to heal a non-dwarf it instead heals 2d6 + 1 point per caster level (maximum +10). This spells deals damage to undead in the same way (undead made from races with the same type and subtype as the caster take more damage, and undead made from other races take less). A prepared *moderately cure kin* cannot be spontaneously turned into another cure spell or an *inflict wounds* spell.

### Seriously Cure Kin

School conjuration (healing); Level bard 3, cleric3, druid 3, paladin 3, ranger 4

This spell functions as *cure light wounds*, but when used to heal a creature with the same type and subtype of the caster it instead heals 3d10 points of damage + 1 point per caster level (maximum +15) and when used to heal a nondwarf it instead heals 3d6 + 1 point per caster level (maximum +15). This spells deals damage to undead in the same way (undead made from races with the same type and subtype as the caster take more damage, and undead made from other races take less). A prepared *seriously cure kin* cannot be spontaneously turned into another cure spell or an *inflict wounds* spell.

# FUNGLETS

## Mushroom Treants of the Underworld

These are the children of the mushroom jungles of the Underworld. They are true children of nature, embracing the fungal forests they call home as though each individual capped stalk growing in the subterranean soil were a cousin or sibling. Philosophers have come to believe that they are the sentient expression of lush Underworld forests, literally made for and by the mushrooms themselves. While they are predominantly loners, a small society of funglets have gathered in Dregharka's Bayou, a fungal jungle bordering the Forever Deep.

## HISTORY

The fall of the Dracoprime in the *Great Schism* presaged the arrival of the funglets in the mushroom jungles below Aventyr, but their true origins are disputed both amongst themselves and Underworld scholars. They aren't a particularly private or xenophobic race, but their reverent worship of the subterranean groves that birthed them keep the funglets from traveling the breadth of the world, and most folk who even know of the fungal men make no distinction between their individual beliefs.

Fantasfunglets have deduced that they are the natural evolution of mushroom life. Acting as the historians of their race, they place phenomenal value on reasoning and logical skills—all the pertinent information at their disposal ultimately concludes that while some catalyst may or may not have been present at the time of their appearance after the *Great Schism*, they all undeniably are birthed by a fungal forest.

Audirefunglets believe they are vestiges of the Dracoprime's life force, carried to the mushroom jungles by its blood. They refer to the massive draconic idol as the Natural Force (NG, minor deity) and refuse to recognize the claims made of its origin with the Progenitors and their slaves. Instead they personify it as a deity of their own image, a powerful force that persists through each of them. Maculosfunglets worship the oldest living thing on the planet, the Honningsop Mushroom, as their patron god and creator. Per their legends, they were born within the enormous rhizomorphs of Aventyr's eldest organism, carried across the Underworld to the many mushroom jungles that fill its endless caves. Any trace of the Honningsop is treated with even greater reverence by maculosfunglets than their kin, but the Natural Force sees their faith as equally worthy devotion.

However, they came to be, the funglets quickly spread throughout the Underworld in the years leading up to and after *The Confluence*. They have become the wardens of nature beneath the surface of Aventyr, respected by all for their services as caretakers of the exotic, bountiful, mushroom jungles that provide so many subterranean races with means to survive the desperate environments. Were it not for the funglets, the lush fungal forests throughout the endless caves would never have prospered into the enormous groves that dot the Underworld today.

**Physical Description**: Funglets are a tall and thin race, typically no shorter than 7 feet in height. Despite their prodigious size, they are a slight people and are rather weak given their stature. There are three types of funglets, each patterned to have different colors: the *fantas* are reddish-brown in complexion (with darker spots), the *audires* are colored much like a bright, sprouting flower and the *maculous* are a light tannish brown, covered in offyellow spores. The eyes of these fungal giants are hooded by the mushroom caps that comprise their skulls, often casting shadows over their surprisingly small mouths.

**Society**: In the past, funglets were largely very lonesome creatures, tending to the groves of their birth rather than their relationships with other Underworlders. Now that *The Confluence* has come to an end, some of the giant mushroom men have taken to traveling away from the fungal forests they call home and establishing relations with races they previously ignored or gathering together to form communities of their own. Their tightly-knit settlements are seamlessly woven into Underworld groves across Aventyr, typically in burgeoning mushroom jungles being expanded and tended to by the funglets.

**Relations**: The solitary lives led by their ancestors have left the funglets rather at a loss when dealing with other races of the Underworld. They are rarely initially perceived as the gentle giants they are, and they see the fear at their prodigious height and ultimately become quite apprehensive with others. Despite their poisonous appearance, masculosfunglets are the most wellliked variety, though the fantasfunglets are valued repositories of knowledge and audirefunglets are widely respected for their deep connection to the natural world. **Alignment and Religion**: Overwhelmingly, funglets are a race of Good-aligned creatures (a true rarity in the Underworld), although there is always the occasional, anomalous growth of an evil funglet, they are uncommon at best. The Natural Force is the principal god of funglets, worshipped by each in their own way.

Adventurers: Funglets may be adventuring for any number of reasons: to carry abundant spores to new regions of the Underworld, seek out areas recently reached by the Honningsop Mushroom or, in the rare case their own grove has been destroyed or overtaken, to establish a new fungal forest. They are capable warriors of every stripe despite their slow reflexes and lacking strength, but prove to be truly potent spellcasters. Many of these mages or holy mushrooms leave their homes inadvertently on unintended rites of passage inspired by hallucinogenic minerals found in locales known only to their proudest shamans. Overall, however, they are largely druids or rangers, though not exclusively so.

Male Names: Bollet, Carssish, Ergan, Mraln, Rork, Yawlohh

**Female Names**: Bidoa, Fettla, Helnaa, Lortta, Solvi, Tallaa

## FUNGLET SCALING ADVICE

The weird and novel funglets, taking the treanttrope to another level, are generally a powerful race, on par with the stronger planar races, but hampered by their strange nature and weaknesses.

*For grittier games:* An easy way to make certain funglet-builds significantly less powerful is to simply make them Medium creatures. If desired, their subtypes can thereafter be struck with a feat-tax. Changing their type to humanoid (eliminating the plant trait and its immunities) and providing a +2 bonus to saves to two things they'd usually be immune to would help. Particularly the latter should make them feasible for even the grittiest of campaigns.

*For high-fantasy games:* A simple operation awaits you: Get rid of their vulnerability and the drawback of their minesight. For truly epic games, considering their Large size, increasing the movement rate to 30 ft. does carry a power upgrade with it as well— one that can be increased via Fungal Lianas as a bonus feat.

### FUNGLETS AND MUSHROOM JUNGLES

Previously they were quite sparse, but now funglets are becoming a common sight in the fungal forests of Aventyr. When entering a mushroom jungle, a Knowledge (nature) check (DC 20 settlement's size modifier x2) informs a traveler that they near a settlement of the funglets. Signs of their passing are ubiquitous to those that know them, the giants tromping through the subterranean soil and tending to the vast mushrooms that dominate the regions they inhabit. Of all the Underworld races, they are often perceived as the most kindly and approachable; many survivors of Underworld expeditions praise them highly for providing a safe place to rest from the countless dangers of the endless caves. Explorers ought to be wary, however; myceloids have been known to enchant themselves to appear as funglets to lure unsuspecting travelers to their untimely deaths.

## **RACIAL SUBTYPES**

Some funglets are from vastly different mushroom jungles scattered across the Underworld. Depending on where exactly they originated, a funglet might have vulnerability to cold or electricity instead of fire, at the GM's discretion.

### FAVORED CLASS OPTIONS

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, funglets have the option of choosing from a number of other bonuses, depending upon the character's favored class. The following options are available to all funglets who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

**Alchemist**: Add +<sup>1</sup>/<sub>2</sub> point of acid damage to the alchemist's bombs. This bonus damage only applies to the target of a direct hit.

**Barbarian**: Add a +1/2 bonus to Fortitude saves while raging.

**Bard**: Add one spell that affects plants from the bard spell list to the bard's list of known spells. This spell must be of one level lower than the highest level spell the bard can cast. At the GM's discretion, you may choose other nature-themed spells.

**Cavalier**: Add +1/3 natural armor to the mount granted by the cavalier's class ability.

**Cleric:** Add + 1/3 uses of channel energy that can exclusively affect plants. If the cleric channels positive energy, these additional uses heal plants. If the cleric channels negative energy, these uses harm plants instead.

# FUNGLET RACIAL STATISTICS

+2 Constitution, -2 Strength, -2 Dexterity and +2 to Intelligence, Wisdom, or Charisma (see subtypes): Maculosfunglets are charismatic, fantasfunglets are intelligent and audirefunglets are wise. All of them are hardy in body but slight in frame, and both their strength and reflexes suffer for it. Funglet: Funglets are Large sized humanoids with the plant type.

**Large**: Funglets are Large sized (taking up a 10 ft. by 10 ft. square.) and gain a +1 size bonus to their Combat Maneuver Bonus and Combat Maneuver Defense, but suffer a -1 to Armor Class and attack rolls, and a -4 size penalty on Stealth checks.

Speed: Funglets have a base speed of 20 ft.

Reach: Funglets have a reach of 10 ft.

**Minesight**: Funglets have low-light vision and darkvision 90 ft., but are automatically dazzled in bright light and take a –2 penalty on saving throws against spells and effects with the light descriptor.

**Plant Traits**: Funglets are immune to mind-affecting effects, paralysis, poison, polymorph, sleep and stunning. They breathe and eat but don't sleep (constantly absorbing nutrients through the earth and very air).

**Natural Armor**: Funglets have tough layers of fungi that cover their bodies and receive a +1 natural armor bonus.

**Vulnerability**: Funglets are quite flammable and are vulnerable to fire. They take half again as much (50%) damage from fire, regardless of whether a saving throw is allowed or if the save is a success or failure.

**Languages**: Funglets begin play speaking Common and Sylvan. Funglets with high Intelligence scores can choose from the following list: Aklo, Dwarven, Elven, Terran, and Undercommon.

*Subtypes*: There are three different kinds of funglets.

**Audirefunglets** benefit from a continuous *speak with plants* effect and gain a +2 racial bonus +2 racial bonus to Wisdom.

*Fantasfunglets* increase their base speed to 30 feet and their natural armor bonus to +2, and receive a +2 racial bonus to Intelligence.

*Masculosfunglets* increase their natural armor bonus to +2, gain a +2 racial bonus to Charisma, and possess the toxic quality. The rhizomorphs within a masculosfunglets body are poisonous a masculosfunglets can envenom a weapon that it wields with its toxic saliva or blood (using blood requires the funglet to be injured when it uses this ability) a number of times per day equal to its Constitution modifier (minimum 1/day). Applying venom in this way is a swift action.

*Weakening Venom*: Injury; *save* Fort DC 10 + 1/2 the funglet's Hit Dice + the funglet's Constitution modifier; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save.

**Druid**: Add +1/3 to the druid's caster level when casting spells from the mushroom domain.

**Fighter**: Add +1/3 to the fighter's natural armor bonus. **Inquisitor**: Add +1/3 to the inquisitor's level when determining the potency of abilities granted by the mushroom domain. This does not grant the inquisitor abilities earlier than they would normally be able to access them, it only enhances the existing domain abilities they already have.

**Magus**: Add +1/10 to attack rolls made while standing on earth. Rock does not qualify.

**Monk**: Add  $+\frac{1}{2}$  to the monk's CMB when resisting a bull rush or trip.

**Oracle**: Add +1/3 to the oracle's caster level when determining the potency of abilities granted by the life mystery. This does not grant the oracle abilities earlier than they would normally be able to access them, it only enhances the existing mysterybased abilities they already have.

**Paladin**: Add  $+\frac{1}{2}$  to the paladin's CMD when resisting a disarm or sunder attempt.

**Ranger**: Add +1/5 to damage rolls made while standing on earth. Rock does not qualify.

**Rogue**: Add +1/3 bonus damage to sneak attacks against creatures of the plant type.

**Sorcerer**: Add +1/3 to the sorcerer's caster level when determining the potency of abilities granted by the plant bloodline. This does not grant the sorcerer abilities earlier than they would normally be able to access them, it only enhances the existing abilities they already have.

**Stonespeaker**: Learn +1/3 of a secret of the stone of one level lower than the highest the stonespeaker can access.

**Summoner**: Add +1/3 to the natural armor of the summoner's eidolon.

Witch: Add +1/5 witch hex.

**Wizard**: Learn one new spell with "plant" in its name. This spell must be of at least one level lower than the highest level spell the wizard can cast, but does not have to be on the sorcerer/wizard spell list. At the GM's discretion, you may also earn spells with an appropriate theme PSILOCYBIST (PRESTIGE CLASS)

The wilds of the Underworld are not dominated by trees, but mushrooms. Wardens of these subterranean forests of fungi develop truly unique relationships with these earthy growths, utilizing their truest natural properties to achieve remarkable mystical powers. While often quite tame, in combat they are as explosive as their enhanced illusions are powerful.

**Role**: The psilocybist is a potent spellcaster and dangerous ranged combatant. Their enhanced exploding caps give them a considerable edge at a distance, becoming a deadly or devious tool as they gain levels, and their hallucinatory trance ability makes their illusion spells extremely effective.

**Alignment**: Psilocybists may be of any alignment, although they tend to be Neutral.

**Race**: Many psilocybists are funglets—giant mushroom men native to the fungal forests of the Underworld. Still, the wilds beneath Aventyr have found many other races to answer their call, and there are no race restrictions on this prestige class.

Hit Die: d8.

### Requirements

**Skills**: Knowledge (arcana) 5 ranks, Knowledge (nature) 5 ranks.

**Spells**: Able to cast 2nd-level divine spells.

Domain: Must have the mushroom domain.

### Class Skills

The psilocybist's class skills are Bluff (Cha), Craft (alchemy), Heal (Wis), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), Survival (Wis) and Use Magic Device (Cha).

Skill Ranks at Each Level: 2 + Int modifier.

### **Class Features**

**Weapon and Armor Proficiency:** A psilocybist gains no proficiency with any weapons or armor.

**Domains:** At 1st level, a psilocybist gains the trickery domain and deception subdomain in

Level	Base Attack	Fort	Ref	Will	Special	Spells per day
1st	+0	+0	+0	+1	Fungal flurry, Spore generation, trickery (deception) domain	-
2nd	+1	+1	+1	+1	Hallucinatory caster 1/ day, imbue cap	+1 level of divine spellcasting class
3rd	+2	+1	+1	+2	Improved explosive caps x2, root knowledge, poison resistance +2	+1 level of divine spellcasting class
4th	+3	+1	+1	+2	Hallucinatory caster 2/day	+1 level of divine spellcasting class
5th	+3	+2	+2	+3	Cap weaving, poison resistance +4	-
6th	+4	+2	+2	+3	Hallucinatory caster 3/ day, improved explosive caps x3, root knowledge	+1 level of divine spellcasting class
7th	+5	+2	+2	+4	Poison resistance +6	+1 level of divine spellcasting class
8th	+6	+3	+3	+4	Hallucinatory caster 4/day	+1 level of divine spellcasting class
9th	+6	+3	+3	+5	Improved explosive cap x4, poison immunity, root knowledge	-
10th	+7	+3	+3	+5	<i>Fungal phalanx</i> 1/day, hallucinatory caster 5/day, <i>mushroom</i> <i>apotheosis</i> 1/month	+1 level of divine spellcasting class

addition to any others he possesses. His psilocybist levels stack with any other class levels for the purposes of the trickery (deception) and mushroom domain powers and gaining new domain abilities.

**Spore Generation (Su):** At 1st level, with a wave of his hand, a psilocybist can cause mushrooms to grow from nothing. These fungi are harmless and common, but can serve as edible food for one creature per class level. Additionally, the psilocybist increases the daily maximum amount of his exploding caps granted by the mushroom domain by +2 for every class level.

**Spells per Day:** At the indicated levels, a psilocybist gains new spells per day as if he had also gained a level in a divine spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for additional spells per day and an increased effective level of

spellcasting. If a character had more than one divine spellcasting class before becoming a psilocybist, he must decide to which class he adds the new level for purposes of determining spells per day.

**Fungal Flurry (Ex):** A psilocybist can, as a full-round action, perform a full-attack attack with exploding caps. During this attack, he can throw two additional exploding caps at his highest attack bonus, but all of his exploding cap attacks are made at a -2 penalty, including the two extra attacks.

**Hallucinatory Caster (Su):** At 2nd level, a psilocybist can consume hallucinogenic mushrooms as a swift action to enter a psychoactive state. Consuming a mushroom in this way does not harm the psilocybist. When the mushroom is consumed, the psilocybist gains a +2 bonus to caster level and spell saving throw DCs when casting spells of the illusion school for a number of rounds equal to his class level. However, the psilocybist suffers a -4 penalty to all Intelligencebased skill checks and initiative for 1 hour after consuming mushroom.

This ability can be used once per day at 2nd level, and one additional time per day every two levels thereafter (to a maximum of 5/day at 10th level). The bonuses from multiple uses of this ability are not cumulative, but all penalties stack. Any resistance or immunity to poison the psilocybist possesses does not apply to this ability.

**Imbue Cap (Sp)**: At 2nd level, a psilocybist gains the ability to store any personal or touch range spell into a mushroom grown. Any creature may then consume the cap as a standard action (similar to a potion). The consuming creature becomes the target of the spell's effects (whether beneficial or harmful). The psilocybist can only have a number of spell levels imbued into caps in this manner at any one time equal to his class level. For example, an 8th level psilocybist could imbue two caps with 4th-level spells or one cap with an 8th level spell. Creating an imbued cap requires 1 minute of work. A single cap can only contain one imbued spell. Once imbued, a cap remains potent for 1 day.

**Improved Explosive Caps (Su):** At 3rd level, the psilocybist deals an additional +1d6 force damage with the explosive caps ability of the mushroom domain. This damage increases by +1d6 at 5th level and every two levels thereafter (to a maximum of +4d6 force damage at 9th level).

**Poison Resistance (Ex):** At 3rd level, a psilocybist gains a +2 bonus on all saving throws against poison. This bonus increases to +4 at 5th level, +6 at 7th level, and at 9th level, a psilocybist becomes completely immune to poison.

**Root Knowledge (Ex):** At 3rd level, the psilocybist adds any one spell of the illusion school to his divine spell list (so long that it is one level lower than the highest available spell slot). He can do this again at 6th- and 9th-level.

**Cap Weaving (Su):** At 5th level, a psilocybist learns how to lock divine power within fungal folds and can combine up to two spells into a single mushroom with the imbue cap ability.

**Fungal Phalanx (Su):** At 10th level, the psilocybist can rapid-grow mushroom golem guardians once per day. This functions as the spell *wooden phalanx* (see *Pathfinder Roleplaying Game: Ultimate Magic* for details), except it summons 1d2+1 mushroom golems without the advanced creature simple template.

## FUNGAL HULK (BARBARIAN)

Plants are fundamentally different from warmblooded species. The rage of the fungal hulks is a slow and ponderous, but fearsome thing to behold at they start growing and shedding plant matter, covering all in their vicinity.

Verdant Path (Ex): Whenever the fungal hulk rages, he starts shedding sticky fungal matter that adheres to the floor or floats in the water behind him. Whenever the fungal hulk moves while raging, the last Constitution modifier + fungal hulk level 5-ft.-squares (minimum 1) he passed become difficult terrain. While the fungal hulk is raging, he does not treat these spaces as difficult terrain. The gooey train of fungal matter always follows the movement of the fungal hulk. If the fungal hulk ends his rage, the verdant path no longer follows the fungal hulk and withers after a number of rounds equal to his Constitution modifier. The verdant path floats in water, neither sinking nor rising. When used during flight, the fungal matter falls to the floor. Creatures with the woodland stride ability can move through this difficult terrain without impairment. This replaces the fast movement ability.

Hulk's Rage (Ex): When raging, the mass of a fungal hulk's body greatly increases. The fungal hulk takes a -2 penalty to his Dexterity score while raging. However, a raging fungal hulk is treated as a creature of one size category larger for the purposes of any benefits of being larger, but does not take any additional penalties due to an increased size. These benefits do not stack with any other spell or effect that increases a creature's size. The fungal hulk's space and reach do not increase, and he cannot wield larger-sized weapons without the normal penalties. This modifies rage.

# **Rage Powers (Ex):** The following rage powers are available for the fungal hulk.

*Broadened Path (Ex):* The shedding of fungal matter spreads further. When raging, any squares adjacent to a space the fungal hulk moves through also become difficult terrain (per the verdant path ability).

*Clustered Shedding (Ex):* Whenever the fungal hulk hasn't moved more than 5 ft. for 1 round while raging, he may choose to have all squares within 40 ft. of the fungal hulk become difficult terrain (per the verdant path ability). A fungal hulk must have the broadened path rage power to select this rage power.

*Corrosive Path (Su):* Acidic slime coats the fungal matter of the fungal hulk's verdant path. Any creature attempting to move through difficult terrain created by the verdant path ability takes 1d4 points of acid damage for each 5 feet of movement through the area. A creature beginning its turn within the difficult terrain takes 1d4 acid damage. Creatures with the woodland stride ability can move through the area without taking damage. A fungal hulk must be at least 12th level before selecting this rage power.

Entangling Path (Ex): Any creature attempting to traverse difficult terrain created with the verdant path ability must succeed a Reflex save against DC 10 + 1/2 the fungal hulk's class level + the fungal hulk's Constitution modifier. On a failure, the creature becomes entangled (as the entangle spell). A fungal hulk must be at least 8th level before selecting this rage power.

*Forming Path (Ex):* The fungal hulk exerts control over his verdant path. As a move action, the fungal hulk may direct his verdant path to move on its own accord. He may move up to Constitution modifier 5-ft.-squares of the verdant path up to class level 5-ft.-squares each. The verdant path still must form an uninterrupted line from its end to the fungal hulk. All creatures that are in a 5-ft.-square in the verdant path once the path's

movement concludes immediately are subject to the effects of the verdant path. A fungal hulk must be at least 6th level to select this rage power.

*Grapes of Wrath (Su):* The Fungal Hulk can focus the rampant growing power of his verdant path and expend 3 rounds of rage as a standard action to grow an explosive fruit from his body. The fruit is treated as an alchemist bomb with an effective alchemist class level equal to the fungal hulk's class level -3. The DC of the save against this ability is 10 + 1/2 the fungal hulk's class level + the fungal hulk's Constitution modifier. A fungal hulk must be at least 6th level to select this rage power.

*Grapes of Wrath, Alchemical (Su):* Upon choosing this rage power, a fungal hulk may select an alchemist discovery that modifies bombs to modify his grapes of wrath instead. For this discovery, a fungal hulk has an effective alchemist level that is equal to the fungal hulk's class level -3. A fungal hulk may take this rage power multiple times, each time selecting a new alchemist discovery. A fungal hulk must know the grapes of wrath rage power to select this rage power.

Thorny Path (Ex): Razor-sharp fungal matter sprouts from your verdant path. Any creature attempting to move through the verdant path takes 1d4 points of piercing damage for each 5 feet of movement through the area. Creatures beginning their turn in a 5-ft.-square covered by your verdant path also take damage. If a creature takes 4 points of piercing damage from traversing a square covered in such a thorny verdant path, it must succeed a Fortitude saving throw against DC  $10 + \frac{1}{2}$  the fungal hulk's level + the fungal Hulk's Constitution modifier. On a failure, it reduces the movement speed of the movement type used to traverse the square by 5 ft., to a minimum of 5 ft., until it has received magical healing or until it has been successfully treated with a Heal-check against the DC of the ability.

## Fungal Hulk (Unchained Barbarian Archetype)

**Verdant Path (Ex):** As the fungal hulk barbarian archetype.

**Hulk's Rage (Ex):** A fungal hulk's rage is slow and pondering. The fungal hulk's bonus to attack rolls is only +1 at 1st level. This increases to +2 with the greater rage ability and 3 with the mighty rage ability. However, a raging fungal hulk is treated as a creature of one size category larger for the purposes of any benefits of being larger, but he does not take any additional penalties due to an increased size. These benefits do not stack with any other spell or effect that increases a creature's size. The fungal hulk's space and reach do not increase and he cannot wield larger-sized weapons without the normal penalties. This modifies rage, greater rage, and mighty rage.

**Rage Powers: The fungal hulk rage powers can be used unaltered.** 

## **FUNGLET EQUIPMENT**

Funglets have access to the following equipment.

### Boletann

Underworld craftsman can craft mushroom skins into thick sheets called boletann with which they make numerous items, incorporating the natural resource into both weapons and armor. One Medium-sized mushroom produces enough skin for a single suit of masterwork hide armor for a Small-sized creature, as well as a masterwork light or heavy shield. Armor made from boletann grants its wearer damage reduction 1/slashing if it's light armor, DR 2/slashing if it's medium armor, and DR 3/slashing if it's heavy armor. The wearer also gains acid resistance (2 for light armor, 4 for medium armor, and 6 for heavy armor).

Druids can wear boletann armor without penalty.

Weapons made from boletann (which can be cured to provide a sharp blade or a hard-blunt edge) remain slightly porous and can hold up to three doses of poison. Boletann sheathes are sold with the weapon (for half the weapon's cost) and can hold up to twelve doses of poison at a time. When sheathed, a boletann weapon absorbs as much poison as it can (doing so at a rate of one dose per round).

Boletann weapons and armor cost two and a half times as much as masterwork items of the same type and creating them takes longer than ordinary weapons and armor of that type. After calculating the normal amount of time required to craft an item, halve the crafter's progress. Treating mushroom skin to use for crafting purposes requires three successful DC 24 Knowledge (nature) checks over three days in addition to the normal crafting time. Due to the delicate natural methods used in the curing process only divine magics can enchant boletann weapons and armor.

Boletann have 8 hit points per inch of thickness and hardness 7. Most mushroom skins are between an inch and two inches in thickness.

### **Funglet Cookie**

### **Price:** 50 gp; **Weight:** 1/2 lb.

These grey, but often lavishly frosted cakes usually sport designs of fluorescent mushrooms, underworld-bumblebees, or similar happy motifs. They look positively delicious, but taste disgusting to non-funglet creatures. Made of pressed and baked guano, algae, mushrooms and decaying materials, few others creature can stomach them. Any non-funglet creature consuming one becomes sickened for 1d4 rounds.

Funglets eating a cookie feel energized and gain

a

+2 alchemical bonus to natural AC for 1d4 minutes. Eating a funglet cookie does not provide any proper nutrients, and the funglet becomes fatigued from hunger after the duration has elapsed. The funglet remains fatigued until after consuming a proper meal. If the funglet is already fatigued, it becomes exhausted.

## **FUNGLET FEATS**

### **Fungal Conversion**

The power of the primordial mushrooms still resonates within you, and you can perfectly assume the shape of your fungus ancestors.

### Prerequisites: Wis 15, , audirefunglet.

**Benefit**: You gain *tree shape* as an at-will spelllike ability, save that you assume the shape and form of a mushroom rather than a tree. Your caster level equals your character level.

### **Fungal Lianas**

You grow hanging strands of fungal growth that writhe and grasp at your whim. They are not terribly accurate, but allow you to manipulate things slightly out of your reach

Prerequisites: Str 13, fantafunglet.

**Benefits:** Your fungal tendrils do not grant you any benefits in combat, but you can handle small objects (up to 15 lbs.) that are within your reach +5 feet. Disable Device and Sleight of Hand checks can be attempted with a –5 penalty.

### Lengthened Lianas (Combat)

The whipping growths that extend from your body have grown strong and resilient. The thicker cords can now enwrap or distract your opponents.

**Prerequisites:** Dex 13, Str 15, Fungal Lianas, fantafunglet.

**Benefits:** When making bull rush, grapple, and trip combat maneuvers, add both your Strength and Dexterity modifiers to your Combat Maneuver Bonus.

### **Poisonous Expulsion (Combat)**

The control you exhibit over your toxic lifeblood is impressive. Not only can you vomit forth streams of your poison, you can expel it as a gas as well.

**Prerequisites**: Con 17, Vomit Poison, base attack bonus +6, maculosfunglet.

**Benefit**: At the cost of three doses of your daily poison, you may execute a special area attack that persists for a number of rounds equal to your Constitution modifier. As a standard action, you spray your poison, which functions as an inhaled and contact poison in a 30-ft.-radius spread from the center of the square(s) you occupy. Creatures within those squares and those that travel into or out of them must save against your poison. Additionally, any non-funglet creatures have their vision obscured within your poisonous cloud, granting a 20% miss chance to all attacks due to concealment (as the *obscuring mist* spell).

### **Terra Submersion**

You're able to entirely disappear into the earth, despite your prodigious size. So long as you stand on a patch of dirt, you are never without a means of escape.

**Prerequisites**: Wis 13, base attack bonus +3, audirefunglet.

**Benefit**: As a standard action, you may burrow ten feet down into the earth. To do so you must be on dirt, sand, or other easily dug soil. After burrowing ten feet down, you can burrow no further in any direction except returning to the surface as a standard action. Gravel, sheet rock, slate, and any harder substances prohibit the use of this feat. This otherwise functions as total cover.

### Spray Poison (Combat)

You're able to regurgitate the viscous fluids in your body, projecting them at your enemies in a dangerous, venomous spray.

Prerequisites: Con 15, maculosfunglet.

**Benefits**: At the cost of two doses of your daily poison, you may make a special ranged touch attack. As a standard action, you spew your poison at one target within 20 feet. On a successful hit, they must save against your poison as though it was a contact poison.

## **FUNGLET MAGIC ITEMS**

### **Mycelosuits**

### Aura varies; CL varies

**Slot** neck or body (see below); **Price** 29,000 gp (*audisuit*), 11,000 gp (*deposuit*), 28,000 gp (*fantasuit*), 82,000 gp (*kekel'jisuit*), 48,000 gp (*lunarusuit*), 62,000 gp (*necrosuit*), 42,500 gp (*pizmutisuit*), 40,000 gp (*sangresuit*), 30,000 gp (*scutumsuit*), 32,500 gp (*suffocasuit*), 22,000 gp (*sumulisuit*), 24,000 gp (*vidersuit*); **Weight** 10 lbs.

Many of the mushrooms in the Fungi Forest have special properties utilized in the practice of magic but some spellcasters have mastered the art of crafting fungal skins into powerful items known as *mycelosuits*. On command, a *mycelosuit* spreads around the user, occupying the body slot and granting its benefits. The same command causes it to recede into an amulet or medallion. *Mycelosuits* only grant their listed benefits and penalties while occupying the body slot. The type of mushroom used to create the *mycelosuit* indicates what abilities it grants.

When activated, a *mycelosuit* covers the wearer (and their equipment) from head to toe, but allows them to breathe and eat normally. Every *mycelosuit* grants the wearer a minimum enhancement bonus to natural armor bonus of +1, but also inflicts a -2 penalty to Perception checks. The skin is connected to the user in a primal fashion and recedes appropriately when access to equipment or parts of the body is needed. Held items or those specifically excluded are not covered by a *mycelosuit*. Only one *mycelosuit* can be worn at a time. These bizarre magical items are off-putting and exotic to surface dwellers and any Bluff or Diplomacy checks made while wearing a *mycelosuit* suffer a -4 circumstance penalty.

• Audisuit: Thousands of small frills and miniature tendrils flow and probe around the wearer of one of these *mycelosuits*, granting them 30-foot blindsense. Moderate

transmutation; CL 6th; Craft Wondrous Item, funnel fungi caps (audire boletus), *blindsight*.

- **Deposuit**: A creature wearing one of these *mycelosuits* is immune to diseases of all kinds (including magical diseases). Moderate conjuration; CL 6th; Craft Wondrous Item, glistening-saucer caps (glaucan-deporphus), *remove disease*.
- Fantasuit: As a free action for 6 rounds per day, the wearer can use anchoring vines to gain a climb speed equal to their land speed, and a +6 bonus on Acrobatics skill checks. Moderate transmutation; CL 6th; Brachiation, Craft Wondrous Item, peaceful giant mushroom (fantafungi).
- **Kekel'jisuit**: The restorative powers of this *mycelosuit*'s base material grant its wearer fast healing 1. Strong conjuration; CL 12th; Craft Wondrous Item, fountain of the gods stem (kekel'ji), *cure critical wounds*.
- **Lunarusuit**: This *mycelosuit* grants the wearer a fly speed (as the *fly* spell) except their maneuverability is perfect. Moderate transmutation; CL 8th; Craft Wondrous Item, moon child caps and stems (lunarae), *fly*.
- **Necrosuit**: The wearer of this *mycelosuit* is immune to negative energy damage. However, any hit points the wearer would heal from positive energy is halved. Strong necromancy; CL 13th; Craft Wondrous Item, necroshroom (mortem diasporous), *enervation*.
- **Pizmutisuit**: The warer one of these *mycelosuits* gains immunity to poison and disease. Additionally, they poison touched foes as the *poison* spell 3/day (Fortitude DC 16). Strong necromancy; CL 9th; Craft Wondrous Item, poison-pods (pismutiaas), *poison*.
- **Sangresuit**: When active, this *mycelosuit* grants the wearer the benefits of the *nondetection* spell. On command the wearer can protect themselves from divination as the *detect scrying* spell once per week. Moderate divination; CL 9th; Craft Wondrous Item,

tiger blood caps (sangre-tigre), *nondetection*, *detect scrying*.

- **Scutumsuit**: These *mycelosuits* are made from the dense caps of the *scutum boletus* (shield mushroom) and provide the wearer with an enhancement bonus to natural armor of +3. Strong transmutation; CL 12th; Craft Wondrous Item, shield mushroom cap (scutum boletus), *barkskin*.
- **Suffocasuit**: Creatures wearing one of these *mycelosuits* gain poison immunity and becomes immune to diseases of all kinds. Moderate conjuration; CL 6th; Craft Wondrous Item, poisonpuff caps (suffocatio), *restoration*.
- **Sumulisuit**: This *mycelosuit* grants its wearer an additional 5-ft. of reach. Moderate transmutation; CL 6th; Craft Wondrous Item, meaty mushroom caps (sumulis-tangrielis), *enlarge person*.
- Vidersuit: This *mycelosuit* filters the light reaching the wearer's eyes, granting darkvision 60 ft. or adding 60 ft. to any existing darkvision. Tendrils of fungi constantly probe the earth and stone the wearer stands on, granting them the stonecunning dwarven racial ability. If they already have stonecunning, the bonuses increase to +4. Moderate transmutation; CL 6th; Craft Wondrous Item, twilight caps (videre spongos), creator must be a dwarf.

### CONSTRUCTION

**Requirements** Craft Wondrous Item, additional feats and spells; **Cost** 5,500 gp (*deposuit*), 11,000 gp (*sumulisuit*), 12,000 gp (*vidersuit*), 14,000 gp (*fantasuit*), 14,500 gp (*audisuit*), 15,000 gp (*scutumsuit*), 16,250 gp (*suffocasuit*), 20,000 gp (*sangresuit*), 21,250 gp (*pizmutisuit*), 24,000 gp (*lunarusuit*), 31,000 gp (*necrosuit*), 41,000 gp (*kekel'jisuit*)

## **FUNGLET SPELLS**

### Mushroom Domain

Some subterranean races find solace in the forests of fungi that pervade the Underworld. Clerics and druids might discover empowerment through mushrooms, developing abilities reflecting a deep devotion to these (sometimes) benign lifeforms.

**Granted Powers**: Your phenomenal understanding of fungi allows you to interact with mushrooms in a primal method unavailable to most practitioners of magic.

*Explosive Caps (Su):* As a standard action, you can throw an explosive mushroom cap, targeting any foe with it as a thrown weapon with a range increment of 20 feet. Explosive caps are a ranged touch attack dealing 1d6 points of force damage + 1 point for every two cleric levels you possess on a successful hit. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Fungal Freerider (Su): At 8th level, you gain the ability to step into a mushroom as a standard action, magically infusing yourself with the fungus. Once within the mushroom, as a full-round action you (and any worn or carried equipment) can teleport from that particular mushroom to another mushroom within 50 feet per cleric level. The mushrooms you enter and exit from must be of the same type, must be alive, and must have a volume equal to or greater than yours (or greater). By moving into an audire boletus (for example), you instantly know the location of all other audire boletus within teleport range and may choose whether you want to pass into one or simply step back out of the mushroom you moved into. You can use this ability once per day at 8th level, and one additional time per day for every four cleric levels beyond 8th.

Domain Spells: 1st—medicinal mushrooms, 2nd—peripheral fungi, 3rd—fungal infestation<sup>™</sup>, 4th—mushroom mount, 5th carnivorous mushroom, 6th—fungalcitride, 7th—spores of madness, 8th—fungus amongus, 9th—mushroom apotheosis.

#### Medicinal Mushrooms

School transmutation; Level druid 1 Casting Time 1 standard action Components V, S, M (mushrooms), DF Range touch

**Target** 2d4 fresh mushroom caps touched **Duration** 1/day level

Saving Throw none; Spell Resistance yes

Casting medicinal mushrooms makes 2d4 ounces of freshly picked fungus caps magical. You can immediately discern which mushrooms are affected. A Medium-sized creature can consume up to five ounces of medicinal mushrooms as a standard action. Each transmuted mushroom provides nourishment as if it were a normal meal for a Medium-sized creature. The caps also cure negative conditions if enough ounces are consumed at once. A Medium-sized creature gains no benefit from eating more than 8 ounces of medicinal mushrooms in a day); nauseated (5 oz.), shaken (2 oz.), sickened (4 oz.), staggered (3 oz.). Amounts listed are not cumulative, thus to alleviate both sickened and staggered conditions one must eat a total of 7 oz. of mushroom. If a creature suffers from multiple conditions, those that require the most ounces to cure are healed first.

#### FIBER SHAPE

**School** transmutation; **Level** druid 2 **Casting Time** 1 standard action **Components** V, S, M (piece of wood), DF **Range** touch

**Effect** one touched piece of wood no larger than 20 cubic ft. + 2 cubic ft./level

**Duration** instantaneous

Saving Throw Will negates (object); Spell Resistance Yes (object)

Fiber shape enables you to form a mound of molds, mushrooms, or toadstools into any shape that suits your purpose. While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible. There is a 30% chance that any shape that includes moving parts simply doesn't work.

### **Peripheral Fungi**

School transmutation; Level druid 2 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 round/level (D)

Calling upon the primal power of fungus, you grow miniature audire boletus (see the Funneling Fungi entry elsewhere in this book) around your ears. For the duration, you gain a +1 bonus to Perception checks for every four caster levels and additionally and immunity to flanking. Additionally, you gain blindsense with a range of 10 feet. Should you move five feet from this square, the range of the blindsense ability reduces to 5 feet. After moving 10 feet or more from the square where the spell was cast you lose the blindsense ability but not the other benefits of the spell.

### **Mushroom Mount**

School transmutation; Level druid 4 Casting Time 1 standard action Components V, S, M (mushroom) Range close (25 ft. + 5 ft./2 levels) Target one Large-sized mushroom Duration 10 minutes/level (D) Saving Throw none; Spell Resistance no

**Saving Throw** none; **Spell Resistance** no You enchant a benign, unintelligent mushroom of Large size or smaller, causing the fungus to animate and uproot for you (and only you) to use as a mount. The mushroom forms naturally shaped grooves in place of a saddle, and obeys your telepathic commands. The mount is AC 20 (+10 natural armor, +1 Dex, -1 size) and has 10 hit points +1 hit point per caster level. If it loses all its hit points, the spell ends. The mount cannot be tripped, and has a CMD of 20 + your caster level. The *mushroom mount* may take a 20 on Stealth checks to hide in plain sight as a giant mushroom (per the freeze ability).

While mounted, you can choose to merge with the mushroom as a standard action. While merged, you cannot be targeted by any attack or effect, which instead targets your mushroom mount. Any damage dealt to the mushroom beyond its maximum hit points is transferred to you. While merged, you can sense your surroundings normally, but can take no actions beyond directing the *mushroom mount*.

### **CARNIVOROUS MUSHROOM**

### School transmutation; Level druid 5 Casting Time 1 standard action

**Components** V, S, M (drops of blood from two different types of creatures), DF

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

**Target** one Medium-sized or larger intelligent mushroom

**Duration** 1 minute/level (D)

### Saving Throw none; Spell Resistance no

When cast on an intelligent mushroom (or one under the effects of the *mushroom mount* spell) the target grow teeth and a carnivorous appetite. It gains a bite attack (1d6 for Medium-sized, 1d10 for Large-sized, and 2d6 for Huge-sized mushrooms) with a bonus to hit equal to caster level plus your Wisdom modifier. On a successful hit, the mushrooms may make a free grapple attempt with a CMB equal to your caster level + Wisdom modifier. When one of these mushrooms maintains a grapple for more than one round, the grappled foe is subject russet mold effect (Fortitude DC 15 negates).

Mushrooms under the effects of this spell remain enchanted until they have been dealt an amount of damage equal to twice your caster level or the duration ends. If cast on a *mushroom mount*, these hit points stack. Additionally, if cast on only a single *mushroom mount*, increase the duration of the spell effect to 10 minutes per level.

#### FUNGALTRICIDE

**School** conjuration (creation); **Level** druid 6 **Casting Time** 1 standard action

**Components** V, S, M (2-ft. length of fungal liana), DF

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

Area 30-foot radius spread

Duration 1 round/level (D)

Saving Throw none; Spell Resistance no

Huge-sized mushrooms sprout from the ground in a 30-foot radius burst and attempt to consume any nearby sentient creatures as the swallow whole ability. Every creature within the area of the spell is the target of a combat maneuver check made to grapple each round at the beginning of your turn, including the round that *fungaltricide* is cast. Creatures that enter the area of effect are also automatically attacked. The mushrooms do not provoke attacks of opportunity. When determining the mushrooms' CMB, the mushrooms use your caster level as their base attack bonus and receive a +5 bonus due to their Strength and a +4 size bonus. Roll only once for the entire spell effect each round and apply the result to all creatures in the affected area.

If the mushrooms succeed in grappling a creature, that foe takes 1d8+5 points of damage. Grappled opponents cannot move without first breaking the grapple. If the mushroom succeeds pinning a foe, it swallows its opponent, and the opponent takes bite damage (and keeps the grappled condition) each round until freed. Once a creature has been swallowed, the five-foot square they occupied automatically stops attacking anyone that enters or exits it.

A swallowed creature can attempt to cut its way out with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to twice your caster level), or it can just escape the grapple. The Armor Class of the mushrooms' interior is 15. If a creature cuts its way out, the spell effect ends in that square. The exterior of the mushrooms created by this spell cannot be damaged, but they can be dispelled as normal. The entire area of effect is considered difficult terrain while the *fungalcitride* persists.

### IRONFIBER

#### School transmutation; Level druid 7

Casting Time 1 standard action

**Components** V, S, M (molds, mushrooms, or toadstools)

### Range oft.

Effect fungus, such as molds, mushrooms or toadstool (or similar) object, weighing up to 10 lb./level

#### **Duration** 1 day/level

### Saving Throw none; Spell Resistance no

You create ironfiber, a magical substance from normal molds, mushrooms or toadstools. While remaining naturally fibrous in almost every way, ironfiber is as strong, heavy, and as resistant to fire as steel. Spells that affect metal or iron do not function on ironfiber. Spells that affect plants do affect ironfiber, although ironfiber does not burn. Using this spell with fiber shape or a plant-related Craft check, you can fashion fibrous items that function as steel items. Thus, fibrous plate armor and fibrous swords can be created that are as durable as their normal steel counterparts. These items are freely usable by druids. Fey creatures frequently use them as well.

Further, if you make only half as much ironfiber as the spell would normally allow, any weapon, shield, or suit of armor so created is treated as a magic item with a +1 enchantment bonus on attack and damage rolls.

#### Spores of Madness

School conjuration (creation); Level druid 7
Casting Time 1 full-round action
Components V, S
Range medium (100 ft. + 10 ft./level)
Effect fog spreads in a 20-ft.-radius, 20-ft. high
Duration 1 min./level
Saving Throw Fortitude partial; Will partial; see text; Spell Resistance no

You release thousands of spores from the aether, coating the initial area of effect with fungus before

moving away from you at 10 feet per round, rolling along the surface of the ground.

Spores of madness simultaneously functions as the *cloudkill* spell. Creatures surviving the poisonous vapors must succeed on a Will save or become confused (as the *confusion* spell). Each round of exposure requires both a Fortitude and Will save to resist. The *confusion* effect affects creatures immune to enchantments and mindaffecting affects, but the creature gains a +5 circumstance bonus to their Will saving throws.

#### **Fungus Amongus**

School transmutation (polymorph); Level druid 8

Casting Time 1 standard action

Components V, S, M (vegepygmy toe), DF

Range medium (100 ft. + 10 ft./2 levels)

Area 80-foot radius

Duration 1 minute/level (see text)

Saving Throw Fortitude negates; Spell Resistance no

Any Medium-sized or larger corpse within range instantly bursts open with 1d4+1 vegepygmies emerging. If a Medium-sized or larger creature is dying due to hit point damage, they are permitted a Fortitude save to negate this effect. On a failed save, they die, and burst open creating vegepygmies. These vegepygmies are under your control as though they were conjured by a summon monster spell for the duration. They do not disappear at the end of this spell, but no longer obey your commands. You can have no more than twice the total of your character level + your Charisma modifier HD vegepymies created by this spell in existence at any given point. If the resulting vegepygmies would exceed this limit, the spell automatically fails. A creature killed or a corpse affected by this spell cannot be resurrected by the raise dead spell.
## FUNGLET

#### Mushroom Apotheosis

School conjuration (creation); Level druid 9

Casting Time 1 minute

**Components** V, S

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

Area 250-foot radius burst

**Duration** instantaneous

### Saving Throw none; Spell Resistance no

You cover the area with mushrooms of every variety (at least two instances of each type). Roll on the table below (a number of times equal to caster level) to determine which types dominate the spread of mushrooms created by this spell (multiply caster level by 7 to determine how approximately many five-foot squares of each kind are generated).

Type of Mushroom	Common Name	Rarity	d100
Videre spongos	Twilight caps	Common	1–12
Fantafungi	Peaceful giant	Common	13–24
Glaucan- deporphus	Glistening- saucer	Common	25–36
Scutum boletus	Shield mushroom	Common	37-47
Suffocatio	Poisonpuff	Uncommon	48-57
Kekel'ji	Fountain of the gods	Uncommon	58–67
Audire boletus	The funnel fungi	Uncommon	68–77
Sumulis- tangrielis	Meaty mushroom	Rare	78-85
Pizmutiaas	Poison-pods	Very Rare	86-89
Mortem diasporus	Necroshroom	Very Rare	90-93
Sangre-tigre	Tiger blood	Very Rare	94-97
Lunarae	Moon child	Legendary	98-00

## FUNGI OF THE UNDERWORLD

Name: Audire Boletus "The Funneling Fungi" Location: Fungi Forest Frequency: Uncommon

**Successful harvest and use:** Knowledge (nature), Profession (horticulturist, botanist), or Craft (alchemy) **DC 22** 

Information: These exotic mushrooms can be the size of a child's finger in the quieter chambers of the Underworld and several stories tall in the most cacophonous caves. Audire boletus subsist on sound as much as they do the nutrients that most mushrooms thrive on and when introduced to an environment with sufficient aural activity they prove to be a vital resource to subterranean humanoids. Underworld rangers plant these mushrooms in hidden areas of caves they frequent, using their growth as an indicator of how much traffic the chambers have seen in their absence and legends tell of a team of devoted dwarves that utilized Funneling fungi to avoid a siege of their patron city. Anyone standing directly under the cap of a huge funneling fungi receives a +10 circumstance bonus to hearing-based Perception checks made to hear a noise as the runnels within the inverted cap subtly shift at the introduction of

new sounds to its environment. This bonus is reduced to +7 for Large-sized mushrooms and +5 for Medium-sized mushrooms. Smaller varieties do not provide any bonus. When these unique mushrooms are successfully harvested, they may be used in conjunction with spell components for sound blast and other sonic-based energy damage spells to increase the damage die of the spell by one



step or increase the DC to resist its effects by 2. The latter option is also applicable to the construction of thunderstones.

Name: Fantafungus "Peaceful Giant"

Location: Fungi Forest

Frequency: Common

**Successful harvest and use:** Climb DC 20/30 (ascend/cap); Knowledge (nature), Profession (horticulturist, botanist, lumberjack) or Craft (alchemy) **DC 20** 

**Information:** Dubbed "treeshrooms" by visiting surface-dwellers, these giant mushrooms are common throughout the Fungi Forest and tower high above the heads of most creatures dwelling here. Growing an incredible 1-2 feet per day until reaching maturity (50-60 feet in height), these mushrooms make for an excellent renewable resource for the humanoid residents of the forest. They are generally cut down when they reach halfmaturity before being formed into planks to be dried by the locals. Once dry, the boards created from these mushrooms are as strong as the wood of a cedar tree but with the flexibility of bamboo. Many of the homes and various structures found throughout the Fungi Forest are made using this material. It is also surprisingly resistant to fire and only takes damage if a strong and consistent source of flame (such as an alchemist's fire) is applied to the same area for more than six consecutive rounds (inflicting a minimum of 6 points of fire damage each round). Climbing these mushrooms is possible but ascending to the cap can be quite difficult and in most cases climbing equipment is required.

Name: Glaucan-Deporphus or "Glistening-Saucer" Location: Kombucha Ponds

Frequency: Common

Information: These contain some of the same good bacteria present in kombucha, but eating this mushroom provides different benefits due to the digestive process the microorganisms go through after the fungi absorbs it. Eating a 1-ounce serving of these fungi raw begins the healing process for any existing natural infection or disease allowing the creature to make an additional saving throw with a +2 circumstance bonus on the check. If the same serving size is cooked it reduces to 1/2 ounce once the moisture is removed and loses these bonuses. Local dwarves and gnomes create a cooked or dried variety as a digestive aid and this has been known to help prevent or treat nausea, granting a +1 bonus to any saves against effects causing the nauseated condition.



Name: Kekel'Ji "Fountain of the Gods" Location: Jungle **Frequency:** Uncommon Successful harvest and use: Knowledge (nature) Profession (horticulturist, botanist) or Craft (alchemy) DC 30 Information: While a common mushroom within the jungle, the Kekel'Ji holds a secret ingredient used in many healing potions (despite how difficult it is to harness). The



cap of the fungi is hollow and typically holds between 1-4 gallons of water depending upon the size of the mushroom. The water, while seemingly normal and quite clean, it is infused with powerful vitamins and minerals deposited and refined by the mushroom (which are recycled each time it empties its core water). If one gallon of this water is distilled and combined with a potion during the creation process that heals hit point damage, it doubles the normal hit point damage healed by the potion.

Name: Lunarae "Moon Child"

Location: Scattered

Frequency: Legendary

**Successful harvest and use:** Knowledge (nature), Profession (horticulturist, botanist), or Craft (alchemy) **DC 20** 

**Information**: Long ago a Lunarae fungus spore came to this planet from the moon, carried into the atmosphere on the back of a giant meteorite. The surprisingly tough fungi survived the impact and the spores took hold but struggled in the Surface environment. As time went on the Lunarae spores eventually made their way into the Underworld where the environment was more suitable to their needs. While Lunarae mushrooms grow heartily within the Fungi Forest, they are very rare. Generally growing in groups of 1-4 mushrooms with a larger "moon mother", they are considered so scarce that even the residents of the forest themselves have only had the pleasure of glimpsing a "moon child" once or twice in their lives. Lunarae mushrooms are imbued with lunar power and the "moon mother" mushroom watches over the small fungi, bathing them in a soft blue glow and exercising a small field of gravity which stabilizes the surrounding environment. Once per week a "moon mother" may let out a gravity blast which strikes everything surrounding the mushroom group with 4d6 force damage (Reflex DC 15 for half damage). Remains of creatures attempting to damage or eat the mushrooms are generally found in the nearby vicinity, tipping off would be intruders of the danger.

If the glowing blue gills of the "moon mother" are picked and distilled in alcohol for a period of 1d4+4 weeks by a character with the Brew Potion feat a potion is created which gives the drinker the ability to channel a *reverse gravity* effect once during the next 24 hours (identical to the spell; the user's caster level is equal to their hit die).

Additionally, they gain the benefits of arcane sight (the user's caster level is equal to their hit die) for 1-2 hours depending upon the ability of the alchemist crafting the potion (untrained versus trained). Name: Mortem Diasporus "Necroshroom" Location: Ruins of the Rift Frequency: Very Rare Successful harvest and use: Knowledge (nature), Profession (horticulturist, botanist) or Craft (alchemy)DC 29



Information: Few speak of the dreaded Necroshroom for fear that the very utterance of its name might draw the netherworldly spores of the fungus to the speaker to grow and kill. These are folktales and myths told tithe children of kind races in the Underworld and the legends are vastly over-exaggerated. A necroshroom is just as morbid as the stories tell, but rarely seek out victims from which to gestate. Necroshrooms are an aberration in the Underworld and would not exist naturally were it not for meddling spellcasters. Sometimes when a more mundane fungus is accidentally (or intentionally) targeted by magic steeped in negative energy, the mycelium grows a fondness for the necromantic force and begins to draw the ambient negative energy from the atmosphere around it (some studies show that the reach of the greatest Necroshrooms can be numbered in miles).Whenever a positive energy effect is used within 30 feet of a Necroshroom, increase the die

by one step; for negative energy effects, reduce the die by one step. Necromancers and evil clerics alike seek out Mortem Diasporus to harvest its negatively-infused stocks and caps. When a dried ounce of Necroshroom is used as a component for a negative energy spell, the DC to resist its effects increases by 2; if consumed, the subject suffers the effects of an *enervation* spell (CL 11th) should they fail a DC 19 Fortitude save.

Name: Pizmutiaas "Poison-Pods"

Location: Scattered

Frequency: Very Rare

**Successful harvest and use:** Knowledge (nature), Profession (horticulturist, botanist), or Craft (alchemy) **DC 35** 

**Information:** The globule spores of this fungus fill up with a liquid vapor and then separate from the mother plant, floating throughout caves on Underworld drafts. After landing they grow another mother plant in 45-90 days and this new plant begins producing spores 10-20 days later. Floating globules of gas erupt from popped spores and



immediately change into a liquid vapor when exposed to oxygen. When inhaled, this vapor causes a violent reaction, dealing 1d6+1 damage per round and is nauseated for 1d4 rounds. For the next 1d2 days, the creature finds excessive activity difficult and functions as if having the fatigued condition. The fatigued condition cannot be recovered naturally through rest. A successful DC 17 Fortitude save reduces the damage to 1d4 per round for the duration, prevents the nausea, and the fatigue. Bottling this liquid vapor is nearly impossible but if one can harness it, they may use it to inflict the poison-pod's effects. This otherwise functions as an acid flask but with no splash effect.

Name: Sangre-Tigre "Tiger Blood" Location: Jungle Frequency: Very Rare Successful harvest and use: Knowledge (nature), Profession (horticulturist, botanist), or Craft (alchemy) DC 35. Information: A pool of crimson liquid forms on the top of this mushroom with the consistency and smell of blood. This is a natural attractant formed by the fungus to beckon forth various carnivorous creatures. If they attempt to eat or drink a part of the mushroom, they take a number of spores with them. These spores mature in the belly of the creature and grow



to twice their size before being excreted from the body with normal solid waste 2d20+20 days later. There is a 5% cumulative chance per ounce of liquid consumed or mushroom eaten that one of the spores gets trapped in the digestive tract, doubling in size every 20 days. After two to three months the intestines swell and finally burst, causing the creature to die from toxicity unless the fungus is surgically removed, requiring a DC 30 Heal check and each attempt dealing 1d6 damage.

**Secret Lore:** These mushrooms are used by only the eldest drow matrons in ritualistic



sacrifices where the blood of an enemy is joined with the liquid produced by these fungi. They then force one of their own children to drink the blood, after which they slit their throat and drain their life essence into a scrying pool. This pool allows the matrons to see the most likely potential future when using the pool as a focus for the *scrying* or *greater scrying* spells for 1 day.

Name: Scutum Boletus or "Shield Mushroom"

Location: Fungi Forest

#### Frequency: Common

**Successful harvest and use:** Knowledge (nature), Profession (horticulturist, botanist), or Craft (alchemy) **DC 20** 

**Information:** The residents of the Fungi Forest find many uses for the caps of these mushrooms, often converting them into makeshift umbrellas (or hats) to keep dry while walking under waterfalls from Underworld cured to be used as shields. Finally, they may be shredded, treated with kombucha, and fermented to make a tea which when consumed provides hallucinogenic properties to the user for 1d4 hours. These hallucinations are intense and sometimes (5% cumulative chance per ounce imbibed) result in an individual temporarily

losing their sanity and wildly attacking their kin or companions. A DC 15 Fortitude save negates the temporary insanity.

Name: Suffocatio "Poisonpuff" Location: The Rift, Ruins of the Rift

Frequency: Uncommon

**Successful harvest and use:** Knowledge (nature), Profession (horticulturist, botanist), or Craft (alchemy) **DC 25**.

Information: The suffocatio is an extremely dangerous and volatile fungus, and the slightest tap or vibration expels a cloud of poisonous spores from the bloated puffball. Inhaling this poison is nearly fatal for most creatures, and often bones and partially rotted corpses litter the ground near poisonpuffs. Suffocatio fungi grow in groups (of 2d4+2) and are found scattered throughout the ruins near the Rift as well as the walls and interior of the region itself, making climbing into or out of the huge canyon a suicidal effort for those unable to avoid the toxic fungus. Once expelled, a cloud of these spores fills a 20-ft.-radius that spreads an additional 20 feet out each round for two rounds. The spores persist for 1d4+4 rounds. Anyone within the cloud must succeed on a DC 20 Fortitude save or gain the sickened condition and begin suffocating until they are able to breathe freely outside of the





spores. On a successful save, the character is not sickened and manages to hold their breath. However, the creature must attempt a new save if they take a breath within the cloud of spores.

Name: Sumulis-Tangrielis "Meaty Mushroom"

Location: Ruins of the Rift

Frequency: Rare

**Successful harvest and use:** Knowledge (nature), Profession (horticulturist, botanist), or Craft (alchemy) **DC 10** 

**Information:** These mushrooms are quite edible, and are delicious whether raw or cooked. Considered a delicacy of the Fungi Forest, all manner of creatures may be encountered around these mushrooms like Surface beasts huddled around a waterhole. Those that consume at least 5 ounces of this fungus gain a +1 circumstance bonus to Fortitude saves for 24 hours, but an urge to eat more of these mushrooms when the opportunity presents itself, requiring a DC 12 Will save to negate. On a successful save, the creature no longer feels the urge. Name: Videre Spongos "Twilight Caps" Location: Entrance/Exit Frequency: Common

**Successful harvest and use:** Knowledge (nature), Profession (horticulturist, botanist) or Craft (alchemy) **DC12** 

**Information:** These mushrooms can be found throughout the Underworld, but always grow relatively close to the surface, thriving on the lighter gases denied to subterranean caverns. They are edible and long-term consumption of twilight caps (at least an ounce a day across three days), granting low-light vision and light-sensitivity. This abilities persist until 24 hours after an ounce of twilight caps are consumed. When the mushroom is used as a spell component for the *keen senses* spell or any other transmutation spell that grants bonuses to Perception, increase the bonus granted by 50%.



## GITWERC

These kings of the Underworld live in the deepest, darkest caves far below the surface of Aventyr. Surrounded by hot, bubbling lava and sulfur vents, their rule near the depths of Hel is undisputed. Little to nothing is known of these rare dwarves, and those that dare travel to their lands rarely return. Spoken of in only legend, the gitwerc are rumored to have dark dealings with devils, using souls as currency. Living so close to Hel, they are foul creatures one and all, turned fiendish by their infernal associations. They are both feared and hated by all their dwarven kin, and many surfacedwellers are quick to immediately brand them devils. They are sneaking, scheming creatures and while nearly all of them are evil, it is well known that when they forge a pact they will uphold it (although these are rarely with anyone other than dark and powerful beings).

## HISTORY

During the Forging of the Dvergr, the gitwerc shunned the gods' meddling and traveled down to the very core of the world of Aventyr. Only devils lived in this hellish realm, powerful beings as old as time with malevolent intent. The avaricious dwarves negotiated with the ancient entities, arguing that playing their hand in this game with the gods would be a boon to both parties; the gitwerc would gain power and rule over the levels of the Underworld directly above Hel with undisputed authority derived by the infernal gifts exchanged in the compact. In return the gitwerc would siphon souls down to Hel for the devils' enjoyment and consumption, until the end of time. Each of the absconded dwarves signed their oaths with the evil powers in blood, and all their descendants are sworn to uphold the bargain or forfeit their own essence to the chthonic beings (often hunted down without remorse).

While they would never admit it freely, the gitwerc were greatly concerned with the *Grand Sculpting*. They knew of the coming of the

Dracoprime far before the Progenitors did—were it not for their efforts, the cunning plans of the primal dragons would surely have been noticed long before they could come to fruition. Moreover, the *Grand Sculpting*, was something the potent and insidious gitwerc had been waiting for since they made their fell agreement with Hel. The devils—keen to strike a deal that would entice the dwarves that had foolishly entered their infernal realm—had foreseen the calamitous event and traded the foretelling secret to seal the diabolical compact.

The spite filled gitwerc saw the great opportunity presented by the sundering of the three divine dwarven races, seeding hundreds (or perhaps thousands—may fortune smile on any that find out the exact number) of their kind throughout the societies of their kin. These agents of Hel make good on their devilish agreement, often acting as the morticians of the settlements they've infiltrated (stealing away the souls of the recently departed) or ingratiating themselves with the rulers of the realm, plying their ears with insidious lies and calamitous plans.

Incursions to the lands of the gitwerc are not unheard of but survivors are. The primal dragons chiefly disbelieved any claim that the foul dwarves proved vital to enacting their liberation; some were foolish enough to assault the infernal stout folk-none are said to have been seen ever again. Refugees from the Great Schism briefly sought sanctuary with the gitwerc, but after the first several thousand were sacrificed on the spot in gigantic plumes of hellfire, they fled for the dangerous collapsing caverns above. Many of them developed into empires all their own and struck at the infernal dwarves in revenge-their names are lost to history as the vicious gitwerc literally scoured the Underworld of any trace of their existence in reprisal.

Even the highest and mightiest of drow, most potent zwerc, and wisest funglets show a cautious respect to the blasphemous mention of the gitwerc. They are the most terrifying race beneath the

# GITWERC RACIAL TRAITS

+2 Constitution, +2 Intelligence, +2 Charisma, -4 Dexterity, -2 Wisdom: The pacts forged by their ancestors have left the gitwerc with an unnatural force of presence and keen intellect, but wreaked havoc on their peace of mind and reflexes.

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

**Slow and Steady**: Gitwerc have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

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

**Infernal**: Long ago the Gitwerc turned their backs on the ways of their dwarven kin, embracing the powers of Hel. They are outsiders with the native and dwarf subtypes.

**Fiendish Resistance**: Gitwerc have cold resistance 5, electricity resistance 5, and fire resistance 5.

**Natural Armor**: Gitwerc have rough, red skin with patches of hardened flesh and bits of horn, and receive a +1 natural armor bonus to their armor class.

Skill Training: Diplomacy and Sense Motive are always considered class skills for gitwerc.

**Change Shape (Su)**: Gitwerc can assume the appearance of a dweorg as a standard action, gaining a +10 racial bonus on Disguise checks made to appear as a dweorg (this form is static and their likeness cannot be changed.) This ability functions as the *alter self* spell, save that the gitwerc does not adjust its ability scores.

**Fiendish Sorcerery**: Gitwerc with the Abyssal or Infernal bloodline treat their caster level as 1 higher when casting bonus spells or using bloodline powers. This does not give early access to level-based powers and only affects powers that they could already use without this trait.

**See in Darkness**: Gitwerc can see perfectly in darkness of any kind, including that created by spells such as *deeper darkness*.

**Light Blindness**: Abrupt exposure to bright light blinds gitwerc for 1 round. On subsequent rounds, they are dazzled until they leave the affected area.

**Language**: Gitwerc speak Common, Infernal, and Undercommon. Gitwerc with high Intelligence scores can choose from the following languages: Abyssal, Aklo, Aquan, Draconic, Drow Sign Language, Gnome, or Goblin

surface of Aventyr and their very name inspires fear in those that know of the infernal dwarves, and their reach is so great as to be of concern to even the rulers of Surface.

**Physical Description**: Gitwerc are by and far the most bizarre dwarves in terms of appearance. Although built similarly to their cousins (stout of body and between four and five feet tall), their rough skin is always a hue of red, covered in hardened patches of flesh or jutting bits of horn. A gitwerc's hair is always the orange of flames, jet black, or stark white and were that not odd enough, their eyes are either pools of inky black or blood red, and lack pupils of any kind. They rarely wear the accoutrement of their homeland, but gitwerc prefer to dress themselves in the flayed skins of their tortured victims, often stylized to fit the newest cultural trend in the realms above Hel.

**Society**: The onlything that allows gitwerc society to function (keeping them from killing one another in their sleep) is their respect for an agreement. Before venturing into Hel to make the compact that defines their race, leaders were chosen among them—they continue to rule to this day, and their edicts are law, whether the infernal dwarves agree with it or not. Depending on where one is in the expansive realm of the Gitwerc, cultural traditions can be completely different; some ruling lines have devolved into gluttony, while others are obsessed with sensation or the fickle hand of fate. Despite these variations, one thing remains ultimately true of the gitwerc lands no matter where one might be: they are despicably evil.

**Relations**: To the calculating gitwerc, members of any race (especially their own) are resources to be used, whether in death or in life. They make use of their infernal charm to ingratiate themselves with anyone they deem valuable, going to every reasonable length to gain their trust and compliance. Once this bond has been forged, the foul dwarf considers them to be yet another expendable pawn for the acquisition of more power. This is all under the guise of a dweorg; any that know the gitwerc for what it truly is are often given the choice between striking a bargain or losing their life to the ruthless infernal dwarf.

Alignment and Religion: Lawful Evil is the most common alignment among gitwerc, but any variation one step away (NE, CE, LN) can be found throughout the foul dwarves, but their obligation to siphon souls to Hel entraps nearly all of them to life of evil. The abominably rare occurrence of a child of good alignment has almost always been quickly (and viciously) perturbed, but the incredibly few that survive have become legends wherever they travel (it's hard to maintain a low profile when you're being chased by devils). They worship the darkest and most despicable deities, if they do so at all, and prefer to strike deals with the devilish powers they know to gain divine power rather than appeal to the gods they despise.

Adventurers: Gitwerc sometimes venture into the Underworld in search of new avenues of souls to fill the demands of their infernal obligations. It's said that when an opportunity to amass an impressive number of dying spirits is imminent that the foul dwarves are sure to be nearby, even as far as Surface. While it is a rare thing, some gitwerc (pure or otherwise) attempt to flee the realm of their kin to escape their chthonic compact; these individuals are always on the run from or patiently awaiting the arrival of devils intent on capturing their souls.

**Male Names**: Belial, Diavolo, Horangi, Mastema, Setan, Vrag

**Female Names**: Caocao, Diable, Luciefra, Shetani, Teufel, Velnias

Age: The levels of the Underworld ruled over by the gitwerc are rife with a plethora of toxic and radioactive substances in the Deepworld near Hel. Were that not dangerous enough, infernal infections and diseases can sometimes wipe out those not acclimated to the intense conditions. Their lifespans are decreased considerably from the dweorg, though those that accumulate a great deal of souls earn a longer life than their kin and some particularly malicious gitwerc are said to have lived for many centuries (Shown on age chart in parentheses).

## **GITWERC SCALING ADVICE**

The gitwerc race is a relatively strong choice, somewhere near tieflings and similar races.

*For grittier games:* In grittier games, race tends to matter more— which is a big thing when you're belonging to an almost universally loathed race of devil-worshiping dwarves! Powerwise, eliminating see in darkness will help and roleplaying-heavy groups may also wish to eliminate the natural shape changing of the race. One word of warning: The gitwerc player should work with the GM and the group to make sure that the group has a reason to adventure with a gitwerc!

*For high-fantasy games:* For games with a higher power-level, consider granting the gitwerc character one or even more gitwerc bonus feats at 1st level. Candle Crafter is most appropriate for spellcasters and Horned Epidermis for martial characters. Intrigue-heavy high-fantasy games might also consider allowing the gitwerc to assume up to Charisma-modifier different, additional shapes per day.

# GITWERC AND THE CHASMS OF THE

## UNDERWORLD

Spoken of in hushed tones by those who know of them, the terrifying gitwerc occupy the subterranean lands directly above Hel (the realm of devils in the core of Aventyr). Every one of these kingdoms is ruled over by an iron fist, with one overriding law that all the undermonarchs share: contracts must be met to the letter. Those that fail to see through the deals they strike find themselves hunted down by the freakish infernal dwarven guards and enslaved monsters, eventually losing their souls to devils down below. Even for those that live by their word, the lands of the gitwerc are a dangerous place. Gitwerc laws are often written with misleading text, so that murdering foreigners is only legal for two specific hours of the day, or that the value of a certain good triples after a lava geyser flares up within a hundred feet of the seller's location. A Knowledge (local) check (DC 20 - settlement's size modifier x 2) is required to learn the most important and obscure statutes to abide by when entering the strange and chthonic realms of the infernal dwarves.

## **RACIAL SUBTYPES**

While the gitwerc come in a truly bizarre array of variations, all of them possess the same essential qualities. Excessive horns, exotic smells, nauseainspiring discoloration and elegantly mutated features are just some of the abnormal physical aspects they bear.

## **FAVORED CLASS OPTIONS**

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, gitwerc have the option of choosing from a number of other bonuses, depending upon the character's favored class. The following options are available to all gitwerc who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

**Antipaladin**: Add +1/3 damage when the antipaladin uses smite good.

**Alchemist**: Add +1/3 negative energy damage to the alchemist's bombs. This bonus damage only applies to the target of a direct hit, not splash damage.

**Barbarian**: Add +1/3 resistance to cold, electricity, and fire.

**Bard**: Add +1/3 to the bard's caster level when casting spells from the enchantment school.

**Cavalier**: Add +1/3 negative energy damage to the cavalier's charge attacks.

**Cleric**: Treat your caster level as 1/3 a level higher when casting spells with the evil descriptor.

**Druid**: Gain +1/6 a point profane bonus to attack and damage rolls while in wild shape form.

**Fighter**: Gain +<sup>1</sup>/<sub>4</sub> a point profane bonus to attack rolls.

**Inquisitor**: Treat your inquisitor level as 1/3 of a level higher when determining the potency of abilities granted by the evil domain. This does not grant abilities earlier than you would normally

have access to them, it only enhances abilities you already have.

**Magus**: Gain +1/3 a point profane bonus to attack rolls when using spell combat to cast a spell with the evil descriptor.

**Monk**: Deal an additional +1/3 a point damage whenever using the Stunning Fist feat.

**Oracle**: Treat your oracle level as +1/3 a level higher when determining the effects of your oracle's curse.

**Ranger**: Gain +1/3 profane bonus to the bonus granted against one of your favored enemies.

**Rogue**: Gain +1/3 profane bonus to Bluff checks made to feint in combat.

**Sorcerer**: Treat your caster level as 1/3 a level higher when casting spells with the evil descriptor.

**Stonespeaker**: Add +2% to the fortification granted by the stonespeaker's stoneblood ability. This favored class option may be selected before 3rd level, but doing so does not grant early access to the stoneblood ability (only enhancing it upon reaching 3rd level).

**Summoner**: Your eidolon gains +1/5 profane bonus to attack and damage rolls.

**Underterror**: Increase your evolution pool by +1/6 evolution points.

**Witch**: Treat your caster level as 1/3 a level higher when casting spells

**Wizard**: Learn one spell with the evil descriptor. This spell cannot be of the highest-level spell you can cast.

## UNDERTERROR (BASE CLASS)

The foul gitwerc's chthonic compact with the devils of Hel gave them extraordinary powers and abilities in exchange for a continual boon of souls. Of all the many blessings granted by the infernal agreement, none are more horrifying than the gitwerc underterror. These nightmarish creatures from the darkest, deepest subterranean caverns are terrifying combatants that strike fear into the hearts of their foes, changing form as they fight and using the unnatural, disturbing mutations to fatal effect.

**Role**: The gitwerc underterror is an extremely versatile class. The evolution pool allows for a PC to tailor their abilities at each level and the Hel powers give them a subtle edge to match their insidious change shape ability, allowing them to slip into a group of adventurers without anyone being the wiser of their true nature.

**Alignment:** A gitwerc underterror may be of any alignment but good, and are by and far most likely to be lawful evil or chaotic evil.

**Race:** Though predominantly gitwerc, other creatures that find themselves in an advantageous position in Hel might strike a deal with the devils there. These reckless individuals are offered many boons in exchange for their soul or the souls of others, and becoming an underterror is among them.

#### Hit Die: d10.

#### **Class Skills**

The underterror's class skills are Acrobatics (Dex), Climb (Str), Disguise (Cha), Escape Artist (Dex), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (planes) (Int), Perception (Wis), Sense Motive (Wis), Survival (Wis), Stealth (Dex), Swim (Str), Use Magic Device (Cha).

**Skill Ranks per Level**: 2+ Intelligence modifier skill points per level.

#### **Class Features**

Weapon and Armor Proficiency: An underterror is proficient with all simple weapons, plus all axes, hammers, and picks. Underterrors are also proficient with light and medium armor and shields (except tower shields).

**Undershape (Su)**: At 1st level, the underterror can assume the appearance of one Mediumsized humanoid subtype he has seen before while retaining his physical qualities. The underterror can not appear to be specific individuals or look like a different humanoid of the subtype when using this ability. Once chosen, this form and its details cannot be changed. For example: black

## GITWERC

Level	Base Attack	Fort	Ref	Will	Evolution Points	Class Abilities
1st	+0	+0	+2	+2	3	Darkvision, evolutions, undershape
2nd	+1	+0	+3	+3	4	Evasion, Hel power
3rd	+2	+1	+3	+3	5	Mutable form (1 point)
4th	+3	+1	+4	+4	6	Extra attack (secondary)
5th	+3	+1	+4	+4	7	Evolution surge
6th	+4	+2	+5	+5	8	Evolution gift, Hel power
7th	+5	+2	+5	+5	9	Dreadful presence
8th	+6/+1	+2	+6	+6	10	Mutable form 2 pts, extra attack (secondary)
9th	+6/+1	+3	+6	+6	11	Extra evolution
10th	+7/+2	+3	+7	+7	12	Evolution surge 2/day, Hel power
11th	+8/+3	+3	+7	+7	13	Improved evasion
12th	+9/+4	+4	+8	+8	14	Improved dreadful presence
13th	+9/+4	+4	+8	+8	15	Mutable form 3 pts
14th	+10/+5	+4	+9	+9	16	Hel power
15th	+11/+6/+1	+5	+9	+9	17	Evolution surge 3/day
16th	+12/+7/+2	+5	+10	+10	18	Greater evolution gift, extra attack (secondary)
17th	+12/+7/+2	+5	+10	+10	19	Greater dreadful presence
18th	+13/+8/+3	+6	+11	+11	20	Mutable form 4 pts, Hel power
19th	+14/+9/+4	+6	+11	+11	21	Body stability
20th	+15/+10/+5	+6	+12	+12	22	Evolution surge 4/day, undernightmare

hair, a scar on the left cheek, and other physical features are immutable and always appear on a known form when using undershape. This ability functions as the *alter self* spell, except that it does not grant the underterror any new abilities. Underterrors can use undershape indefinitely and at will as a standard action. At 2nd level and every level thereafter an underterror gains an additional specific form which may be the same or a different Medium-sized humanoid subtype.

**Darkvision (Ex):** At 1st level, an underterror's existing darkvision improves by +10 ft., or an underterror without any existing darkvision gains darkvision 10 ft. at 1st level. This increases by +10 feet at each odd-numbered level thereafter, to a maximum range of 160 ft. at 19th-level.

**Evolutions (Ex):** The underterror is a mutated fiendish synthesis of the infernal, the demonic,

and the gitwerc. Masters of morphing their bodies, they can create lasting, permanent changes to their very form. They gain an evolution pool as though they were an eidolon, beginning with 3 evolution points at first level. An underterror has the biped form, and cannot select a different form. Although an underterror is a biped, he does not begin with the claws or natural armor bonus of an eidolon's biped form, although he can select these abilities with evolution points. Each time an underterror gains a new level, they may redistribute their evolution points.

**Inapplicable Evolutions:** The following evolution options are not available to an underterror: constrict, mount, pounce, rake, weapon training, channel resistance, incorporeal form, lifesense, undead appearance, skilled, frightful presence, and ability increase (Charisma). Furthermore, ability increase (Strength) does not stack with the Strength bonus granted by the Large and Huge evolutions.

**Restricted Evolutions:** The following evolution options have delayed level requirements for an underterror: tremorsense (9th level), Large (11th level), immunity (12th level), Huge (19th level).

## **UNDERTERROR BASE FORM**

Underterrors make use of many of the summoner rules and are often treated as an eidolon, but have no base formcreating one is up to you! The default route to take with an underterror is to create a combat beast of the Underworld with many powerful physical attacks or a subtle infiltrator that wreaks havoc with insidious Hel powers before blending away into the crowd or shadows. However, with the many evolutions available, you can easily create a build geared towards agility, unique special attacks (like breath weapons or poison), or even traditional spells (through the magic evolutions). Using its evolution surge and mutable form abilities, an underterror should have enough flexibility to shift about or temporarily gain evolution points to adapt to whatever dangers assail them!

Hel Pool (Sp): At 2nd level, an underterror gains a pool of Hel points, supernatural energy that he can use to accomplish amazing feats. Hel powers are spell-like abilities that use the underterror's class level as caster level and Charisma as the spellcasting ability score. Each Hel power costs 1 Hel point to activate per level (so a 3rd-level Hel power costs 3 Hel points to activate). The Hel powers have a minimum underterror level requirement to activate. An underterror who does not meet this level requirement cannot activate that Hel power.

9

	Hel Powers known				
Level	1st	2nd	3rd	4th	5th
2nd	1	-	-	-	-
3rd	1	-	-	-	-
4th	1	-	-	-	-
5th	1	-		-	-
$6^{\text{th}}$	2	1	-	-	-
$7^{\mathrm{th}}$	2	1	-	-	-
$8^{\text{th}}$	2	1	-	-	-
$9^{\text{th}}$	2	1	-	-	-
$10^{\text{th}}$	3	2	1	-	-
11 <sup>th</sup>	3	2	1	-	-
$12^{\text{th}}$	3	2	1	-	-
$13^{\mathrm{th}}$	3	2	1	-	-
$14^{\text{th}}$	4	3	2	1	-
$15^{\rm th}$	4	3	2	1	-
16 <sup>th</sup>	4	3	2	1	-
$17^{\text{th}}$	4	3	2	1	-
$18^{\text{th}}$	5	4	3	2	1
19 <sup>th</sup>	5	4	3	2	1
20th	5	4	3	2	1

The number of points in an underterror's Hel pool is equal to 1/2 his class level. The Hel pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

**Mutable Form (Ex):** At 3rd level, an underterror may permanently swap an evolution point once per day in a ritual of meditation that requires one uninterrupted minute of concentration to complete (if the underterror's concentration is disrupted, the attempt is expended). At 6th level the ritual time is reduced to one full-round action, at 12th level it becomes a standard action, and at 18th level it becomes a swift action. Performing the ritual for mutable form provokes an attack of opportunity. At 8th level and every five levels after, the underterror may swap an additional evolution point by performing an additional ritual of meditation (spending an extra full-round action, standard action, or swift action depending on level).

**Extra Attack (Ex)**: Starting at 4th level, an underterror gains additional natural attacks that

he can use when taking the full-attack action. Extra attacks taken must be a natural attack the underterror has selected as an evolution. If the underterror has multiple different natural attack types, he may only use a single natural attack type when using extra attacks. When using a natural attack with extra attacks, all attacks are treated as a primary natural attack (regardless of whether the natural attack is normally primary or secondary). At 4th level, the underterror can take two natural attacks during the full-attack action. At 8th level, the underterror can take three natural attacks during the full-attack action. At 16th-level, the underterror can take four natural attacks during the full-attack action.

**Evolution Surge (Sp):** At 5th level, an underterror can cast *evolution surge* on himself once per day as though they were an eidolon. At 10th level and every five levels after, they can use this ability an additional time each day and the evolution points granted increase by 1.

**Evolution Gift (Su):** At 6th level, once per day the underterror can touch a creature to grant the benefits of a single one- or two-point evolution he possesses for one minute per class level. This is a standard action that provokes attacks of opportunity. To resist an unwanted evolution, the target must succeed on a Fortitude save (DC 10 + 1/2 the underterror's level + underterror's Charisma modifier) or they involuntarily gain the evolution. This is a polymorph effect.

**Dreadful Presence (Ex):** At 7th level, as a swift action an underterror can transform his body into a hideous writhing mass of flesh for a number of rounds per day equal to class level. These rounds do not need to be consecutive. When activated, every creature within 60 feet of the underterror receives a -2 morale penalty on saving throws against fear effects while the underterror remains transformed and must succeed on a Will save (DC 10 + 1/2 class level + Charisma modifier) or be shaken for 1d4 rounds. The transformation does not otherwise affect the underterror's statistics and the underterror can end the transformation

as a free action. On a successful save, a creature is immune to the underterror's dreadful presence ability for 24 hours. This is a mind-affecting fear effect.

**Bonus Feat:** At 9th level, an underterror gains a bonus feat which must be either a combat feat or the Extra Evolution feat. The underterror can select the Extra Evolution feat without meeting the prerequisites, and gains the increase to his evolution pool instead of an eidolon.

**Improved Dreadful Presence (Ex):** At 12th level, the morale penalty on fear effects from the underterror's dreadful presence ability increases to –4 and the duration of the shaken effect increases to 1 round per class level.

**Greater Evolution Gift (Su):** At 16th level, an underterror can use the evolution gift ability an additional time per day, or grant the bonuses of a single three- or four-point evolution once per day to a single creature for 10 minutes per class level. A single creature cannot have more than one evolution gained from this ability.

**Greater Dreadful Presence (Ex):** At 17th level, the morale penalty on fear effects from the underterror's dreadful presence increases to -6 and the penalty remains for as long as the target is shaken.

**Body Stability (Ex):** At 19th level, an underterror masters his ability to control his form. He is automatically aware of any polymorph spell or effect targeting him and the nature of the effect. He can choose to allow himself to be affected or be immune to the effect. This does not require an action.

**Undernightmare (Ex):** At 20th level, an underterror truly embodies all the most terrifying qualities of the legendary gitwerc, realizing the foul potential of his ancient race. His type changes to outsider (native) and he no longer needs to eat or sleep. Once per day, the underterror can activate any of the powers from their Hel pool as a swift action. Additionally, the underterror's natural attacks count as adamantine, lawful, and magical

for the purposes of overcoming damage reduction or hardness.

## Hel Powers

The following spells are available as Hel power spell-like abilities.

- **1st-Level Hel Powers:** bane, command, darkness, face of the devourer, forbid action, murderous command, protection from chaos
- **2nd-Level Hel Powers:** countless eyes, deeper darkness, dread bolt, excruciating deformation, fleshcurdle, vision of Hell
- **3rd-Level Hel Powers:** baleful polymorph, dispel chaos, greater command, greater forbid action, haunting choir
- **4th-Level Hel Powers:** *flesh to ooze, mass hold person, planar binding* (devils and creatures with the fiendish template only), *summon monster VI* (devils only)
- **5th-Level Hel Powers:** greater planar binding (devils and creatures with the fiendish template only), *shield of law, summon monster VIII* (devils only)

## Hel Savant

## (UNDERTERROR ARCHETYPE)

Underterrors are feared for their tendency to revel in their kind's chthonic compact, but savants of Hel are especially interested in increasing powers bestowed by the fell contract bestows. While they retain many of the mutating abilities of their kin, they are masters of infernal energy and control it with insidious finesse.

**Cantrips (Sp):** At 1st level, the savant of Hel learns *detect magic, read magic,* and *spark* as at will spell-like abilities that do not consume Hel points.

**Evolutions:** A savant of Hel cannot gain the Huge evolution.

**Extra Attacks:** A savant of Hel does not gain any additional attacks.

**Broader Knowledge:** At 2nd level, the savant of Hel learns two additional 1st-level Hel powers, in addition to those normally gained by

an underterror. Whenever a savant of Hel gains access to a new level of Hel powers, he learns two additional powers of the new Hel power level (in addition to those he would gain as underterrors). At 20th level, he learns two additional powers of any level.

The following Hel powers are available only to savants of Hel (these choices are in addition to those normally available to underterrors).

- **1st-Level Hel Powers:** burning hands, charm person, comprehend languages, dancing lantern, expeditious retreat, forced quiet, fumbling tongue, illusion of calm, interrogation, see alignment, silent image, undetectable alignment, vanish, zone of truth
- **2nd-Level Hel Powers:** blood biography, clairvoyance, find traps, gaseous form, honeyed tongue, invisibility, minor image, perceive cues, pyrotechnics, scorching ray, speak with dead, suggestion, tongues
- **3rd-Level Hel Powers:** charm monster, confusion, fireball, detonate (fire only), dispel magic, gaseous form, glibness, greater interrogation, fire snake, major image, wall of fire
- **4th-Level Hel Powers:** contagious flame, delayed blast fireball, firebrand, greater dispel magic, locate creature, modify memory, teleport, vision
- **5th-Level Hel Powers:** discern location, fiery body, incendiary cloud, mass suggestion, mind fog, mirage arcana, mislead, wall of lava, greater teleport

**Bonus Feat:** The savant of Hel adds Increased Hel Pool to the list of feats he can select as bonus feats at 9th and 18th level. He cannot select the Extra Evolution feat.

**Efficient Hel Power (Ex):** At 6th level, the savant of Hel becomes more efficient at using his Hel points. The Hel point cost for any Hel power is decreased by 1 (minimum 1). This ability replaces evolution surge.

**Enhanced Hel Power (Su):** At 6th level, the savant of Hel can enhance his Hel power spell-like

## Gitwerc

abilities Select one metamagic feat that normally increases a spell by up to two levels. Three times per day, the savant of Hel can spontaneously enhance a spell-like ability in the same manner as the feat with no increase to casting time or cost in Hel points. At 16th level, the savant can select a second metamagic feat that normally increases a spell by up to three levels and can also apply the feat to spell-like abilities three times per day or the Quicken Spell feat. The savant of Hel cannot apply the benefits of both feats to a single spelllike ability. This ability replaces evolution gift and greater evolution gift.

## Soul Burner

## (WIZARD ARCHETYPE)

Some gitwerc wizards have made an art out of lacing their magics in the horrid candles they use as tribute to their dark masters. With the right preparation, a soul burner can create a deadly inferno of delayed, carefully planned magical effects.

**Candle Crafter (Su):** At 1st level, the soul burner receives Candle Crafter as a bonus feat. Additionally, the soul burner is considered to have the Craft Wondrous Items feat for the purpose of creating blood candles. This replaces Scribe Scroll.

**Blood Candle Casting (Su):** At 1st level, soul burners learn to use blood candles as an optional, additional material component for their spells, increasing their flexibility by varying the length of the wicks used in the candles.

Upon casting a spell, the soul burner may place a blood candle in his square. Blood candles can be placed in mid-flight or under water and the magic of the spellcasting process lets the candle levitate and burn, if required.

A blood candle's wick-length can delay the onset of a spell. A soul burner can delay the onset of a spell cast with a soul candle by up to 1 round per 2 soul burner levels (minimum 1 round). All spell variables must be chosen when the candle is placed. If a spell that targets one specific creatures is cast in this manner, it instead targets any creature in a chosen 5-foot-square within the spell's original range, chosen when the blood candle is placed. If no creature is within the chosen square when the spell triggers, the spell dissipates in the chosen square with no effect. A soul burner must fulfill the requirements of line of sight and line of effect to the target square, if any, upon casting the spell, but not thereafter.

If the spell targets multiple specific creatures, the soul burner can choose multiple 5-foot-squares equal to the number of creatures affected. For example, a 7th level soul burner casting slow could choose 7 squares in range of the spell to affect once the wick burns down. Any creature occupying a square chosen by the soul burner is then subject to the spell's effects. Spells with a range of personal or touch affect the square occupied by the candle, but personal spells cannot target creatures other than the caster.

Wick-length is determined when preparing spells and may not be modified thereafter (a spell with a 4-round delay could not be made to activate during the 2nd round). To be used as material component for a spell, a blood candle must be made from a creature whose HD is equal to twice the level of the spell to be modified. Metamagic feats and similar abilities that modify spell levels also modify the HD required.

This replaces arcane bond.

## **GITWERC EQUIPMENT**

Gitwerc have access to the following equipment. Flayed Skin

**Price:** 45 gp (normal); 145 gp (masterwork) **Weight:** 13 lbs. - 20 lbs.

Gitwerc particularly enjoy dressing themselves in the flayed skins of their tortured victims. Wearing treasured skins is considered common etiquette among individuals with high social rank. Properly skinning a creature for wearing requires a DC 20 Heal check. A gitwerc wearing flayed skin receives a +2 circumstance bonus to Intimidate checks if the target shares the skinned creature's type. Masterwork flayed skins grant a +3 circumstance bonus and require a DC 26 Heal check to make.

#### **Gitwerc Red Tape**

**Item Type:** Exotic One-Handed Melee Weapon; **Price:** 25 gp; **Damage (S):** 1d6; **Damage (M):** 2d4; **Critical:** x2; **Range:** – ; **Weight:** 8 lbs.; **Damage Type:** Slashing; **Special:** Disarm, trip

The gitwerc's infernal masters have taught them an alchemical process of weaving together strands of flayed faces to form a sharp, paper-like substance. Gitwerc wielding gitwerc red tape while also wearing a flayed skin increase the circumstance bonus conveyed by their flayed skin by +1. Gitwerc red tape is a martial weapon for gitwerc, and an exotic weapon for other races.

#### **Hel Bottle**

Price: 450 gp; Weight: 1 lb.

Down near the core of Aventyr, flows of lava are not uncommon. Gitwerc preserve the magma's heat in special alchemical bottles made with blood mixed into ceramics. Hel bottles are splash weapons with range increments of 20 feet. On a successful hit, targets take 3d6 points of fire damage and creatures in the splash area take 1d6 points of fire damage (DC 15 Reflex save for half). The next round, any creatures that took fire damage takes one die less of fire damage (or 1 point of fire damage if the number of dice was one or less). The round after the minimum 1 point of fire damage, the lava cools and stops inflicting damage.

## **GITWERC FEATS**

#### **Beguiling Negotiator**

You are a notoriously shrewd wordsmith. Sometimes when making an unfair trade look like a bargain, you are so convincing that you almost fool yourself.

**Prerequisites:** Skill Focus (Bluff) or Skill Focus (Diplomacy), gitwerc.

**Benefit:** You double the bonuses for either the Skill Focus (Bluff) or Skill Focus (Diplomacy) feats.

**Special:** You can select this feat up to twice, to double the bonuses from both the Skill Focus (Bluff) and Skill Focus (Diplomacy) feats.



#### **Candle Crafter**

You can craft candles required to siphon the souls of those damned to Hel quickly and efficiently.

Prerequisites: Craft Wondrous Item, gitwerc.

**Benefit:** Reduce the cost to construct *blood candles* to 20 gp per Hit Die of the creature whose soul is to be siphoned (rather than 50 gp per HD). **Change Skins** 

Wearing flayed skins allows you to assume the form of the creature whose skins you wear.

Prerequisites: Evil alignment, gitwerc.

**Benefit:** When wearing the skin of a humanoid, you can assume the humanoid's shape with your change shape racial ability. When your shape is changed in this manner, the flayed skin is absorbed into your new form.

#### **Extra Hel Power**

You learn an additional Hel power.

Prerequisites: Hel power class feature, gitwerc.

**Benefit:** You learn one additional Hel power from your list of available Hel powers. You must select a Hel power of one level lower than the highest-level Hel power you know. **Special:** You can gain this feat multiple times. Each time, you gain an extra Hel power. **Fiery Drinker (Combat)** 

You might be devilish, but you're still dwarven, and you know how to make the most out of your drink.

Prerequisites: Con 17, gitwerc.

**Benefit:** Once per day per two character levels, you can drink a flagon alcohol as a standard action, and sometime within the next minute, breathe forth flame in a 15-ft.-cone as a swift action dealing 1d6 + 1/2 your character level fire damage. A Reflex save (DC 10 + 1/2 character level + your Constitution modifier) negates the damage.

#### Horned Epidermis (Combat)

Your skin is covered in jutting pieces of bone and horn.

Prerequisites: Con 15, gitwerc.

**Benefit:** The bony protrusions jutting from your body deal 1d4 points of slashing damage to opponents you are grappling at the start of their turn. You deal an additional +1 point of slashing damage with your unarmed strikes.

#### **Increased Hel Pool**

You can use your Hel pool more times per day than most.

**Prerequisites:** Hel pool class feature.

Benefit: Your Hel pool increases by 2.

**Special:** You can gain Extra Hel Pool up to three times and its effects stack.

#### **Jagged Carapace (Combat)**

The carapace that was once your skin is virtually covered in row upon row of jagged spikes and bony protrusions.

**Prerequisites:** Horned Epidermis, Improved Natural Armor, gitwerc.

**Benefit:** Opponents grappling you or grappled by you now take 1d6 points of slashing damage each turn. You deal an additional +2 points of slashing damage with your unarmed strikes.

## **GITWERC MAGIC ITEMS**

### **Helfire** Ash

Aura moderate evocation; CL 7th Slot none; Price 700 gp; Weight —

## DESCRIPTION

This ash from the pits of Hel appears to be fine, powdered, black diamond dust, except that it smells overwhelmingly of clover. Any spell cast with Helfire ash as a material component must normally deal fire damage. The spell instead deals half fire damage, but the other half results directly from profane power and is no subject to being reduced by resistance to fire-based attacks. Creatures with the evil subtype are immune to the profane damage. This expends the Helfire ash. A non-outsider spellcaster can only utilize three uses of Helfire ash a day before the strain of creating a connection to the core of Aventyr becomes too much for a mortal to bear; a fourth use of the substance knocks them unconscious for 8 hours. There is no way to awaken them from slumber any earlier save a use of a limited wish or wish.

CONSTRUCTION

**Requirements** Craft Wondrous Item, *unholy blight*, creator must be evil; **Cost** 350 gp

#### **BLOOD CANDLE**

Aura varies (see text) necromancy; CL varies (see text) Slot none; Price 100 gp per HD; Weight –

### DESCRIPTION

These candles are made from the corpses of the dead. Blood is drained from the body for wax, and hair is shaven and made into a wick. When burned, the creature that lit it receives a +1 profane bonus to all skill checks and saves made for a number of hours equal to the Hit Dice of the creature used to create the *candle*.

A *blood candle* has an aura determined by the soul-stripped creature's Hit Die and a caster level equal to the creator's character level.

### CONSTRUCTION

**Requirements** Craft Wondrous Item, *death knell*, creator must be a gitwerc; **Cost** 50 gp per HD (see text)



## **BLOOD CANDLES AND FINAL DEATH**

Originally, blood candles were intended as a means for the gitwerc to condemn the souls of their victims to Hel. This adds a real sense of danger to them and emphasizes the insidious nature of the race. However, not all groups will be comfortable with this chance to suffer final death at their hands. If you want to retain the original potency of the blood candles and their ramifications, use the following rules as an addition to their effects: Alternatively, a gitwerc can burn a blood candle in a ceremony requiring 1 hour of uninterrupted chanting and supplication per HD of the creature from whom the blood candle was fashioned. At the end of this ritual, the creature's soul is condemned to Hel, preventing any form of resurrection short of a *miracle*, *wish* or divine intervention. Any damage incurred by the gitwerc during this ritual automatically causes it to fail and sends the trapped soul to its proper resting place.

#### Hel Contract

Aura moderate evocation; CL 10th Slot none; Price 6,300 gp; Weight 2 lbs.

DESCRIPTION

This long, flowing scroll makes a curious scraping noise as it drags along the ground. A gitwerc wielding a *Helcontract* can use it like a +*1* wounding whip, save that it does lethal damage regardless of the armor bonus of their target. Additionally, a gitwerc wielding a *Helcontract* modifies attack and damage rolls with the *contract* by its Intelligence modifier, not its Strength modifier.

#### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, Linguistics 6 ranks, *animate rope*, *bleed*, creator must be a gitwerc; **Cost** 3,150 gp

## **GITWERC SPELLS**

#### **Devil's Strike**

School transmutation; Level bard 2, sorcerer/wizard 3

Casting Time 1 swift action

**Components** V, M (drop of blood from an Underworld creature)

Range personal

Target your

**Duration** instantaneous

Saving Throw Fortitude negates (harmless); Spell Resistance no

As part of the casting of this spell, your horns extend out from your body and deal 1d4 points of damage to you. Any creature grappling you is impaled, taking 2d8+4 points of piercing damage and must succeed a combat maneuver check to maintain the grapple.

### **FASHION BLOOD CANDLE**

School conjuration; Level alchemist 2, bard 2, cleric 3, druid 3, inquisitor 2, ranger 2, sorcerer/ wizard 3, summoner 2

Casting Time 1 standard action

**Components** V, S, M (wax and reagents worth 50 gp per Hit Die of creature)

Range oft.

Target one dead intelligent creature

**Duration** instantaneous

**Saving Throw** Will negates; **Spell Resistance** no Casting this spell immediately creates a *blood candle* from a recently deceased corpse.

### **FLAYING MIASMA**

**School** evocation; **Level** bard 3, cleric 4, druid 4, ranger 2, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, M (a dagger)

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

Target 20-ft.-radius spread

**Duration** instantaneous

**Saving Throw** Reflex half; **Spell Resistance** yes You conjure forth a whirling mass of profane blades that slice through the air, cutting flesh with ease. Creatures within the area of *flaying miasma* take 1d10 times your caster level (maximum 15d10) points of slashing damage (Reflex save for half damage). Any creature that rolls a natural 1 or 2 on their Reflex save takes double damage on a failed save.

## HOYRALL



## HOYRALL Insectoid Underworld Scavengers

Hoyrall are parasitic insectile-humanoids that burst from the skull of the Dracoprime, killing the monstrosity instantly and heralding the *Great Schism*. They are savages that, if one is even willing to consider interacting with them kindly, seem vicious and barbaric in their alien ways. They live within the Woven Warrens and other honeycombed regions in the Underworld, series of tunnels that they rule over with virtually no dissent.

## HISTORY

The hoyrall are not from Aventyr. Scholars, seers, high mages and venerated oracles have all attempted to determine where, exactly, these strange creatures originated from, but none have had much success in that regard. All that they know is that the destructive hoyrall are from somewhere far away but still in the Material Realm. Their arrival in Aventyr, both above and below the surface, was brought about by the *Great Schism*, and their race forever changed by the *Confluence*.

During the first great event, the Progenitors, mutated now into the draaki, sacrificed most of their remaining high mages in an effort to call for aid against the rising Dracoprime and it was the god of the hoyrall, Zagnexis (CN, minor deity) that answered the call. Using an epic amount of divine power, it transported its physical form, Zagn, and many of the hoyrall across the cosmos and directly into the forming brain of the draconic idle, killing it instantly. The massive half-god erupted from the enormous, collapsing figure's skull, many drowning to death in the oceans of Aventyr but more still surviving on their patron deity's enormous back or emerging in the caves of the Underworld.

For centuries, the dual-god watched over its children; on Surface, Zagn swam the hoyrall to the southernmost shores of Picollo and supported their booming population by shepherding thousands of schools of fish into their nets. Meanwhile, Exis extended its essence across the cosmos to grant his children a great hive mind, allowing them to act in concert to terrorizing effect. After a time, however, the insectoid aliens turned to expansion. The halflings of Picollo, at first only thinking the hoyrall to be a minor threat, soon found themselves utterly besieged by their invasion.

In the Underworld, they hoyrall had mined out countless tunnels (some leading to Surface) making honeycombed fortresses in preparation for a grand marshal campaign to capture the entirety of Aventyr in the name of Zagn and Exis. As the time to strike neared they had nearly subjugated the island of Picollo and their hives below the surface were becoming overpopulated, creating a ripe army to overwhelm all that could stand in their way.

Then the *Confluence* came to Aventyr.

While the colloid is a magnificent entity, it is not actually a divine being. It did however sense the massive displacement of lifeforms when Zagnexis transported the hoyrall and its physical itself (Zagn), and continued to assess the conduit the god used to connect its charges. After centuries of studying the anomaly, the timing was right and the colloid struck; an asteroid passing by the alien collective was traveling straight for Aventyr. The impossible calculations of the colloid allowed it to wrestle away the Exis' energies with the comet's cosmic power, and the bizarre creature used the hurtling chunk of space rock to carry it away into the universe. The link between Exis, Zagn and the hoyrall was severed by the colloid's maneuvering, leaving Exis half-formed on the other side of the galaxy, the hoyrall without their hive mind and the god's physical form, Zagn, an uncontrollable, mindless beast wandering the oceans of Aventyr.

The halflings, ever quick, seized the initiative and fought back the hoyrall to a standstill on Picollo that persists today, beating them back behind the mountain range to the other side of the island; in the Underworld, things went very differently. In the First Hive (the most populated of all the subterranean bastions), the hoyrall attempted to combat the colloid (even after the cacophonous landing of the asteroid), but they stood no chance against the alien entity and it quickly grew to overwhelm the few insectoids that managed to organize against it. The primary hive was quickly abandoned to the colloid, the hoyrall left to travel across Underworld without the instinctual communication they had come to rely so heavily on. Tens of thousands of these nomads died while traveling to the fortress-hives of their kin.

What they came to find in these honeycombed bastions nearly broke the hearts of the proudest of their race. The overpopulated fortress-hives had fallen in on one another at an alarmingly rapid rate, all falling into cannibalism as they were besieged by the ever-hungry predators of the Underworld. Still, the heroes from the First Hive brought order to the barbarized hoyrall, marshalling the survivors into parties of warriors that came to carve the insectoids a new place in the Underworld.

The hoyrall from the First Hive began dynasties that largely endure in the Underworld, though any semblance of unity between them fell away some time ago. Now every hive-fortress is a world unto itself with laws and traditions as different from one another as the hoyrall are to surface-dwellers, ruled over by whatever government the populace is willing to tolerate. The only common trait among them is their reverence for the seers, priests and clergy of Zagnexis. These holy hoyrall are their only connection now to the god that once made them each a part of one whole, and they all feel a primal urge to see that divine gift restored.

Physical Description: Hoyrall aren't very tall, only three or so feet in height, but they are powerfully built and possess two sets of arms. Their entire bodies are covered in a glossy, hard chitinous exoskeleton that varies colors by region. Talons surround their fanged maws, which have three small tongues inside rather than one (making them difficult to understand when they speak Common), and the uneducated mistakenly believe them to have two sets of eyes or to see through the large, gem-like stones in their faces but in truth, these were once focuses for their god to enact power through them. The arms and legs of a hoyrall end in claws as sharp as their teeth, each of their bodies patterned with different colored markings that posit from which hive-fortress they belong.

**Society**: The basic tenet of hoyrall society is that the strong survive; they are unfailing pragmatic and ruthless with little room for emotion, a trait only introduced once their deep connection to Zagnexis was sundered by the *Confluence*. In lieu of familial ties, they all individually identify with their home hive-fortresses and are considered cold to one another even in those social confines. Power structures vary from subterranean bastion to bastion, but on the surface, they have become deeply militarized to attain the kind of order they once knew from the influence of their patron deity. Hoyrall rarely record the events of their past and when they do so, it is often in bizarre arrangements difficult for even their elders to interpret correctly. These sparing, primal paintings can be found in the most removed caves of the Woven Warrens, the most populated and well known honeycombed tunnels that the hoyrall call home.

**Relations**: While other Underworlds might engender hate because of their appearance, the hoyrall inspire revulsion. Their totally alien bodies are extremely disturbing to surface-dwellers and their equally strange mannerisms rarely go over very well. Still, centuries of cohabitation (albeit largely aggressive) have forced many of them to adopt behavior more suitable for their adopted home—some have transcended these potent social barriers to form extremely valuable alliances with other races and are highly valued for their otherworldly mindset and abilities.

Alignment and Religion: While they once might all have been the same alignment (indeed,

# HOYRALL RACIAL STATISTICS

+2 Dexterity, +2 Wisdom, -2 Strength, -4 Charisma: All their appendages give Hoyrall excellent coordination and senses, but their strength is lacking and they are rarely good company or fine to look at.

Underworld Aberration: Hoyrall are aberrations.

**Small**: Hoyrall receive a +1 size bonus to AC and attack rolls, a –1 penalty CMB and CMD, and +4 size bonus to Stealth checks.

Speed: Hoyrall have a base speed of 30 feet and a climb speed of 20 feet.

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

**Carrion Sense**: The antennae of the Hoyrall are sensitive to blood and rotting flesh. They possess the scent ability, but only for corpses (including undead) or creatures harmed by slashing or piercing damage.

**Light Blindness**: Abrupt exposure to bright light blinds hoyrall for 1 round. On subsequent rounds, they are dazzled for as long as they remain in the affected area.

**Multi-Armed**: Hoyrall have four arms and can wield multiple weapons. Only one hand is their primary hand, and all others are off-hands. They can also use these hands for other purposes that require free hands (such as casting spells or wielding more than two weapons). When using more than two arms during combat, the hoyrall take a -3 penalty to AC, CMB, CMD, and Reflex saves for every additional arm they use (up to a maximum of -6) until the beginning of their next turn as they split their focus.

Natural Armor: Hoyrall receive a +1 natural armor bonus to AC.

**Resistant**: Hoyrall receive a +2 racial bonus on saving throws against mind-affecting effects and poisons.

**Stonecunning**: Hoyrall receive a +2 bonus on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, whether they are actively looking or not.

**Toxic Blood**: A number of times per day equal to their Constitution modifier (minimum 1), a Hoyrall can poison one of their weapons with paralytic venom as a swift action.

**Paralytic Venom**: Injury; *save* Fort DC 10 + the 1/2 hoyrall's Hit Dice + the hoyrall's Constitution modifier; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 1 save.

**Languages**: Hoyrall begin play speaking only Hoyr, a complex series of pitched chittering. Hoyrall with high Intelligence scores can choose from the following list: Aklo, Common, Drow, Dwarven, Elven, and Undercommon.

of the same mind) in the centuries since the *Confluence* the hoyrall developed into as myriad a people as any other in Aventyr. While their cultures and traditions may vary, the hoyrall that do not worship Zagnexis are *extremely* rare and find themselves turned into pariahs instantly when their faith is discovered, if they are not murdered on the spot.

Adventurers: Life in a hive-fortress can be a daunting experience for any hoyrall, even those with great resolve. While reticent to leave their defensible homes, when one ventures out into Aventyr they typically fare quite well in the wilds, taking easily to the role of barbarians, druids and rangers. Arcane casters among them are rare, but greater honor falls to the most potent warriors of their people rather than the greatest mages or clergy.

Male Names: Dexx, Fargn, Kotor, Marx, Skrex, Zexis

**Female Names**: Agn, Darizz, Kistriss, Oxxa, Treksga, Zagness

## HOYRALL SCALING ADVICE

This race is for anyone who likes the weird and uncommon. The insectoid hoyrall will probably suffer from some sort of social stigmatization in most worlds. Even in Aventyr, they are considered... strange. So, bear that in mind before tinkering. Power-wise, they are stronger than most other races, depending on the class associated.

*For grittier games:* Doubling the penalties incurred by usage of the additional arms will greatly decrease the power of the hoyrall. Making them humanoids with the hoyrall subtype would eliminate the few immunities to certain spells and effects granted by them being aberrations. If further trimming is desired, the race's natural armor can be removed and the toxic blood ability can be limited to one use per day.

*For high-fantasy games:* By gradual reduction of the penalties for using multiple arms, the race can easily be made more powerful. Simply provide the required amount of Coordinated Fighter feats as bonus feats. Truly epic games could expand this to the incredibly powerful option of casting two spells with the same action (provided at least one only requires somatic components).

## The Hive Fortresses

## OF THE HOYRALL

The alien hoyrall still live in the original honeycombed cave systems that were dug out by their ancestors. Many differ from one anothersome monetize or even celebrate cannibalism while others abhor it, some happily accept travelers and others kill foreigners on sight-and a Knowledge (geography) check (DC 20 - settlement size modifier x 2) is the only means to find out just how dangerous entering a hive-fortress might be. Being from the same clan within a hive-fortress means very little, save that killing (and/or consuming) your kin in plain view of others is extremely taboo. The infraction of whatever laws prevail in the region is also typically met with little patience. The militarization that persists in hive-fortresses does not tolerate criminals, and the chopping off a hand is disturbingly common.

## **RACIAL SUBTYPES**

The most common hoyrall have a venom that saps a victim of their agility. In the colder caverns of the Underworld they deprive the poisoned of their strength (dealing 1d2 Strength damage rather than 1d2 Dexterity damage). Hoyrall from warrens near magma and lava flows sap victims of their endurance (dealing 1 Constitution damage rather than 1d2 Dexterity damage).

## **FAVORED CLASS OPTIONS**

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, hoyrall have the option of choosing from a number of other bonuses, depending upon the character's favored class. The following options are available to all hoyrall who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward. **Alchemist**: Add +1/2 to the DC to resist the hoyrall's racial poison ability.

**Barbarian**: Add +1/5 to the barbarian's natural armor bonus.

**Bard**: Add +1/5 to the bard's Charisma score when determining the uses per day, potency, and duration of class special abilities.

**Cavalier**: Add +1/3 attack and damage when making a mounted charge.

**Cleric**: Add +1/3 to the cleric's caster level when casting spells or determining abilities from the Community domain. This does not grant the cleric access to spells or abilities any earlier than normal, and only enhances spells and abilities they already have.

**Druid**: Add +1 to Handle Animal and an additional +1 racial bonus to Handle Animal checks made against vermin.

**Fighter**: Add +1 to the fighter's CMB and CMD for disarm combat maneuvers.

**Gunslinger (Siktauryi Specialist)**: Add +1/4 bonus damage when attacking with a siktauryi.

**Inquisitor**: Add +1/3 to the oracle's caster level when casting spells or determining abilities from the War domain. This does not grant the inquisitor access to spells or abilities any earlier than normal, and only enhances spells and abilities they already have.

**Magus**: Increase the magus' number of cantrips prepared per day by +1/3.

**Monk**: The monk may force a target to reroll a save against the stunning fist ability <sup>1</sup>/<sub>4</sub> times a day.

**Oracle**: Add +1/5 to the oracle's Charisma score for the purposes of spellcasting.

**Paladin**: Add +1/4 to the paladin's Charisma score when determining the uses per day, potency, and duration of domain and class special abilities.

**Ranger**: Increase the range of carrion sense by 5 feet.

**Rogue**: Add +1 to the rogue's CMB and CMD for Steal combat maneuvers and Sleight of Hand checks.

**Sorcerer**: Add +1/5 to the sorcerer's Charisma score for the purposes of spellcasting.

**Stonespeaker**: Add  $+\frac{1}{2}$  to all the stonespeaker's saving throws made against special attacks, supernatural abilities, spell-like abilities, and spells from any creatures with the earth subtype.

**Summoner**: The summoner's eidolon adds a +1/3 dodge bonus to AC.

**Witch**: Add +1/2 to the witch's caster level when casting spells from the agility patron.

**Wizard**: Add a +1 to all Knowledge (arcana) checks and Spellcraft checks made to identify the properties of magic items.

## **RACIAL ARCHETYPES**

## HOYRALL SHREDDER

## (RANGER ARCHETYPE)

The hoyrall have a rare physiological advantage in their four arms and some rangers learn to make expert use of these arms in a dance of death that oscillates between offense and defense.

**Multi-Armed Master (Ex):** At 1st level, a hoyrall shredder gains Coordinated Fighter as a bonus feat, even if he does not meet the prerequisites. At 5th level and 10th level, the hoyrall shredder receives Coordinated Fighter as a bonus feat for a second and third time, respectively. This replaces 1st, 2nd, and 3rd favored enemy.

**Combat Reflexes:** At 1st level, hoyrall shredder gains Combat Reflexes as a bonus feat. This replaces track.

Web of Steel (Ex): Hoyrall shredders weave a deadly web of defense with their blades, catching attacks that would otherwise vanquish them. At 1st level, whenever an opponent makes a melee attack against the hoyrall shredder, he may expend an attack of opportunity to gain limited control of the incoming weapon.

If he does, the hoyrall shredder makes a combat maneuver check against the opponent's combat maneuver defense, including all appropriate modifiers. The hoyrall receives an equipment bonus to this check equal to the number of off-hand melee weapons he wields. If the hoyrall shredder makes his check, the attack misses and the weapon cannot be used to make attacks of opportunity against the hoyrall shredder due to movement for 1 round or until the hoyrall shredder moves out of the threatened area of the opponent. The hoyrall shredder must declare the use of this ability after the opponent's attack is announced, but before results are made known.

A hoyrall can only use web of steel a number of times per round equal to the number of melee weapons he wields. If he loses a melee weapon due to combat maneuvers or other circumstances or effects, he decreases the maximum number of uses per round accordingly until he draws a new weapon. A hoyrall shredder may execute an attempt to impede a weapon via web of steel instead of a regular attack. This does not require the expenditure of an attack of opportunity, though it does count towards the maximum of uses of web of steel per round.

Finally, upon successfully impeding a weapon, the hoyrall shredder may expend an additional attack of opportunity as an immediate action to move up to his speed. The hoyrall shredder must end his movement no further than one 5-footsquare further away than the threatened area of the creature whose attack he avoided. To use this ability, hoyrall shredder must be aware of an attack and not flat-footed. This replaces wild empathy.

**Shredder Style**: At 2nd level a hoyrall shredder must take the two-weapon combat style at 2nd level and adds Coordinated Fighter to the list of combat style feats available. This modifies combat style.

**Light Adaptation (Ex):** At 3rd level, a hoyrall shredder loses the light blindness racial quality. This replaces endurance.

**Tightening Web:** At 3rd level, the hoyrall shredder increases the number of attacks of opportunity he can take in a round by one, and he can use the web of steel ability even when unarmed, though not when unaware of the attack or flat-footed. Additionally, the hoyrall shredder may use web of steel to negate attacks made from a ranged weapon, though the ranged weapon is not

considered impeded unless the hoyrall shredder threatens the opponent attempting to shoot him or the ranged weapon is an item that returns to the attacker (such as a thrown weapon with the *returning* special quality). At 8th level and every five levels thereafter (13th and 18th level), he increases both the number of attacks of opportunity he can take in a round and the maximum amount of uses of web of steel per round by one.

At 8th level, the hoyrall is treated as a Medium creature for the purpose of combat maneuverchecks made in conjunction with his web of steel ability.

At 13th level, the hoyrall is treated as a Large creature for the purpose of combat maneuverchecks made in conjunction with his web of steel ability. Additionally, weapons impeded by web of steel may not be used to execute attacks of opportunity provoked by combat maneuvers attempts.

At 18th level, the hoyrall is treated as a Huge creature for the purpose of combat maneuverchecks made in conjunction with his web of steel ability. Additionally, the hoyrall shredder may use web of steel to negate touch attacks. Instead of impeding the caster, a hoyrall shredder may force the opponent to make concentration checks (DC 10 + 1/2 the hoyrall shredder's class level + the hoyrall's Dexterity modifier) for 1 round whenever attempting to cast a spell. If the touch attack is delivered via a weapon, the hoyrall shredder must choose whether to impede the delivering weapon or enforce the concentration check. This replaces favored terrain.

**Shredder's Bond (Ex):** At 4th level, the hoyrall shredder forms a bond with allies that allows him to apply the benefits from impeding the weapons of adversaries to allies, creating openings. Weapons impeded by the hoyrall shredder no longer threaten attacks of opportunity incurred from any form of movement by either the hoyrall shredder or his allies. Additionally, the hoyrall shredder may expend an attack of opportunity as an immediate action to grant all adjacent allies a

## HOYRALL

bonus to any combat maneuvers against a target of his web of steel equal to the equipment bonus granted by his web of steel ability. This replaces hunter's bond.

**Compression (Ex)**: At 7th level, a hoyrall shredder can move through areas requiring squeezing at his normal movement rate and without penalties. This replaces woodland stride.

**Falling Web (Ex):** At 8th level, a hoyrall shredder gains the benefits of the Spring Attack feat, even if he does not meet the prerequisites. If the hoyrall shredder also possesses the Spring Attack feat, he also does not provoke attacks of opportunity due to movement from any opposing creatures when making a making a Spring Attack as a full-round action.

**Vibrating Web (Su):** At 11th level, the duration of his web of steel's effects increases by 1 round. The hoyrall shredder gains the benefits of the Deflect Arrows feat, except he must use an attack of opportunity to deflect a ranged attack, does not require a free hand, and can deflect magical rays as if they were ranged weapons. If the hoyrall shredder possesses the Deflect Arrows feat, he can deflect up to two ranged attacks each round in this manner, with only the second requiring him to expend an attack of opportunity. This replaces quarry.

Web of Destruction (Su): At 15th level, the resonance of the hoyrall shredder's blades can destroy weapons. Whenever he successfully impedes a weapon, he may expend an additional attack of opportunity to attempt a sunder combat maneuver at his full combat maneuver bonus against the impeded weapon (without provoking an attack of opportunity). If the hoyrall shredder possesses the Improved Sunder feat, the weapon's hardness is halved for the purpose of this sunder attack. This ability replaces the 4th favored enemy.

Web of Dissolution (Su): At 19th level, the unearthly song of the web of steel temporarily suppresses enchantments. For as long as a weapon is impeded by the hoyrall shredder, it loses all enhancement bonuses and special abilities, counting as a regular masterwork weapon of its material. Intelligent weapons receive a Will save against DC 10 + 1/2 the hoyrall shredder's class level + the hoyrall's Dexterity modifier to negate this effect. On a success, the intelligent weapon is immune to this ability for 24 hours. Artifact, epic, and mythic weapons are immune to this effect. This replaces improved quarry.

Web of Annihilation (Su): At 20th level, the hoyrall shredder's defensive web is nigh impenetrable. As long as at least one opponent is subject to the effects of web of steel, the hoyrall shredder receives DR 10/- and SR 20, as the mystic song of his whirling blades protects him from harm.

## SIKTAURYI SPECIALIST

## (GUNSLINGER ARCHETYPE)

After the *Confluence*, the orders of siktauryi specialists disbanded in the chaos that consumed the hoyrall. Their genes have been passed on, however, and now some of the insectoid aliens find their bodies changing unexpectedly or that their children are born with the gift.

**Hybridized Hands:** Two of a siktauryi specialist's hands (one left, one right) have been strangely modified since birth, creating valves in their palms. They can never use the toxic blood racial ability as a normal hoyrall, but can plug these openings into the handle of a siktauryi to symbiotically feed the weapon doses of poison. Siktauryi specialists have no limit to the number of times of times per day that they can create a dose of poison so long as they are connected to a siktauryi. Reloading a siktauryi is a swift action for siktauryi specialists. At 10th level, reloading is reduced to a free action.

This does take a toll on siktauryi specialists, however, and to keep up with the increased metabolism they must consume three times as much food and water than a normal hoyrall. While wielded, a siktauryi specialist's signature weapon is considered a part of their body—though it may still be sundered, it cannot be disarmed. **Weapon Proficiency:** A siktauryi specialist does not gain proficiency with any firearms and gains proficiency with siktauryi instead, treating the alien weapons as though they were firearms for all class abilities.

**Siktauryi Cultivator:** At 1st level, a siktauryi specialist gains a siktauryi. It isn't a particularly healthy specimen, and only the siktauryi specialist knows how to use it properly. All other creatures treat her siktauryi as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it. This starting weapon may only be sold for scrap (it's worth 6d10 gp when sold). The siktauryi specialist also knows exactly how to grow and cultivate a siktauryi within their own body, and may do so once every three weeks. This ability replaces gunsmithing.

**Deeds:** Siktauryi specialists may never use the shoot unattended object utility shot or bleeding wound deeds.

**Siktauryi Training (Ex)** At 5th level, the siktauryi specialist gains a bonus equal to her Dexterity modifier on damage rolls when firing a siktauryi. This bonus increases by an additional +1 every four levels beyond 5th level (to a maximum of +4 at 17th level). Additionally, they suffer no additional penalty for using their third and fourth hands to wield two siktauryi at once (though they still suffer the normal penalties for fighting with two weapons). This ability replaces gun training.

## HOYRALL EQUIPMENT

Hoyrall have access to the following equipment.

### **Hoyrall Shellcracker**

**Item Type:** Exotic Four-Handed Melee Weapon; **Price:** 1,600 gp; **Damage (S):** 3d12; **Damage (M):** 6d6; **Critical:** x3; **Range:** – ; **Weight:** 75 lbs.; **Damage Type:** Slashing; **Special:** Reach

Known as "megalomania blades" by other races, these immense weapons were made for hoyrall lacking the coordination to wield multiple weapons. The ridiculously massive and heavy blades are enormous and look more like an oversized chunks of steel than an actual weapon. Even the strongest hoyrall require all four of their arms to properly wield a shellcracker. A non-proficient wielder suffers a -2 circumstance penalty to attack, initiative, and damage in addition to the normal nonproficiency penalties. This penalty doubles if the creature has less than four arms. Even a proficient wielder cannot use a hovrall shellcracker with a weapon size category larger than the wielder's size. Hoyrall shellcrackers are hardness 10 and have 50 hit points. A hoyrall shellcracker grants a +4 competence bonus to the wielder's sunder attempts. The hoyrall shellcracker is a martial weapon for hoyrall, and an exotic weapon for other races.

#### **Mating Vencegran**

#### Price: 2,000 gp (pair); Weight: 1/2 lb.

This small, carapaced organic growth is easily mistaken for a simple rock (DC 18 Perception check) but on its underside, are thousands of small, harmless tendrils that can perfectly emulate any sound.

It is one part of an alien creature that is eventually meant to bond with its mate (when bonded, they can only be removed with a DC 25 Strength check). If allowed to do so, it produces spores over a period of 8 days that grow 1d4+1 more vencegran before dying. After 8 weeks, any natal vencegran have fully matured and begin seeking a mate of their own. Vencegran have no sex and any two can be made to mate (leaving them within 10 feet of one another for 10 minutes does this), but they only ever attempt to mate with more than one other vencegran at a time. The strange alien physiology of a pair of once mating but separated vencegran allow them, and their users, to speak with one another over vast distances (up to 1,000 feet). Activating or deactivating a mating vencegran is a free action, but the creature requires one hand to be operated correctly.

### Siktauryi

### Price: 850 gp; Type: exotic

This is another strange creature from the cosmos, brought to Aventyr along with the hoyrall and their savage, alien culture. Grown in hatcheries of eggs suspended from the ceiling (requiring a daily DC 14 Knowledge [nature] check to keep alive for the 1d4 months they gestate), they ultimately look like a crossbow in form, bearing a very small familiarity to a miniature stingray set upon a stock handle.

Siktauryi feed on poisons of all varieties. Their otherworldly metabolisms break toxins down into potent acid, kept in an organ near their 'front' that can be stimulated to fire its contents outward.

A creature wielding a siktauryi makes ranged touch attacks with the weapon, dealing 1d6 acid damage on a successful hit. Siktauryi can hold as many as 12 doses of acid at a time. Feeding a siktauryi a dose of poison is a swift action (that is still subject to the rules for applying poisons).

For poisons with a DC of 20 or higher, increase the damage of a siktauryi's shot to 2d6. For poisons with a DC of 25 or higher, increase the damage of a siktauryi's shot to 3d6. For poisons with a DC of 30 or higher, increase the damage of a siktauryi's shot to 4d6.

Siktauryi have 12 hit points and a hardness of 5. They are not technically constructs and are healed by *cure* spells and positive energy just like any other living creature (though these odd aliens do not need to breathe or sleep, and are immune to acid damage).

Siktauryi cannot fire underwater. Using a siktauryi requires two hands. Siktauryi never misfire.

## **HOYRALL FEATS**

### **Carnivorous Appetite**

You can sense the wounded or dying far sooner than your fellow hoyrall.

Prerequisites: Wis 13, hoyrall.

**Benefits:** Your carrion sense is more potent and you gain scent against any damaged creatures and receive a +2 racial bonus to Perception checks made against them.

### **Coordinated Fighter (Combat)**

Other hoyrall may lack the finesse required to use their additional limbs without impediment, but not you.

**Prerequisites:** Dex 14, Weapon Finesse, hoyrall.

**Benefits:** You reduce the penalty to AC for using an extra arm in combat by 1.

**Special:** You may select this feat up to six times and the effects stack. Each time you select this feat, the Dexterity ability score requirement for this feat increases by 1 (to a maximum of 20 for the 6th time you select this feat).

#### Fast Hands (Combat)

You've learned to make the use of your extra limbs time and again to gain the advantage in combat.

**Prerequisites:** Coordinated Fighter, Bluff 3 ranks, hoyrall.

**Benefits:** You gain a +5 racial bonus to Bluff checks made to feint in combat.

#### Hoyrall Subtlety (Teamwork)

Surface-dwellers and Underworlders alike may well be oblivious to any dialogue you have with other hoyrall, mistaking your wavering, twitching antennae for nothing more than reflexive activity.

## Prerequisites: Wis 11, hoyrall.

**Benefits:** You can communicate with another creature with this feat using nothing more than your twitching antennae. This effectively operates as if both you and the hoyrall with which you

converse both use Drow Hand Sign, save that only other hoyrall have any chance to realize you are actively communicating. When observed by other hoyrall, this functions as using Bluff to pass secret messages, except you automatically succeed on conveying information and only need to check to see if the hoyrall observers can decipher the message as well with an opposed Sense Motive check.

#### Siktauryi Aggressor (Combat)

In your hands, this dangerous creature from space is a truly deadly weapon.

**Prerequisites:** Con 11, Exotic Weapon Proficiency (siktauryi), hoyrall.

**Benefits:** When using your own racial poison as ammunition in a siktauryi, you deal bonus acid damage equal to +1/3 your character level on a successful hit.

#### **Toxic Blood**

The fluids of any hoyrall are poisonous, but your blood is particularly virulent and toxic.

Prerequisites: Con 15, hoyrall.

**Benefits:** Your venomous blood is extremely potent. Increase the DC to resist your poison by 1 and increase the amount of ability damage it inflicts to 1d4.

## **HOYRALL MAGIC ITEMS**

#### Alien Antennae

Aura moderate divination; CL 9th

Slot neck or head; Price 2,000 gp; Weight -

#### DESCRIPTION

These simple (and remarkably pliable) bands are made from the antennae of a dead hoyrall, but may be worn around either the head or neck. A creature wearing *alien antennae* is granted the Hoyrall Subtlety feat.

### CONSTRUCTION

**Requirements** Craft Wondrous Item, Hoyrall Subtlety, *telepathic bond*, creator must be a hoyrall; **Cost** 1,000 gp

#### **BANDOLIER OF ENDLESS DAGGERS**

Aura moderate conjuration; CL 7th

**Slot** belt or chest; **Price** 8,200 gp; **Weight** 10 lbs. DESCRIPTION

This belt is made from the leathery skin of an unrecognizable creature from the Underworld of Aventyr and festooned with sheathed daggers. When a dagger is drawn from the belt by the wielder, another appears in its place. After being dropped, disarmed or used to make a ranged attack, a dagger from a *bandolier of endless daggers* disappears in one round. All daggers drawn from a *bandolier of endless daggers* are of masterwork quality, but never magical.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *minor creation*; **Cost** 4,100 gp

### **Phantom Limb**

Aura strong conjuration; CL 13th

Slot none; Price 2,000 gp; Weight -

#### DESCRIPTION

Small carapaces of purples and golds mold together to make up this cap. When placed over the stub of a lost appendage, a new insectile or aberrant limb (colored as the cap is) appears within one full round where the lost one used to be. It is just as strong and dexterous as the original arm, leg, tail, tentacle, or wing and can be used by the wearer just as a real limb would be. Most humanoids likely find the limb repulsive, and the wearer suffers a -2penalty to all Charisma-based skill checks (except Intimidation) when interacting with humanoids whenever it is exposed. The limb can be removed as a full-round action.

### CONSTRUCTION

**Requirements** Craft Wondrous Item, *regenerate*, creator must be a hoyrall; **Cost** 1,000 gp

## **HOYRALL SPELLS**

### **FASCINATING COUNTENANCE**

School illusion (mind-affecting, pattern); Level bard 1, cleric 2, druid 2, ranger 1, sorcerer/ wizard 2, summoner 2

Casting Time 1 standard action

**Components** S, M (silver dust)

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

Target one creature/level

Duration 1 round/level (D)

Saving Throw Will negates; Spell Resistance yes

As part of the casting of this spell, you make a gaze attack against one creature per level, up to a total number of Hit Dice equal to your caster level. On a failed Will save, the false markings on your face cause targets to become fascinated with your appearance. All subjects stop what they are doing and continue to be fascinated with your markings while the spell persists.

While this means that they may stop attacking a creature, they are still fully aware of the danger presented by opponents and remain prepared to defend themselves.

### **GREATER HIVE MIND\***

**School** divination; **Level** cleric 5, druid 4, inquisitor 4, oracle 4, ranger 3

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

This spell functions as the second option of *hive mind* does, save that the range is increased to long and there may be up to one subject per caster level simultaneously affected by *greater hive mind*.

\*Colliatur as well

### **Hive Mind**\*

**School** divination; **Level** cleric 3, druid 3, inquisitor 3, oracle 3, ranger 2

**Range** close (25 ft. + 5 ft./2 levels) or medium (100 ft. + 10 ft./level) (see text)

This spell can function in one of two ways:

First, it might be used exactly as *lesser hive mind*, but at a range of medium rather than close.

Second, it can be used at close range, but create a strong effect than *lesser hive mind*. Subjects can communicate emotions, images, and any other sensory data at their disposal to other subjects under the effects of *hive mind*.

### Lesser Hive Mind\*

**School** divination; **Level** cleric 2, druid 2, inquisitor 2, oracle 2, ranger 1

Casting Time 1 standard action

**Components** V, S, M (piece of hoyrall antennae)

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

**Target** three creatures within range plus one per three caster levels

**Duration** 1 minute/level (D)

Saving Throw Will negates; Spell Resistance yes

The subjects become linked with a primitive form of telepathy that allows them to have a dialogue in mutually shared languages, so long as they remain within close range of one another (25 ft. + 5 ft./2 levels). Should they venture out of this area, there's a 50% chance that they cannot understand or be understood through *hive mind* within double the spell's range and beyond that, are no longer under its effects. Should they re-enter the spell's area during the duration, its effects immediately reinstate themselves for the duration of the spell.

### **Prismatic Eyes**

School illusion; Level cleric 4, druid 3, ranger 3, sorcerer/wizard 4, summoner 3
Casting Time 1 standard action
Components V, S, M (crystalline shards)
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration instantaneous (see text)
Saving Throw Will negates (see text); Spell Resistance yes

As part of the casting of this spell, make a gaze attack at one target within range. On a failed Will save, they are subjected to one of the effects below (determined by rolling 1d8) as the false markings on your face flash vividly in a kaleidoscope of colors that leap toward the target to thrash them with energy or magic.

1d8	Color of Reflection	Effect
1	Red	Caster level x d8 (max 10d8) points of fire damage (Reflex half)
2	Orange	Caster level x d8 (max 10d8) points of acid damage (Reflex half)
3	Yellow	Caster level x d8 (max 10d8) points of electricity damage (Reflex half)
4	Green	As though you were hit by concentrated hoyrall poison (increase DC by 4, double temporary attribute damage)
5	Blue	<i>Hold monster</i> (Fortitude negates) for 1 round/level (maximum 10 rounds)
6	Indigo	<i>Confusion</i> (Will negates) for 1 round/level (maximum 10 rounds)
7	Violet	<i>Baleful polymorph</i> (Will negates) for 1 round/level (maximum 10 rounds)
8	White	Caster level x d4 (max 10d4) points of force damage (no save) and targeted by a <i>dispel magic</i>

### Spit Poison

School transmutation; Level cleric 2, druid 2, ranger 1, sorcerer/wizard 2, summoner 2
Casting Time 1 standard action
Components V, S, M (pinch of sulfur)
Range close (25 ft. + 5 ft./2 levels)
Target one creature

**Duration** instantaneous

**Saving Throw** none (see text); **Spell Resistance** no As part of the casting of this spell, you spit a glob of your acid at a target as a ranged touch attack. The magic of the spell changes your poison's type to contact, and increases the DC to resist it by 2. This does not consume any daily uses of your poison.

# KRAIDYL

## Primordial Hunters of the Underworld

There have always been beasts that lurk in the wet caverns and murky waters of the Underworld, primordial hunters and things that exude the very essence of mortality. Many reached their ideal forms long ago, perfectly adapted to hunt in the darkness of the endless caves before even the *Forging of the Dvergr*. After the titanic Dracoprime's fall during the *Great Schism*, however, an entire race of animalistic scions of death began to prowl the Underworld, striking fear into even the hearts of the dark elves and devil dwarves: the fearsome kraidyl.

## HISTORY

Long before the *Great Schism*, in the primordial past of Aventyr, before even the first children of the gods, the ecosystems of the Forever Deep had found a balance. Cousins of alligators and crocodiles, kraydiles quickly rose to become the apex predator of the watery depths under the surface. The subterranean reptile's incredible talent for blending into its surroundings and incredible powerful jaws made it a scourge to the lesser beasts of the coastal Underworld,

## **KRAYDILES AND KRAIDYL**

Kraydiles are unevolved primordial predators, still a danger in the Underworld but simple beasts (use the statistics for a crocodile but with darkvision 120 feet.). Kraidyl are the ultimate expression of the potential locked within simple kraydiles and can cite the creatures as their ancestors, but unlike their reptilian predecessors, kraidyl are intelligent, have full limbs, and walk upright. For a great many years kraydiles remained as they were, apex predators propagating without incident and masters of their domain—simple beasts for a simple, if strange, world. When the gods wrought the first races the reptiles swam on, oblivious. As the draconic slaves of the Progenitors sculpted the tunnels of the Underworld kraydiles hunted the fools that fled into their territories, but otherwise paid the reshaping of the world around them no heed. It wasn't until the impossibly huge Dracoprime came crashing down into the endless caves that the kraydiles became something more, beastmen more unholy and dangerous than anything seen elsewhere in Aventyr.

Many speculate that the energies of the Dracoprime's tremendous being spread into the flora of the Underworld, responsible for the funglets-perhaps this is true, but powerful kraidyl shaman know the truth of their origins, and that the wealth of the ire and wrath that drove the great monstrosity of the dragons flowed down into the swamps and domains of kraydiles. Seeking out the most powerful lifeforms possible but instinctively refusing anything intelligent, the essence of the thing transformed the reptilian beasts, forever changing their species. Powerful profane energies morphed short, stubby arms and legs into powerful limbs, long as a man's, with taloned hands and webbed feet strong and dexterous enough to wield a sword but able to carry the creature through the water with ease. The bottomless enmity of the enslaved dragons suffused the newly wrought monsters, still burning within the twisted thing of a soul at the core of every kraidyl and evident to any that have held the gaze of these predators of the Underworld.

Since their ascendance after the *Great Schism*, kraidyl have almost completely driven vestraadi from coastal settlements, deeper into the waters of the Forever Deep. Only the most powerful funglets dare to stand to the reptilian menace, and the halfeaten corpses of gitwerc or drow spies can be found across Underworld bayous. Though the Underworld races have little to band together and stand against,



loose alliances are forming in fear that the tribes of kraidyl—themselves a dangerous nuisance—may join, creating a force of warriors that could wreak bloody havoc throughout the endless caves, a rampage that none could stand against alone.

**Physical Description**: Kraidyl are densely muscled and extremely heavyset with huge torsos that contain lungs that can inflate to quadruple their normal size (either to swim long distances underwater or as an intimidation tactic). The offwhite and light purple arms, legs, back, and neck of a kraidyl are covered in hard bony ridges that protect it from harm. Baleful red eyes stare out of its predatory head, placed just above its manytoothed snout and powerful jaws. Huge cords of thick muscle run down a kraidyl's spine into a long, powerful tail that sways behind it.

Society: Unlike its populace, there is little hidden beneath the surface of kraidyl society. Power and dominance reign supreme and their lives are like the apex predators they evolved from—highly territorial and extremely aggressive. There is little trade or teachings shared among kraidyl outside of tenuous apprenticeships for the retention of vital trades and skills, or brief mating periods. Aside from essential commerce, each keeps to their own, fiercely protecting its young. A kraidyl is weakest as a child and until it reaches maturity at the age of 11, younglings are almost always found with a parent (typically the mother), learning how to hunt instinctively hate colliatur and draaki. The profane

in the Underworld without being detected until striking the killing blow. In areas where there is more territory than the strongest kraidyl requires, an alpha female rises to a tenuous position of authority over her peers, meeting opposition to her authority with swift, violent reprisal.

**Relations**: More hated than even the gitwerc, kraidyl are feared for their aggressive natures, often snapping (literally) at a moment's notice for perceived slights. They have contempt for all the living races and though they find dødelig to be amusing and dvergr to be amiable, kraidyl

# KRAIDYL RACIAL TRAITS

+2 Strength or +2 Constitution, -2 Intelligence, +2 Wisdom: Kraidyl are strong and tough, but not overwhelmingly smart, relying on physical prowess and instinct rather than guile.

**Reptilian:** Kraidyl are humanoids with the reptilian subtype.

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

Normal Speed: Kraidyl have a base speed of 30 feet and a swim speed of 30 feet.

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

**Hypnotic Gaze:** The kraidyl's gaze is so intense it stops others in their tracks. Once per day, it can attempt to hypnotize a single target, as per the spell hypnotism (caster level equal to the kraidyl's Hit Dice). The DC of this effect is equal to 11 + the kraidyl's Charisma modifier. The effects of the hypnotic gaze only last a single round.

Hold Breath: Kraidyl can hold their breath for a number of rounds equal to four times their Constitution score before risking drowning or suffocating.

Armor: Kraidyl have a +1 natural armor bonus.

Stalker: Perception and Stealth are always class skills for kraidyl.

Natural Weapons: Kraidyl have a bite attack as a primary attack that deals 1d6 points of damage. If a kraidyl is wielding manufactured weapons, this bite attack is a secondary attack. Kraidyl also have a tail they can use to make attacks of opportunity with a reach of 5 feet (this cannot be used to make regular attacks). When used to make an attack of opportunity, the tail is a primary natural attack that deals 1d8 points of damage plus the kraidyl's Strength modifier.

Light Blindness: Abrupt exposure to bright light blinds kraidyl for 1 round; on subsequent rounds, they are dazzled as long as they remain in the affected area.

Negative Energy Affinity: Kraidyl are alive but the profane energies coursing through their bodies make them react differently to negative and positive energy. Positive energy harms a kraidyl, while negative energy heals it.

Positive Energy Vulnerability: Kraidyl have vulnerability to positive energy. When subjected to an attack that deals positive energy damage, a kraidyl takes half again as much damage (+50%) and if a save against the spell or effect is allowed, the kraidyl suffers a -4 penalty to the save.

Languages: Kraidyl begin play speaking Undercommon. Kraidyl with high Intelligence scores can choose from the following bonus languages (Abyssal, Aklo, Common, Infernal).

remnants of the Dracoprime often willing them to violence when the opportune moment to strike presents itself. Even more disruptive are the kraidyl's distaste for religions of all kinds—they destroy shrines whenever they are encountered and immediately hold umbrage for clerics, paladins, priests, and oracles of all varieties save the few of their kin that take these paths.

Alignment and Religion: It is difficult to both expound upon and explain in words the beliefs of the kraidyl, but the core tenets can be found in the moment prey dies within one's jaws. Death and entropy drive the debaucherous rites performed before a great hunt or raid on another kraidyl's territory, and the very essence of their souls are sustained by the death throes of creatures slain by their snapping maws. Clerics, oracles, paladins, priests, and shamans are not common throughout kraidyl society, paid out even more aggression than their peers but treated with a measured respect, kept at an even further distance. These deluded fanatics worship death in all its forms, but it is their love of chaos that brought Leahcim's attention. Since their evolution after the fall of the Dracoprime, the divine prankster has used his power to fuel the few kraidyl zealots in the Underworld, giving them divine abilities despite their apparent atheism. Note: Most kraidyl (including PCs lacking a good reason otherwise) worship entropy and death, only able to access the following domains: chaos, death, deception, entropy, luck, trickery.

Adventurers: Kraidyl adventurers are incredibly resilient warriors able to effectively utilize stealth to catch opponents off-guard. The powerful bodies and menacing jaws of a kraidyl make them natural born barbarians and fighters, and charismatic kraidyl can become menacing bards or sorcerers. Though rare, divinely empowered kraidyl are fearsome combatants, capable of sustaining their kin while destroying their foes.

Male Names: Alrdag, Craindee, Krekarr, Loxar, Praskk, Tarkalgar

**Female Names**: Agral, Drethsa, Gralza, Nollsgra, Raassei, Sorrlesk

## **KRAIDYL SCALING ADVICE**

The voracious and deadly kraidyl are powerful race, but one with a significant Achilles heel that makes them hard to heal, not to mention with significant social stigmas and cultural clashes. They are approximately on par with the planar races.

*For grittier games:* In grittier games, modify the kraidyl by getting rid of stalker, natural armor, and the natural weapons, with the latter available as a racial feat.

*For high-fantasy games:* For more powerful games, eliminate the positive energy vulnerability and increase the daily uses of the hypnotic gaze (or make it usable at will every 1d4 rounds). Additionally, a racial feat can be gained as a bonus feat.

## **KRAIDYL HUNTING GROUNDS**

Though most kraidyl live solitary lives, small enclaves do come about in territories too large and abundant with prey for just one of these Underworld terrors to rule over. These tribal societies are incredibly militant and primitive, treating each other with open disdain and all outsiders with extreme hostility (save for dødelig or sometimes dvergr). A PC that succeeds on a Knowledge (religion) check (DC 20 - settlement's size modifier x2) can pick out the subtle profane signs and innocuous blasphemous markings of kraidyl hunting grounds, as well as just how much game has died as of late. Though almost always aggressive, a sufficient show of strength or prowess can earn travelers a short respite from the wrath of these primordial Underworld predators-so long as the kraidyl aren't too hungry.

## FAVORED CLASS OPTIONS

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, kraidyl have the option of choosing from a number of other bonuses, depending upon the character's favored class. The following options are available to all kraidyl who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

**Alchemist**: Add +5 minutes to the duration of the alchemist's mutagen.

**Antipaladin**: Add a +<sup>1</sup>/<sub>4</sub> profane bonus to the antipaladin's attack and damage bonuses when using smite good.

**Barbarian**: Add +1 to the barbarian's rounds of rage per day.

**Bard**: Add +1/5 to the competence bonus granted by the bards' inspire courage ability.

**Cavalier**: Add +2 ft. to the cavalier's mount companion's swim speed. This option has no effect unless the cavalier has selected it at least 3 times (or another increment with a value of 5 to 10); a swim speed of 34 feet is effectively the same as a swim speed of 30 feet, for example, and a fly speed of 36 feet is effectively the same as a fly speed of 35 feet. This favored class bonus grants a swim speed to creatures that do not possess one. If the cavalier ever replaces his mount, the new mount gains this increased movement.

**Cleric**: Add a +1/2 bonus to the cleric's saving throws against attacks and effects that deal positive energy damage.

**Druid**: Add +<sup>1</sup>/<sub>4</sub> profane bonus to the druid's animal companion's attack and damage rolls with its natural weapons. When this bonus reaches +2, the animal companion's natural weapons count as magical for the purposes of overcoming damage reduction; at +3 the animal companions' natural weapons count as silver, at +4 the animal companion's natural weapons count as cold iron, and at +5 the animal companion's natural weapons count as adamantine.

**Fighter**: Add +1 to the fighter's CMB when making grapple checks.

**Inquisitor**: Add a +1/2 bonus to the inquisitor's Intimidate, Perception, and Stealth checks.

**Magus**: Add +1/5 to the DC of any magus spells cast by the magus that are of the necromancy school.

**Monk**: Add +1 ft. to the monk's base speed and swim speed. In combat this option has no effect unless the monk has selected it five times (or another increment of five). This bonus stacks with the monk's fast movement class feature and applies under the same conditions as that feature.

**Oracle**: The oracle gains 1/6 of a new oracle revelation.

**Ranger**: Add a  $+\frac{1}{2}$  bonus to the ranger's animal companion's Perception, Stealth, and Survival checks and a  $+\frac{1}{2}$  bonus to the ranger's Intimidate checks.

**Rogue**: Add a +1 profane bonus to damage when the rogue uses its bite attack to deal sneak attack damage.

**Sorcerer**: Add +1/6 to the DC of any necromancy spells cast by the sorcerer.

**Summoner**: Add a +1/6 profane bonus to the eidolon's attack and damage with its natural weapons. When this bonus reaches +1, the eidolon's natural weapons count as magical for the purposes of overcoming damage reduction. When this bonus reaches +2, the eidolon's natural weapons count as silver and when it reaches +3, the eidolon's natural weapons count as cold iron.

**Stonespeaker**: Add +1 to Stealth checks made to hide and Survival checks to track in rocky terrain.

Witch: Add one necromancy spell from the witch spell list to the witch's familiar. This spell must be equal to or less than the highest-level spell she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells.

**Wizard**: When casting wizard necromancy spells, add +1/3 to the effective caster level of the spell, but only to determine the spell's effects (not duration, range, or number of targets).

## Primordial Predator

## (BARBARIAN ARCHETYPE)

The traditions of kraidyl hunters are the same as those of their reptilian ancestors—deadly speed, patient stealth, fierce savagery, and brutal force. While the hunters of the Underworld are wont to follow many primitive paths, most embrace the ways of their past and become primordial predators, supplementing their powerful physical forms with ancient tactics that epitomize why it is these scions of death are so feared.
**Weapon and Armor Proficiency:** A primordial predator is proficient with all primitive weapons, simple weapons, bolas, and nets.

**Primordial Rage (Ex):** A primordial predator's inner strength is utterly primitive and forces her to eschew weapons when she rages but transforms her into a brutal and effective unarmed combatant. While raging, a primordial predator's bite attack deals damage equivalent to a monk's unarmed strike, treating her barbarian class level as her monk class level for the purposes of this ability. Unlike a monk, a raging primordial predator cannot deal nonlethal damage with bite attack. While using primordial rage, a primordial predator loses proficiency with all manufactured weapons and shields. This modifies rage.

**Savage Grab (Ex):** At 2nd level a primordial predator learns to use her bite attack to devastating effect while raging. When the primordial hunter hits a creature of her size or smaller, she may use a swift action to start a grapple without provoking an attack of opportunity. She gains a +4 bonus to her grapple combat maneuver check. If the primordial predator takes a -20 penalty to her grapple check, she does not gain the grappled condition. This penalty is reduced by 1 for each barbarian class level she possesses (to a maximum of -0 at 20th level). This ability can only be used once per rage. This replaces the rage power gained at 2nd level.

**Death Roll (Ex):** At 14th level, when raging and grappling a foe of her size or smaller, the primordial predator can perform a death roll with a successful grapple check. As she clings to her foe she rolls rapidly, twisting and wrenching her victim. The primordial predator inflicts her bite attack damage, knocks the creature prone, and maintains the grapple. If successful, the primordial predator maintains her grapple. This ability replaces indomitable will.

**Rage Powers:** The following rage powers complement the primordial predator archetype: beast totem, beast totem (greater), beast totem (lesser), bestial climber, bestial leaper, bleeding blow, crippling blow, deadly accuracy, intimidating glare, lethal accuracy, low-light vision, mighty swing, powerful blow, primal scent, reckless abandon, roused anger, scent, sprint, surprise accuracy, unexpected strike

# **KRAIDYL EQUIPMENT**

Kraidyl have access to the following equipment.

#### Camouflage Grit

Price: 30 gp; Weight: -

Mixing together the fluids of prey and exotic substances from Underworld marshes, kraidyl have developed a strange concoction able to mix with water and absorb some of the color from any solid object. With one minute of time and a waterskin, camouflage grit can be used to create a makeup disguise that functions as nearly perfect camouflage. The creature applying the camouflage grit makes a DC 20 Disguise check and on a success, paints the camouflage grit sufficiently well enough to allow the creature wearing it to use the Stealth skill even if cover or concealment is not available, and take a 20 on the Stealth check so long as they remain motionless and do not move from where the makeup was applied to emulate.

A creature cannot apply camouflage grit to itself.

#### **Kraidyl Helmet**

Price: 50 lbs. + special material; Weight: 3 lbs.

Kraidyl relish the feeling of ripping foes apart with their jaws, but unfortunately there are creatures that are resistant to being chewed into itty-bitty pieces. This savage cap of leather offers no protection, but the straps on the snout are fitted with "teeth" of different materials. Kraidyl helmets function as weapons for the purpose of which special materials (silver, mithral, adamantine, cold iron, etc.) can be applied to them. They convey their special material's benefit to the wearer's natural bite attack.

#### Kraidyl War-Banner

#### Price: 180 gp; Weight: 14 lbs.

This is little more than a sturdy pole (typically made from fantafungi or bone) with a large cross at its top that bears the grisly remains of a kraidyl's fallen foes. When correctly fashioned, however, the arrangement of these barbaric trophies becomes disturbing to look upon, granting its bearer a +2 circumstance bonus to Intimidate checks made against non-evil creatures.

The haft of a kraidyl war-banner can be made into a spear, but attacks with it suffer a -2 penalty. Crafting a kraidyl war-banner requires a DC 20 Knowledge (religion) check.

#### Severing Maw Trap

#### Price: 500 gp; Weight: 20 lbs.

This primitive device is as simple as it is insidious and deadly. Unlike a bear trap (meant largely to maim and hinder large animals so they can be hunted down and killed in a weakened state shortly thereafter) a maw trap is designed to outright kill whatever happens upon it, severing the limb caught within. The teeth of countless creatures (and often the jaws of kraidyl) are used with numerous tendons to create a powerful spring anchored into the ground with wedges of bone. Prying open the jaws or pulling the bones from the ground requires a DC 15 Strength check, as many of the tendons snap apart when the maw trap strikes.

#### **Severing Maw Trap**

**Type** mechanical; Perception DC 20; Disable Device DC 20

Effects

#### Trigger location; Reset manual

**Effect** Atk +13 melee (2d8+6/18-20/x2; on a critical hit, a maw trap severs the limb [usually a leg] caught within, dealing an additional 1d4 Constitution damage). A creature losing a leg becomes prone and can only crawl. A prosthesis might allow the creature to increase its speed to half their original land speed. On a normal hit, sharp bone jaws covered in the teeth of numerous animals shut around the creature's ankle and hold it immobile. The creature can escape with a DC 20 Disable Device, Escape Artist, or Strength check. Creatures with a severed limb are not held immobile.

# **KRAIDYL FEATS**

#### Deadly Maw (Combat)

Your bite is truly vicious, able to eviscerate creatures with one precipitous snap.

**Prerequisites**: Str 17, Powerful Maw, Snapping Maw, kraidyl.

**Benefit**: While using Snapping Maw style, you function as a creature of one size category larger for the purposes of determining your bite attack damage. Additionally, you increase the bonus to attack and damage from Snapping Maw style to +3, and you can split this bonus between attack and damage.

#### **Expanding Torso**

Your lungs are impressive and breathing deeply causes your torso to expand considerably, making it appear as if you are larger than you really are.

Prerequisites: Con 13, kraidyl.

**Benefit**: You can hold your breath for an additional number of rounds equal to your Constitution score. In addition, you can breathe deeply as a swift action to make yourself appear as if you are one size category larger for the purposes of Intimidate checks, though you are staggered while your lungs are inflated this way (breathing out is a free action).

CR4

#### **Patient Stealth**

You are able to stand perfectly still for lengthy periods of time, and your monstrous hide blends into your surroundings to seamlessly disappear.

Prerequisites: Stealth 1 rank, kraidyl.

**Benefit**: Select a type of natural terrain. You can use the Stealth skill to hide in this type of terrain as a full-round action, even if you do not have cover or concealment. You can only continue to hide in this manner while remaining completely immobile and cannot move or take any action.

#### **Patient Step**

You can do some quick adaptation when blending into your surroundings, able to move slightly without giving away your position and revealing yourself.

Prerequisites: Patient Stealth, kraidyl.

**Benefit**: You can move your limbs and take swift actions while using Patient Stealth. You may take a 5-ft.-step once per turn without breaking Stealth.

#### **Powerful Maw (Combat)**

With practice and frequent use, your deadly jaw muscles are even more profound and can deliver truly mortal wounds with one snap.

Prerequisites: Str 15, Snapping Maw, kraidyl.

**Benefit**: While using Snapping Maw, whenever you are making primary attacks with your bite attack, treat your bite attack as though it were a two-handed weapon (adding +50% Strength modifier to damage and when using Power Attack, increasing the damage bonus by +50%). Additionally, increase the bonus to attack or damage from Snapping Maw to +2, and you can split this bonus between attack and damage (+2 to attack, +1 to attack and damage, or +2 to damage).

#### **Snapping Maw (Combat, Style)**

Your jaws are your greatest weapon, and you can strike either adroitly or with brutal force.

**Prerequisites**: Str 13, bite attack, base attack bonus +1, kraidyl.

**Benefit**: At the beginning of your turn, you can choose to gain either a +1 bonus to attack or damage with your bite attack for 1 round.

# **KRAIDYL MAGIC ITEMS**

#### **BLASPHEMOUS EFFIGY**

Aura moderate enchantment; CL 10th Slot none; Price 33,000 gp; Weight 6 lbs.

DESCRIPTION

This twisted icon of bone slowly stretches and transforms, emulating true holy symbols in aberrant parodies that pulse with tangible malevolence. Divine spellcasters that do not worship Leahcim (the trickster deity) or closely follow the beliefs of the kraidyl "religion" (see page @@) are repulsed by the very existence of blasphemous effigies. When presented like a holy symbol, any other creatures within 60 feet that attempts to present their own holy symbol must make a Will save (DC equal to 10 + the 1/2 bearer'shit dice + bearer's Charisma modifier) or require a standard action to present the holy symbol. If presenting a holy symbol is part of the casting of a spell or activation of an ability that requires a standard action, it instead requires 1 round, with the ability activating or the spell being cast at the start of the creature's next turn.

CONSTRUCTION

Requirements Craft Wondrous Item, *denounce*; Cost 16,500 gp

#### Insidious Incisors

Aura	faint	transmutation;	CL	5th
Slot r	neck; <b>Pri</b>	<b>ce</b> 7,000 gp; <b>Weigh</b>	nt 1 lb.	

#### DESCRIPTION

These wicked pieces of ebony bone are as hard as steel and twice as sharp. Though they fit into a kraidyl's mouth without causing injury, most creatures cannot use *insidious incisors*. In the snouted mouth of a Kraidyl, *insidious incisors* grant a +1d6 profane bonus to the wearer's bite damage and make the kraidyl's bite attacks count as both evil and magical for the purposes of overcoming damage reduction.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *keen edge*; **Cost** 3,500 gp

#### KRAIDYL SLAYING SWORD

Aura	moderate	transmutation;	CL	10th
Slot	none; <b>Price</b>	19,500 gp; Weigh	nt 6 lbs	5.

#### DESCRIPTION

Chips of sharp obsidian jut out of this burnished plank of wood, forming a primitive, jagged sword that radiates malevolence. These +1 *keen terbutje* are often found in the hands of alpha female kraidyl that have assumed positions of power in Underworld bayous, bogs, marshes, or swamps. When a *kraidyl slaying sword* scores a critical hit, one of the weapon's obsidian chips breaks off in the creature it strikes dealing an additional +1d8 points of piercing damage and 2 points of bleed damage. In the hands of a kraidyl, this bleed damage is doubled. When a critical hit with a *kraidyl slaying sword* threatens, and confirms on rolls with natural 20s, the largest chip (at the tip of the terbutje) breaks off dealing +3d8 piercing damage (instead of +1d8).

There are a total of 11 obsidian chips on a newly made *kraidyl slaying sword* (10 side chips and 1 tip chip) and when all its obsidian chips are destroyed, the +1 *keen terbutje* becomes a +1 *club*. The chips can be replaced for 10 gp each with a DC 20 Craft (weapons) check.

#### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *bleed, keen edge, spike stones*; **Cost** 9,750 gp

#### **PREDATOR'S LENSES**

Aura	faint	transmutation;	CL	5th
Slot e	eyes; <b>Pric</b>	e 8,400 gp; Weigh	t —	
D				

DESCRIPTION

These crimson lenses glint with a primal hunger. When worn by acreature with darkvision, *predator's lenses* increase the range of their darkvision by 60 feet. If the wearer is also a kraidyl, they gain one additional use per day of their hypnotic gaze racial ability, it lasts one additional round, and the DC to resist it increases by +2. Non-kraidyl that lack darkvision receive low-light vision instead.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *darkvision*, *hypnotism*, *lock gaze*; **Cost** 4,200 gp

# **KRAIDYL SPELLS**

#### **Ancestral Nemeses**

School divination; Level bard 1, cleric 2, druid 2, ranger 1, sorcerer/wizard 2, summoner 2

Casting Time 1 full-round action

**Components** V, S, M (piece of a colliatur or draaki corpse)

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

**Target** one creature per 3 caster levels

**Duration** 1 minute/level (D)

Saving Throw Fortitude negates (harmless); Spell Resistance none

The creature touched gains a +2 profane bonus to attack and damage against colliatur and draaki, a -1 penalty to attack and damage against dvergr and dødelig, and a +1 profane bonus to attack and damage against other creatures. These bonuses and penalties increase by -1/+1 for every three caster levels beyond third (to a maximum increase of -5/+5 at 18th level).

#### **AQUATIC STEALTH**

**School** transmutation; **Level** bard 2, cleric 4, druid 4, ranger 2, sorcerer/wizard 4, summoner 3

Casting Time 1 standard action

**Components** V, S, M (auditory gland of a vestraadi)

Range touch

Target one creature

**Duration** 1 minute/level (D)

Saving Throw Will negates (harmless); Spell Resistance none

The creature touched gains immunity to both blindsense and blindsight while underwater. This does not grant concealment from any other senses (such as auditory, sight, or smell) and the enchanted creature may still be detected by creatures it has concealment from, but they gain a +20 bonus to Stealth checks to do so. This spell otherwise functions as *invisibility*. The unique sonar ability of vestraadi does not work against a creature under the effects of *aquatic stealth*.

#### **GAZE OF NOTHINGNESS**

**School** necromancy; **Level** bard 4, cleric 5, druid 6, sorcerer/wizard 6

Casting Time 1 standard action

**Components** V, S, M (pebble-sized chunk of the Dracoprime)

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

Target one creature

Duration 1 round/level (D)

**Saving Throw** Will negates; **Spell Resistance** yes You tap into the decrepit force of entropic death that the kraidyl and stoke the unholy fires that power your hypnotic gaze, turning it into a baleful stare that can incite creatures to renounce their beliefs—or worse.

Make a gaze attack against one creature within the spell's range and choose one of the following effects.

*Debase* The creature is affected as though targeted by *bestow curse*. On a successful save the penalties are halved instead of negated. A creature may only be affected in this way by one *gaze of nothingness* at a time.

*Renounce* The creature makes a Will saving throw or audibly cries out against their faith, insulting the god(s) they worship with blasphemies. Divine spellcasters (like clerics and paladins) receive a +4 circumstance bonus to this Will save, but on a failure, lose access to their spellcasting, supernatural, and spell-like abilities for 1d4+2 rounds. Failing this save by 5 or more increases the duration to 2d4+2 rounds, and failure by 10 or more could potentially leave the creature bereft of divine influence until they receive an *atonement* spell (at the GM's discretion).

Unmake There is no immediate effect. The target makes its Will save in the middle of its rest the next time it goes to sleep (or the nearest equivalent for creatures that do not sleep). On a failure, the creature sleepwalks, gaining darkvision 60 ft. and makes Stealth checks with a +10 circumstance bonus, attempting to attack allies before ultimately killing itself. Each time before the enchanted creature proceeds to attack a

target while sleepwalking, it receives a Will save to wake up. Creatures with no Intelligence score are immune to this effect of *gaze of nothingness*.

#### Sate the Hunger

School necromancy; Level antipaladin 1, bard 1, cleric 2, druid 2, ranger 1, sorcerer/wizard 2, summoner 2
Casting Time 1 swift action
Components S

Range personal

**Duration** 1 round/level (D)

Saving Throw none; Spell Resistance no

This spell can only be cast as you reduce a creature to 0 hit points or less, rendering them unconscious with a bite attack (creatures with ferocity cause this spell to automatically fail). The creature that took damage as part of this spell's casting immediately dies within your jaws as the bones in your maw distend and disjoint, and in one gloriously bloody moment, you swallow the dead creature whole with a sickening crunch.

You gain a pool of profane points equal to the creature's hit dice, able to be spent as a free action (in increments no greater than your caster level divided by three) once per round on the following categories to grant a profane bonus: attack rolls, damage rolls, AC, saving throws, and skill checks. Profane points do not refresh each round and once spent they are gone. The spell ends when all profane points are spent or the duration expires. Successive slaying of creatures coupled with multiple castings of *sate the hunger* do not stack.

# Surfnedlin

Undergnomes, most commonly known as svirfneblin, are greatly misunderstood by the other races of Aventyr, just as their ancestors were once ostracized by their kin on the surface. Still, they maintain the same tight-knit sense of familial duty. While they dabble in mining, the svirfneblin are as adept at engineering as regular gnomes and have even learned how to incorporate arcane magics into their clockwork creations. Their undeniable talent with mechanical devices, however, makes them extremely ambitious in their designs, often leading to disastrous consequences.

# HISTORY

The ingenious dark gnomes were not originally natives to the Underworld, and are instead children of the Elemental Plane of Earth. After a few generations, the svirfneblin (whom lacked a name for themselves at the time) found the few pockets of livable territory far too confining for their numbers. Scouts of the Svirf clan took to a newly appearing orange passageway—an Amber Road.

Following the interplanar pathway, the gnomes from the Elemental Plane of Earth came upon a realm ruled over by ingenious gnomes mastering clockwork devices. Welcomed as kin, their mastery of magic was impressive and became a valued asset among the different but affable gnomes of the surface world. Working the arcane into these newfound mechanical wonders, the master



tinkerers and mages—the descendants of the Svirf clan—took their experimentations too far.

It was never the intention of the Svirf clan to access energies beyond their control—the calamity that struck during *The Great Schism* could possibly have been contained given their augmented automated devices, but the release of

# SURFNEDLIN RACIAL STATISTICS

Like their kin on the surface, svirfneblin are prodigious craftsmen and engineers. Svirfneblin receive the same statistics in Aventyr as they do in the svirfneblin entry in the *Pathfinder Roleplaying Game: Advanced Race Guide*, with the following changes: svirfneblin do not receive defensive training, fortunate, hatred, or svirfneblin magic racial traits, and their penalty to Charisma is reduced to -2.

Svirfneblin receive a +4 racial bonus to Craft (any one) and Knowledge (engineering), as well as a +2 racial bonus to Profession (any one). They are not talented at manipulating their own words or dealing with others, and have a -4 penalty to Bluff, Handle Animal, and Intimidate checks.

the Dracoprime's energies reached even as far as their continent, exacerbating a situation that was already spiraling out of control. Details of the event remain sketchy, but something during a quasimagical scientific experiment by the Svirfs went horrendously wrong and the ensuing explosion vaporized hundreds of gnomes, maiming or wounding thousands more.

While they pleaded a fine case, the Svirf and all their otherworldly brethren were still banished from the continent and the use of magic to augment mechanical devices was banned for centuries. Their fellows did not care where the "svirfneblin" went, simply that they did not ever return. Using antediluvian quasi-magical mechanical attenuators and spectrometers, the exiled gnomes returned to the route from their homeland: The Amber Roads.

The Svirf clan took to the mystical byways with ease, leading the rest of their folk—now known as svirfneblin across the lands—but their esteemed scientists recognized quickly (with the use of mechanical devices) that anyone that spent too much time within the enchanted tunnels would be forever changed by them. After the debacle that saw them all exiled, they agreed to each settle in a different part of the Underworld, spreading themselves far and wide in the centuries following *The Great Schism*.

Isolated and uninhibited, the cleverly hidden enclaves of svirfneblin prospered in the Underworld, seeing their sciences advance in leaps and bounds matched only by their increased understanding of magic. For a long while, all was well with the slowly-changing undergnomes, until the first clan, the original lineage of Svirf, once again grew an ambition that could not match their common sense.

Frustrated with containment in the dangerous Underworld, High Kin of the First Clan Galdross Svirf devised a means to greatly mitigate his people's exposure to the magical energies that suffuse the Amber Roads. Using the wealth amassed by his enclave, the High Kin developed a massive enchanted machine called the *Svirfdozer*, a capsule that could not only burrow through earth, but replicate the material of the Amber Road, allowing the svirfneblin to craft their own transit ways across the Underworld.

At first nothing seemed awry and the svirfneblin let out a collective sigh of relief, enjoying their new means to pave safe paths across the endless caves by connecting the many isolated settlements established centuries before. *Svirfdozers* became more and more common, quickly adopted by each of the enclaves and used to great effect beneath the surface of Aventyr, all the settlements gradually becoming more dependent on one another. It was not long, however, until the doings of other races would see calamity upon the svirfneblin.

The colloid's momentous arrival in the First Hive during *The Confluence* sent both seismic and ethereal shockwaves throughout the Underworld, rocking some settlements to their cores. The delicate, intricate latticework of Amber Roads connecting the numerous svirfneblin enclaves was shattered like glass when the alien entity landed. Once more, the undergnomes found themselves cut off from their kin by the lethal, endless caves of Aventyr.

The self-reliance they had been lulled away from was difficult to re-attain, but the svirfneblin are wiser and more loyal to one another than ever before. They still pursue the synthesis of the magical and mechanical, toiling (rather inefficiently, dwarves are quick to point out) in the Underworld for ever more ore to craft into tools, though now they have taken a mindset of adaptation, enhancing and incorporating the world around them into their society.

**Physical Description**: Svirfneblin look very much like gnomes, save that many have stark white hair and all of them have dusky, dark skin that blends in easily with the caves of the Underworld. They favor light armors and almost always have a set of tools about their person, if not an oddlooking device or two as well.

**Society**: The undergnomes are a very polite, amicable people, but most outsiders fail to understand their esoteric, extremely rational

approach to problem solving and life. The pursuit of science and magic are penultimate, only in the shadow of loyalty to kin. Svirfneblin are woe to betray another of their kind, and are revolted by the very thought of doing so to a direct relative. Their settlements run efficiently, using magicallyaugmented mechanical devices throughout to create wondrous cities filled with clockwork amenities.

**Relations**: Svirfneblin are often mischaracterized cold, as calculating and pessimistic-in truth, they are thoughtfully efficient, comprehensive thinkers, and pragmatic, often determining what to do by weighing the probabilities of success or failure. Their aloofness makes it difficult to establish a true bond of trust with an undergnome but those that do find an extremely resourceful, productive companion of unwavering loyalty.

Alignment and Religion: Svirfneblin are typically of a good alignment but not exclusively so; their positive morality is a societal trait and not a racial compulsion. They sometimes pay homage to Nearru but for the most part, svirfneblin don't much care for the gods. Little attention has been paid or given to the undergnomes by the deities, and with their penchant for overwhelming selfconfidence, it should be no surprise that most svirfneblin worship science over faith.

Adventurers: While they aren't keen on leaving their kin, many svirfneblin find themselves exiled from their home enclave. Overly ambitious students that let experiments get out of control receive periods of banishment for punishment, though they typically survive the enduring trial (thanks to allies that refuse to leave their side) and are the better for it. When a posse of svirfneblin finds a foe too powerful to defeat or hide from, however, surviving undergnomes attach themselves to the most likely means of continuing their existence, which has led to many of the subterranean gnomes achieving great glory in the endless caves of the Underworld.

Male Names: Bezkyzan, Dryleno, Haszinzk, Mynakysk, Plykk, Tzenri

**Female Names**: Cyzil, Ellyaz, Fyllyz, Naztali, Ryllzi, Zessyssi

### ALTERNATE RACIAL RULES

**Genius:** Svirfneblin gain a +2 racial bonus to Intelligence. This racial trait replaces the +2 racial bonus to Wisdom.

**Mechanowonder:** Svirfneblin are so deft with science that they can use their understanding of the natural world to deduce the effects and workings of magic, allowing them to use Knowledge (engineering) in place of Spellcraft. They also add Knowledge (engineering) to their list of class skills. This racial trait replaces skilled.

### SVIRFNEBLIN ENCLAVES

While svirfneblin enclaves are by and large liberal lovers of culture and knowledge, the steep bent towards a logical existence (a harsh lesson learned twice already) can sometimes lead a city of under gnomes into totalitarianism—rarely of the sort friendly to travelers. The signs are there for those with an eye to see them, however, and a Knowledge (engineering) check (DC 20 - settlement's size modifier x2) tells explorers whether they should seek cover or comfort in a svirfneblin enclave.

### FAVORED CLASS OPTIONS

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, svirfneblin have the option of choosing from a number of other bonuses, depending upon the character's favored class. The following options are available to all svirfneblin who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

**Barbarian**: Add +1 ft. to the barbarian's base speed. In combat this option has no effect unless the barbarian has selected it five times (or another increment of five). This bonus stacks with the barbarian's fast movement feature and applies under the same conditions as that feature. **Bard**: Add +1 to the bard's CMD when resisting a bull rush or trip attempt.

**Cavalier**: Add +1 ft. to the cavalier's mount's base speed. This option has no effect unless the cavalier has selected it 5 times (or another increment of 5); a speed of 54 feet is effectively a speed of 50 feet, for example. If the cavalier ever replaces his mount, the new companion gains this base speed bonus.

**Cleric**: The cleric adds  $+\frac{1}{4}$  to the number of times per day they can use channel energy.

**Druid**: Add +1/5 luck bonus to the druid's animal companion's attacks with natural weapons.

**Fighter**: Add +1 to the fighter's CMD when resisting a disarm combat maneuver and when defending against a grapple combat maneuver.

**Inquisitor**: Add a +1/2 bonus on Sense Motive checks and Knowledge checks to identify creatures.

**Magus**: Add +1/3 point of force damage to spells that deal force damage cast by the magus.

**Monk**: Add +1 ft. to the monk's base speed. In combat this option has no effect unless the monk has selected it five times (or another increment of five). This bonus stacks with the monk's fast movement class feature and applies under the same conditions as that feature.

**Paladin**: The paladin gains  $+\frac{1}{4}$  spells per day of a spell level one less than the highest-level spell they can cast (minimum 1st). This option has no effect unless the paladin has selected it 4 times.

**Rogue**: Add +1 to Bluff and Intimidate checks (maximum bonus +10 per skill).

**Sorcerer**: Add +1/5 to the DC of spells of a school of the svirfneblin's choice.

**Stonespeaker**: Learn +1/5 of a stone lore.

**Summoner**: Add +1/5 to the summoner's Charisma attribute when determining the uses per day, potency, and duration of class special abilities.

**Witch**: Add +5 feet to the distance at which the witch's familiar grants the Alertness feat).

**Wizard**: Add +1/2 to the wizard's class level for the purposes of determining the wizard's familiar's natural armor adjustment and Intelligence (but not special abilities).

### Svirf Riding Slug

With the troubles of *svirfdozers* indelibly marking the history of svirfneblin, there is a sensible aversion to the creation and use of mechanical vehicles. After the fall of the last network of Amber Roads during the *Confluence*, most undergnomes have taken to adapting the Underworld to their advantage and developed a pervading fondness for riding slugs. Virtually every svirfneblin enclave, regardless of its technological prowess, boasts stables and pens of mollusk mounts for traversing the endless caves of Aventyr.

#### Svirf Riding Slug

#### **Starting Statistics**

Size Medium: Speed 15 ft., climb 15 ft.; AC +6 natural armor; Attack slam (1d6); Ability Scores Str 16, Dex 8, Con 17, Int 1, Wis 14, Cha 7; Special Qualities compression

4th-Level Advancement

Speed 20 ft., climb 20 ft.; AC +7 natural armor; Attack 2 slams (1d8); Ability Scores Str +2, Wis +2; Special Qualities combat trained (see the Handle Animal skill)

7th-level Advancement

Size Large; Speed 25 ft., climb 25 ft.; AC +10 natural armor; Attack 2 slams (2d6) or acid spit (ranged touch, 3d6 acid, range 20 ft.);
Ability Scores Str +4, Dex -2, Con +4; Special Qualities amorphous

### Gemcaster (Prestige Class)

The rare gems and jewels of the Underworld are greatly valued by surface-dwellers, but to the subterranean denizens of Aventyr, they are even more precious. Svirfneblin especially love exotic crystals, going to extreme lengths to quarry the rare stones. Some of these deep gnomes have learned to utilize gems to enhance their magical abilities, making them invaluable to the gemcasters of the Underworld.

**Role**: These spellcasters are extremely versatile. While they give up a certain amount of potency in their magic, their control over spells is greatly increased in the exchange. They can serve several roles within a party because of the wide range of abilities possible through gemcasting, but at heart they are spellcasters of the traditional variety.

**Alignment**: Gemcasters may be of any alignment.

**Race**: Svirfneblin are the most common gemcasters. While outsiders are likely never to find out how or why, the use of magical jewels in the undergnomes' devices are critical, making these specialized spellcasters essential to any svirfneblin settlement. Other races, however, have seen their fair share of gemcasters (though, sensibly, many attempt to hide the true, costly source of their abilities).

#### Hit Dice: d6

#### Requirements

Feats: Any three metamagic feats.

Skills: Appraise 8 ranks, Spellcraft 8 ranks.

#### Class Skills

The gemcaster's class skills are Appraise (Int), Craft (gems) (Int), Knowledge (dungeoneering) (Int), Profession (merchant) (Wis), Survival (Wis), Use Magic Device (Cha).

Skill Ranks at Each Level: 2 + Int modifier.

#### **Class Features**

Weapon and Armor Proficiencies: Gemcasters do not receive any proficiencies with weapons or armor.

**Gem Expert (Ex):** Gemcasters are highly skilled at activities related to gems. At 1st-level, a gemcaster gains a bonus on all Appraise, Craft, and Diplomacy checks relating to gems equal to her gemcaster level.

**Gem Transformation (Su)**: By concentrating for 10 minutes, a gemcaster can transform one or more cut gems of any type and value into one or more cut gems of any type and value, so long as the end value is the same. However, gem transformation is demanding and at the end of the period the gemcaster is fatigued and suffers two Constitution damage. A gemcaster recovers one point of Constitution lost in this way per hour, and after all Constitution damage is healed, is no longer fatigued. If a gemcaster attempts to use this

ability while fatigued, he becomes exhausted until he rests and suffers four Constitution damage. A gemcaster cannot use this ability while exhausted. Gems so transformed revert to their component types and values if ownership of the gems passes from the gemcaster to anyone else.

Gem Magic: Gemcasters enhance their spells with metamagic effects without increasing the spell level. Incorporating a gem into a spell as a material component increases the casting time to a minimum of a standard action. Spells with casting times of a standard action or longer do not have an increased casting time. Spontaneous spellcasters using gem magic do not increase the casting time of a spell for using a metamagic feat. Unless otherwise stated, a gemcaster can utilize any gem metamagic ability up to 3 times per day per ability. A gemcaster cannot use more than one gem when casting any single spell. Note that the feats the gemcasters emulates do not function as the metamagic feats for purposes of prerequisites. The gemcaster can cast a spell both modified by a metamagic feat she possesses and a gem magic effect, and the effects are cumulative. However, she cannot cast a spell modified by a metamagic feat and the same equivalent gem magic effect. So, she could cast an empowered spell that is also maximized through gem magic, but not a spell that is empowered twice.

A gemcaster can cast spells with gem magic even if the metamagic feat effect would normally increase the required spell slot above the highest level spell the gemcaster is capable of casting. For example, a gemcaster capable of casting 8th level spells could cast a quickened *maze* with diamond gem magic (see below) despite not being capable of casting 9th level spells.

**Peridot Gem Magic (Su):** At 2nd level, the gemcaster chooses one metamagic feat that normally increases a spell by one level\* (this cannot be changed once selected). By utilizing a peridot of a value equal to 100 gp x spell level, you may emulate the chosen metamagic feat

# Suirfnedlin

Level	Base Attack	Fort	Ref	Will	Class Abilities	Spells per Day
1st	+0	+0	+0	+1	Gem expert, gem transformation	+1 level of spellcasting class
2nd	+1	+1	+1	+1	Peridot gem magic	+1 level of spellcasting class
3rd	+1	+1	+1	+2	Cymophane gem magic, spectrum summons	-
4th	+2	+1	+1	+2	Amethyst gem magic	+1 level of spellcasting class
5th	+2	+2	+2	+3	Opal gem magic, sublime gem magic	+1 level of spellcasting class
6th	+3	+2	+2	+3	Gem healing, sapphire gem magic	-
7th	+3	+2	+2	+4	Emeralds gem magic	+1 level of spellcasting class
8th	+4	+3	+3	+4	Ruby gem magic	+1 level of spellcasting class
9th	+4	+3	+3	+5	Diamond gem magic	-
10th	+5	+3	+3	+5	Exquisite jewel magic	+1 level of spellcasting class

without modifying the spell level or its slot in the gemcaster's daily allotment.

\* This includes Bouncing Spell, Disrupting Spell, Ectoplasmic Spell, Elemental Spell, Enlarge Spell, Extend Spell, Flaring Spell, Focused Spell, Intensified Spell, Lingering Spell, Piercing Spell, Reach Spell, Rime Spell, Selective Spell, Silent Spell, Still Spell, and Toppling Spell metamagic feat effects.

**Cymophane Gem Magic (Su):** At 3rd level, the gemcaster chooses a second metamagic feat that normally increases a spell by one level (this cannot be changed once selected). By utilizing a cymophane jewel of a value equal to 100 gp x spell level, the gemcaster can emulate the chosen metamagic feat without modifying the spell level or its slot in her daily allotment.

**Spectrum Summons (Su):** At 3rd level, the creatures summoned by a gemcaster are surreal, composed of shifting hues that cover the entire range of the color spectrum. Whenever the gemcaster casts *summon monster* or any other summoning spell while using gem magic, the milieu of shifting colors that compose the creatures cause any opponents with line of sight within 5 feet to be dazzled as a gaze attack (no save). In addition, during any turn a spectrum summons creature takes two move actions or the run action in bright illumination, enemies that see it must succeed on a Will save (DC 10 + spell level + spellcasting attribute modifier) or become fascinated until the beginning of the summoned creature's next turn.

**Amethyst Gem Magic (Su):** At 4th level, the gemcaster chooses a third metamagic feat that normally increases a spell by one level (this cannot be changed once selected). By utilizing an amethyst of a value equal to 100 gp x spell level, the gemcaster can emulate the chosen metamagic feat without modifying the spell level or its slot in the gemcaster's daily allotment.

**Opal Gem Magic (Su):** At 5th level, the gemcaster chooses one metamagic feat that normally increases a spell by two levels\* (this cannot be changed once selected). By utilizing an opal, a value equal to 300 gp x spell level, the gemcaster can emulate the chosen metamagic feat without modifying the spell level or its slot in the gemcaster's daily allotment.

\* For ease of reference, this includes Burning Spell, Concussive Spell, Empower Spell, Persistent Spell, Sickening Spell, Thanatopic Spell, Threnodic Spell, and Thundering Spell metamagic feat effects.

**Sublime Gem Magic (Su):** At 5th level, the gemcaster may reduce the cost of a metamagic spell cast using gem magic by -1 spell level, and at 10th level the gemcaster may reduce the cost by -2 spell levels (to a minimum of a 1st level spell). For example, a wizard 8/gemcaster 5 can cast a prepared *silent fireball* spell using a 2nd-level spell slot and a gem (a peridot, cymophane, amethyst, or opal—whichever is tied to his Silent Spell gem magic). Gems utilized this way can be of any value, but a gemcaster can only prepare or cast a number of sublime gem magic spells per day equal to their gemcaster level.

**Gem Healing (Su):** At 6th level, the gemcaster learns to use their mystical control over magic and jewels to heal herself by consuming gems. Once per day per 2 gemcaster levels, the gemcaster can eat a gem of 100 gp or more as a standard action and heal 1d10+1 hit points. For every additional 100 gp of the gem's value, he amount of healing increases by 1d10+1. A gemcaster can only consume gems with a value no greater than 100 gp x gemcaster level.

**Sapphire Gem Magic (Su):** At 6th level, the gemcaster chooses a second metamagic feat that normally increases a spell by two levels (this cannot be changed once selected). By utilizing a sapphire of a value equal to 300 gp x spell level, the gemcaster can emulate the chosen metamagic feat without modifying the spell level or its slot in the gemcaster's daily allotment.

**Emerald Gem Magic (Su):** At 7th level, the gemcaster chooses one metamagic feat that normally increases a spell by three levels\* (this cannot be changed once selected). By utilizing an emerald of a value equal to 500 gp x spell level, you may emulate the chosen metamagic feat without modifying the spell level or its slot in the gemcaster's daily allotment. \* For ease of reference, this includes Dazing Spell, Echoing Spell, Maximize Spell, and Widen Spell metamagic feat effects.

**Ruby Gem Magic (Su):** At 8th level, the gemcaster chooses a second metamagic feat that normally increases a spell by three levels (this cannot be changed once selected). By utilizing a ruby of a value equal to 500 gp x spell level, the gemcaster can emulate the chosen metamagic feat without modifying the spell level or its slot in the gemcaster's daily allotment.

**Diamond Gem Magic (Su):** At 9th level, the gemcaster can use a diamond of a value equal to 700 gp x spell level to emulate the effects of the Quicken Spell metamagic feat without modifying the spell level or its slot in the gemcaster's daily allotment. Using gem magic in this manner does not increase the casting time of the spell to a minimum of a standard action.

**Exquisite Jewel Magic (Su):** At 10th level, once per day a gemcaster can use up to two gems when casting a single spell. These gems can be of the same type or two different types, and the effects are cumulative, but the gemcaster cannot apply the same metamagic feat effect twice to a single spell. The gemcaster cannot combine metamagic feat effects with a total spell modifier higher than +4.

### SVIRF SCIENTIST

### (ARCANIST ARCHETYPE)

Despite the tumultuous history your race has with technology, you carry on with inventing new devices, consequences be damned! Magic is the means to your scientific pursuits, but the attainment of knowledge about and mastery of the natural world is your ultimate goal.

Scientific Reservoir (Ex): A svirf scientist keeps and maintains numerous casks, vials, and tanks filled with active reagents that can be used to stupendous effect when mixed together in the correct amounts. Scientific reservoir functions as arcane reservoir for all arcanist class abilities. This otherwise functions as and modifies the arcane reservoir ability

Scientific Exploit (Ex): By using good old fashioned ingenuity and a bit of magic, the svirf scientist learns to exploit exceptions to the laws of nature. Some of these exploits allow them to break down various forms of magic or energy, adding the garnered essence into base components to become active reagents in their scientific reservoir. Any arcanist exploit can be selected as a scientific exploit. It functions as the arcanist exploits and greater exploits abilities, except any supernatural or spell-like ability instead functions as an extraordinary ability. The svirf scientist uses her Wisdom modifier instead of her Charisma modifier for all arcanist exploits and the saving throw DCs are equal to  $10 + \frac{1}{2}$  the svirf scientist's level + the svirf scientist's Intelligence modifier.

A svirf scientist of 11th level or higher can select any greater exploits as scientific exploits.

This ability modifies the arcanist exploits and greater arcane exploits class abilities.

**Mechanical Proboscis (Ex):** At 5th level a svirf scientist cobbles together and crafts a writhing tentacle of gears and servos they can control with minute gestures. A mechanical proboscis can only be used to carry objects, allowing a svirf scientist to retrieve small, stowed objects carried on their persons as a swift action (they cannot wield weapons with their mechanical proboscis). The mechanical proboscis weighs 10 lbs. and has hardness equal to 1/2 the svirf scientist's class level, and hit points equal to 1/2 her maximum hit points. If destroyed, she can replace it after 24 hours for 10 gp per class level.

At 9th level, a svirf scientist can use their mechanical proboscis to make attacks of opportunity with a reach of 5 feet (though it cannot be used to make regular attacks). When used to make an attack of opportunity, the proboscis is a primary natural attack that deals 1d8 points of damage plus the svirf scientist's Intelligence modifier. At 13th level, this tentacle attack can alternatively be used as a secondary attack and its damage die increases by one step.

This replaces the arcane exploits gained at 5th, 9th, and 13th levels.

**Scientific Supremacy (Ex):** At 20th level, the svirf scientist learns cast spells of 6th level or less as extraordinary effects. By expending scientific reservoir points equal to half a spell's level, the svirf scientist can cast the spell as an extraordinary effect. Spells cast this way are unaffected by *antimagic field, dispel magic,* and cannot be counterspelled. By expending an additional scientific reservoir point, the svirf scientist may apply the Empower Spell, Silent Spell, or Still Spell metamagic feat to a spell enhanced with scientific supremacy a number of times per day equal to their Intelligence modifier.

This ability replaces magical supremacy.

# Svirfneblin Equipment

Svirfneblin have access to the following equipment.

#### **Homing Gem**

#### **Price:** 600 gp; **Weight:** 0.5 lbs.

This beautiful multi-faceted jewel is a prize, perfectly cut and easily worth 200 gold or more. However, the gem is actually a complex technomagical device sending a strong signal attuned to be picked up by magic detectors (see below). The direction of a homing gem can be detected by such devices to a range of up to 10 miles. The gem has a hardness of 8, and 20 hit points.

Crafting a homing gem requires a DC 25 Craft (gems) check and DC 30 Knowledge (engineering) check.

#### **Magic Detector**

Price: 2,500 gp; Weight: 3 lbs.

This metal contraption of dials, antennae, coils, and switches has a small glass screen that, when activated, lights up with different colors that denote the presence and strength of magic nearby (abjuration: cyan, conjuration: purple, divination: yellow, enchantment: pink, evocation: red, illusion: orange, necromancy: green, transmutation: brown, universal: white).

An active magic detector has a constant extraordinary *detect magic* spell-like ability (CL 8th) that consumes one charge per minute. Magic detectors have 5 charges per day, but can be recharged with the careful application of electricity: 1-5 points of electric damage recharges a number of charges equal to the damage. Any electricity damage in excess of this fully recharges but also deals the excess damage to the device. A magic detector has hardness 5 and 50 hit points.

Only svirf scientists commonly can craft magic detectors. Doing so requires a successful DC 22 Craft (mechanical) or Knowledge (engineering) check.

#### **Ration Pills**

Price: 3 gp; Weight: –

These small, ingenious pills can be swallowed to provide creatures with nourishment or refreshment in only a few

minutes. Swallowing a ration pill is a swift action. Solid ration pills provide all the nutrients and benefits of a meal, while liquid ration pills are equivalent to an 8-oz. glass of water.

Creating a ration pill requires a DC 25 Craft (alchemy) check and twice the number of solids or materials that the ration pill provides (for example, one solid ration pill requires at least two meals worth of food) and 4 hours of time.

#### Svirfneblin Blindness Bomb

#### Price: 420 gp; Weight: 1 lb.

Though this small metal canister isn't impressive looking, the mixture of magnesium, aluminum, and oxidizers within it can be ignited to create a light so bright that it prevents creatures from seeing anything near it. A svirfneblin blindness bomb is activated by pulling a pin as a swift action and can then be thrown. The blindness bomb explodes 1

> round after activation with a powerful exothermic reaction that makes visual-based sight anywhere within a 30-ft.-radius of it impossible for 1 round. This light does not permeate physical barriers and can be negated by any magical darkness. Crafting a svirfneblin blindness bomb requires a DC 35 Craft (alchemy) check and 3 hours of time.

#### Svirfneblin Multicrossbow

Price: +200 gp per heavy crossbow beyond the first; Damage (S): 1d8 per crossbow; Damage (M): 1d10 per crossbow; Critical: 19–20/x2; Range: 100 ft.; Weight: 5 lbs. + combined weight of heavy crossbows; Damage Type: Piercing

The svirfneblin multicrossbow is basically a collection of heavy crossbows modified into one. The multicrossbow has one trigger firing all bolts at once. All attacks are made at the wielder's highest base attack bonus and against a single target. The alignment of the combined crossbows is maintained via an absurd amount of winches, cranks, buttons and only proficient characters can load it and the normal non-proficiency penalty is doubled. A wielder cannot be heavily encumbered to use a svirfneblin

multicrossbow, and it cannot be fired with one hand. For each heavy crossbow incorporated, the wielder takes a cumulative –2 penalty to attack rolls. Reloading a multicrossbow requires a full-round action per heavy crossbow incorporated.

# **SVIRFNEBLIN FEATS**

#### Absorb Jewel

You can tap into the earthly powers of your ancestors by absorbing a gem into your body.

Prerequisites: Con 15, svirfneblin.

**Benefit:** By spending a full-round action you can force a jewel with a price of at least 1,000 gp into your skin to gain natural armor or DR/ adamantine. You gain a +1 natural armor bonus or DR 1/adamantine for a number of hours equal to your character level. You can increase the natural armor bonus or damage reduction by 1 for every 500 gp added to the gem's value (to a maximum of +5 natural armor or DR 5/adamantine for a 3,000 gp gem). This process completely destroys the gem.

**Craft Mechanical Arms and Armor (Item Creation)** Your expertise with design and mastery over engineering make your armors and weapons exceptional, easily the equal of any magic shield or enchanted sword.

**Prerequisites:** Int 15, Craft Magic Arms and Armor, svirfneblin.

**Benefit:** You can craft mechanical armors and weapons that operate as magical armors and weapons that produce extraordinary effects which function in *antimagic fields*, are immune to the *dispel magic* spell, and bypass spell resistance. At GM discretion, some armor or weapon enhancements (such as *spell storing*) may not be applicable or appropriate for this feat. Mechanical armors and weapons have double the base cost of a magical equivalent and aside from having extraordinary non-magical effects, operate exactly as their magical equivalents.

**Normal:** Magical armors and weapons can only produce supernatural or magical effects.

**Special:** How these enchantments (and the mechanical wonders below) function should be thematically appropriate and represent why it doesn't need fuel or maintenance. A mechanical +1 *flaming longsword* might have ambient heat and light collectors, a +1 *corrosive longbow* may gather acidity from its environment, a +2 *shocking burst greatclub* could constantly draw magnetic energy into a dynamo that provides its electrical shock, and so on and so forth. The feasibility of any mechanical item is ultimately at the GM's discretion.

**Craft Mechanical Wonder (Item Creation)** 

Your mechanical creations rival enchanted items in power and prestige, emulating the effects of their magic through the power of science!

**Prerequisites:** Int 15, Craft Wondrous Item, svirfneblin.

**Benefit:** You can craft mechanical armors and weapons that operate as wondrous items producing extraordinary effects which function in *antimagic fields*, are immune to the *dispel magic* spell, and bypass spell resistance. At GM discretion, some wondrous items may not be applicable or appropriate for this feat. Mechanical wondrous items have double the base cost of a magical equivalent and aside from having extraordinary non-magical effects, operate exactly as their magical equivalents.

**Normal:** Wondrous items can only produce supernatural or magical effects.

#### **Gem Fighter (Combat)**

In your hands, a jewel can be as deadly as a blade.

Prerequisites: Dex 13, svirfneblin.

**Benefit:** You can treat any gem with a price of 50 gp or more as if it were a masterwork dagger. The gem can potentially be enchanted with weapon enhancements using the Craft Magic Arms and Armor feat.

Normal: Improvised weapons suffer a -4 penalty.

#### **Gem Warrior (Combat)**

Your mastery over jewels lends itself well to a deadly martial prowess.

Prerequisites: Dex 17, Gem Fighter, svirfneblin.

Benefit: If a gem you wield as a weapon has a minimum price equal to or greater than the base price for an equivalent magical weapon enhancement, the gem functions for you as a magical weapon with that enhancement bonus (to a maximum of +5 for a 50,000 gp gem). So, a gem worth 9,000 gp would have a +2 magical enhancement to attack and damage. Some gems might grant special weapon abilities in place of an equivalent bonus (at GM discretion). For example, the following gems could grant the associated special ability: peridot (wounding), cymophane (thundering), amethyst (shock or shocking burst), opal (ghost touch), sapphire (frost or icy burst), emeralds (corrosive or corrosive burst), ruby (flaming or flaming burst), diamond (speed). A gem must have at least a +1 enhancement bonus to also have a special weapon ability.

#### **Slug Rider (Combat)**

You are a surprisingly swift and agile rider when atop one of the Underworld slugs.

**Prerequisites:** Ride 1 rank, Mounted Combat, svirfneblin.

**Benefit:** When mounted on a svirf riding slug, your mount gains a +10 ft. bonus to all movement speeds, DR 1/—, and a +1 dodge bonus to AC and CMD.

# **SVIRFNEBLIN MAGIC ITEMS**

#### **FASTFIX WRENCH**

Aura faint transmutation; CL 5th

Slot none; Price 9,600 gp; Weight 3 lbs.

#### DESCRIPTION

The metallic, thin, oddly-shaped club is made from an unknown material and gleams unnaturally. This +1 club can be used to not only repair inanimate objects and heal constructs, but also temporarily enhances them. Leaving the *fastfix wrench* unattended on an object or construct heals it 1d4 hit points an hour. A wielder can cast *make whole* 3/day as a swift action. Once per day as a fullround action, the wielder of a *fastfix wrench* can double either the hardness of a touched object or a construct's damage reduction for 5 minutes, but the *wrench* cannot heal objects or constructs for 1 day. CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *make whole, mending*; **Cost** 4,800 gp

Gem Protector								
Aura	faint	illusion;	CL	3rd				
Slot none; Price 2,000 gp; Weight –								

#### DESCRIPTION

There seems to be absolutely nothing remarkable about this small piece of wood. All the gems and jewels in the possession of a creature wearing a *gem protector* appear to be ordinary stones with little value. As soon as a gem is no longer in the creature's possession it is revealed to be a jewel, but otherwise only physical interaction and a DC 15 Will save breaks the illusion.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *disguise self*; **Cost** 1,000 gp

#### **OUTSIDER GEM**

Aura	moderate	conjuration;	CL	11th		
Slot none; Price 3,000 gp; Weight –						

#### DESCRIPTION

These gems come in a wide variety of hues and colors that reflect the souls connected to them. An *outsider gem* operates exactly as an *elemental gem*, but instead of summoning a Large elemental, it summons any non-elemental outsider with 8 Hit Dice or less. There is a 5% chance that any creature that uses an *outsider gem* to summon an outsider of the opposite alignment is attacked by the summoned creature at the start of each of its turns.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, a gem or jewel equal to the outsider's HD x 300 gp, *summon monster V*; **Cost** 1,500 gp

#### **SLUG SADDLE**

Aura	faint	transmutation;	CL	5th				
Slot none; Price 2,000 gp; Weight 5 lbs.								
Deserve			the second s					

#### DESCRIPTION

This otherwise normal saddle is covered in a coating of greenish slime. When equipped to a svirf riding slug (or any other slug mount) the rider gains a +10 competence bonus to CMD against any attempts to move or unseat them. CONSTRUCTION

**Requirements** Craft Wondrous Item, *spider climb*; **Cost** 1,000 gp

# **SVIRFNEBLIN SPELLS**

#### **Bedazzling Reflex**

**School** abjuration; **Level** bard 1, cleric 2, druid 2, ranger 1, sorcerer/wizard 2, summoner 1

Casting Time 1 immediate action

Components V, S, M (gem; see text)

Range personal

**Duration** instantaneous

#### Saving Throw none; Spell Resistance no

You cast a spell that causes a gem in your possession to fly out and deflect a ray attack. To successfully deflect a ray, the gem must be of a value equal to or greater than the Hit Dice of the attacker firing the ray (or the caster level of a ray attack from a spell) x 50 gp. If you do not possess a valuable enough gem to deflect the ray attack, the spell fails.

#### **Gem Sanctuary**

School transmutation; Level bard 2, cleric 3, druid 3, ranger 2, sorcerer/wizard 3, summoner 2 Casting Time 1 standard action

**Components** V, S, M (a gem of a value equal to CL x 100 gp, see text)

Range touch

Target one creature

Duration 10 minutes/level (D)

Saving Throw Fortitude negates (harmless); Spell Resistance yes

You touch a willing creature and shrink them, hiding them inside of a gem. Only gems of a value equal to the creature's Hit Dice x 100 gp can contain them, but inside of these jewels they have luxurious comfort and enough air to be sustained for the spell's duration. A creature benefiting from *gem sanctuary* can end the effect at any time. The gem is consumed upon the end of the spell's duration.

#### **IMBUE FACULTY**

**School** conjuration; **Level** bard 3, sorcerer/ wizard 5, summoner 3 Casting Time 1 standard action Components V, S, M (gears) Range touch Target one magical item Duration 1 round/level (D) Saving Throw Will negates (harmless); Spell

Resistance no

You turn a magical armor, magical weapon, or wondrous item into a mechanical armor, mechanical weapon, or mechanical wonder for the duration of the spell. Items enchanted this way do not function in an *antimagic field* and the *imbue faculty* spell can be dispelled as normal.

#### **Refracted Gaze**

School illusion (figment); Level bard 2, sorcerer/wizard 3, summoner 2
Casting Time 1 standard action
Components V, S, M (a broken mirror)

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

Target one creature

Duration 1 round/level (D)

**Saving Throw** Will negates; **Spell Resistance** yes You cause the target's sight-based vision to become completely unreliable, causing multiple refractions to disjoint their perception, making the target sickened for the duration of the spell.

When *refracted gaze* is cast, 1d4 refractions plus one refraction per three caster levels (maximum eight refractions total) are created. At the start of the creature's turn, they may attempt to act against the refraction they believe to be correct, rolling randomly to see whether the selected refraction is real or a figment. When the correct refraction is chosen, the creature may act normally. When the incorrect refraction is chosen, they travel in a random direction and perform the actions they would have attempted (making attack rolls at empty squares, running into walls, and so on).

A creature may close its eyes to negate all the effects of *refracted gaze* (effectively becoming blind and granting all other creatures total concealment), though opening its eyes at any time before the spell ends causes any remaining refractions to reappear.

# **VESTRAADI** Masters of the Unseen Waters

Vestraadi are a strange race of man-like aberrations that rule over the Forever Deep of the Underworld. Their lack of any visual senses is easily compensated by their retinue of tactile, auditory and olfactory organs, but it is their bizarre appearance that makes them so reviled and hated among the few surfacedwellers that have seen them. They are only now traveling across Aventyr, though none are sure why, and the mysterious nature of the vestraadi does nothing to encourage them to find out.

# HISTORY

The vestraadi are one of the many races attributed to the fall of the Dracoprime in the *Great Schism*, but records of their race are some of the rarest tales in the Underworld. Scholars and historians say that when the impossible beast's blood leaked into the subterranean rivers and streams, some of the fiercer aquatic creatures mutated into the sightless men. The eldest of their race, the few that have survived the fantastic dangers of the Forever Deep, know the truth of their origins and carry that secret until their dying breaths.

Their greatest rites of passage are one of the most dangerous endeavors throughout the Underworld and only ever taken by the truly intrepid vestraadi or those disputing rights of rulership. Far down toward the core of Aventyr, in the darkest waters of the world, ruins that date back to the Prime Event persist despite the incredible pressures, cold, and currents that dominate the depths. The most well-traveled bards and loremasters of the Underworld speak of these primal cities with reverence and fear—few but the most powerful vestraadi can penetrate these briny dungeons with any safety, and the countless others that have tried all fall to the truly massive sea beasts that occupy the bottom of the Forever Deep.

For those strong enough to survive the dangerous environmental hazards of the aquatic pits of Aventyr, there are treasures galore and



objects of power that rival the greatest artifacts of the Surface. Chief among these are the Song Spheres. The legends of the vestraadi elders, told only in song during great rites of passage, speak of the ancient orbs and their part in the history of their race, and that of the entire world. None have ever been recovered-they sing out into the deepest waters in placating melodies that keep the enormous beasts that once roamed the world freely in repose on the ocean floor. When disturbed by a living being, a Song Sphere trills out in joyinterrupting the lullaby they normally croon-and wake the dangerous sea monsters, quickly leading to the deaths of explorers in the Forever Deep that attempted to plunder her treasures.

Underworld sailors, keen to avoid the many hazards of the Forever Deep, have come to believe

# VESTRAADI RACIAL STATISTICS

+2 Wisdom\*, -2 Constitution, -2 Charisma: Vestraadi have complex mental inner workings that allow them to memorize how far they've traveled and maintain a usual amount of peripheral sensory information for a race with no visual senses. They are, however, more frail and possess an appearance that most races that *can* see find extremely off putting.

**Keen Senses (Ex)\***: When using the race-specific rules for Perception below, vestraadi gain a +2 racial bonus to Perception.

Underworld Aberration: Vestraadi are aberrations with the aquatic subtype.

Medium: Vestraadi are Medium creatures and receive no bonuses or penalties for their size.

**Speed**: Vestraadi have become less mobile on land; they have a base speed of 20 feet, and a swim speed of 30 feet.

**Improved Watersense (Ex)**: Vestraadi are covered in peripheral organs that allow them to 'see' with tactile sensation and scent. While in contact with a body of water, they gain blindsight 40 feet against creatures that are touching the same body of water. Outside of water, their vision is reduced to blindsight out to a range of 5 feet or the reach of their weapon, whichever is greater.

**Sonar (Ex)**: Vestraadi have a unique means of perceiving the world around them—see the Vestraadi and the Perception Skill sidebar.

**Scent (Ex)**: The sensory organs of the Vestraadi are specifically attuned to compensate for their lack of vision and thus their olfactory senses are extremely sensitive, and they gain the scent ability.

**Detect Poison (Sp)**: Some of the vestraadi's mutated sensors are specialized to detect toxicity to protect them from the countless venomous edibles beneath the waters of the Underworld. They gain the use of *detect poison* spell as an at will spell-like ability.

**Cold Resistance (Ex)**: Vestraadi have adapted to the impossibly cold waters that occupy the Underworld and have cold resistance 10.

Amphibious (Ex): Vestraadi can breathe air and water.

**Blind-Fight (Ex)**: Vestraadi are highly instinctive combatants and receive the Blind-Fight feat as a bonus feat.

Stalker (Ex): Perception and Stealth are always class skills for Vestraadi.

**Blind (Ex)**: A deaf vestraadi is effectively blinded as well, except against adjacent foes or those within reach of its weapon as its unnaturally keen scent and tactile sensory organs function enough for it to attack targets this close. Vestraadi are invulnerable to all sight-based effects and attacks (including gaze attacks and sight-based illusion spells).

**Sensory Dependent (Ex):** While vestraadi are immune to all sight-based effects, this makes them far more likely to fall prey to auditory illusions and effects. They suffer a -2 penalty to saves against all auditory-based illusions and effects, including saves to resist spells or attacks that deal sonic damage.

**Languages:** Vestraadi begin play speaking only Straad, a language of strange brushing noises caused by the frills all over their body. They do not gain bonus languages for high Intelligence scores.

that the songs are the keening of the sea beasts themselves—a rumor the vestraadi have done nothing to stop from propagating, for the *Song Spheres* carry more than the honor of their race. Some of the sacred orbs tell the true tales of why the vestraadi abandoned their empires on the ocean beds of the world, and fell prophecies of their seers foretell that the knowledge itself will bring the danger from below to haunt those that would learn of them.

Still, these mysterious, sightless creatures have propagated throughout the waters of the Underworld since the *Great Schism*. They are an aloof people that keep tribal societies throughout the Forever Deep, each ruling over their territories with a savage zeal. The bizarre nature of the vestraadi still puzzle the few scholars of Aventyr that have researched them, and their strongholds are rarely breached by any army or invasions—the few that try meet deeply unpleasant ends.

Physical **Description**: Vestraadi are approximately the same shape and size as a human, but bear extremely little resemblance past that point. Their powerful arms end in three large fingers with half a dozen digits, and their bodies are covered in frills and tendrils that constantly shift and writhe about. A vestraadi's misshapen skull elongates towards the left or right (none are sure why) forming into a sort of 'tuning fork'. In the middle of their 'face' is a large gaping mouth filled with wavering thread-like appendages and gnashing teeth. Openings on the sides of their heads spiral inwards and seem to create a type of 'pupil', often mistaken by Aventyrians as the creature's eyes.

**Society**: The vestraadi are a tribal, secretive people often misunderstood by other races of the Underworld and instantly designated as monsters. Despite appearances, they are in fact extremely sophisticated, and have developed forms of tactile language and other nonverbal communication that colorfully flavor their exchanges in Straad. Still, they have not recovered the means to record their history in any fashion other than oral renditions and thus they deeply prize historians, bards and any other tellers of tales. The place of a vestraadi in their society is determined by what they can offer to the other members of the tribe, be they mages, seers, warriors, scouts or healers. Those who cannot carry their weight are left to wither in the underwater regions they call home, left to defend themselves should a predator come prowling.

**Relations**: For the most part, the other races of the Underworld are ignorant of the vestraadi. The gitwerc know who they are and what more, they know from whence they came, and the infernal dwarves (rightfully) keep a respectable distance from the sightless men. The funglets find them to respect nature and typically when they interact it is one of the only peaceful, casual interactions the vestraadi can enjoy (though they also get along with the dødelig, as well as anyone does anyway). The hoyrall, ironically, find them to be infuriating in their bizarre ways and the ahool find sightless men to be foul of taste, albeit simple prey in a dry cave.

Alignment and Religion: The vestraadi are of many different minds and alignments, but they all show reverence to the Current (N, minor deity), a mysterious force that seeps and flows around the core of Aventyr with an agenda unknown to any but itself. It is said they once had other gods, but once the Current found them after the Prime Event, an understanding between the strange, bizarre entity and the sightless men overrode their old faiths in a bloody war in the annals of legend.

Adventurers: The sightless men are not typically explorers; they only ever leave their tribal homes when forced to by decree from on high, passion or great need. When they do, however, leave the home, many compose long ballads that record their deeds as well as their route of travel, or collect bits of specific plants and rocks along the way to better smell their way back. They make phenomenal clerics, druids and monks.

Male Names: Bs'burigh, Fetzgryth, Glotf'lty, Jes'thlint, Srelakth, Thyg'dzen

**Female Names**: Ds'bai, Ig'zall, Meddriz, Oliev, Res'zdra, Vhyg'dzei

#### VESTRAADI AND THE PERCEPTION SKILL

Unlike other PC races, the vestraadi lack a key sensory organ and the reliable means to gain visual information. Rather than simply giving them a greater range of blindsight (which a GM is welcome to do at their discretion), the following details a different use for the Perception skill exclusively for vestraadi.

The mysterious sightless men emit an enigmatic partially-subsonic pulse. This extends to a maximum radius of 100 feet plus 10 feet per character level, and provides the vestraadi with a means to discern their physical surroundings. Static structures (walls, ground, ceiling, chairs, tables, etc.) are automatically detected, but creatures or moving objects are more difficult to perceive. A vestraadi can attempt a Perception check to track movement. This is reactive, and made in response to observable stimulus. The DC of the check is 10 to track the movement of a single creature or moving object (modified as normal for Perception DC modifiers, except invisibility does not increase the DC). The vestraadi can sense an additional creature or object for every 2 by which the vestraadi beats the DC. If the vestraadi fails to sense every creature or moving object, they sense the largest creatures or objects first. The vestraadi gains blindsense for these targets, but treats those they do not sense as invisible. The vestraadi continues to possess awareness of the creatures or objects until they leave the radius of its sonar. The vestraadi can retry this Perception check as a move action.

If a target is attempting to avoid detection with the Stealth skill, the vestraadi's Perception check must equal or exceed the target's Stealth check. Any creature can attempt to hide from a vestraadi using the Stealth skill without cover or concealment at a -5 penalty. A vestraadi's cannot sense within an area without sound (such as the *silence* spell).

### VESTRAADI SCALING ADVICE

The vestraadi's keen senses are balanced by their blindness making them relatively on par with the planar races.

For grittier games: In grittier games, the vestraadi ability to detect poisons may well be the most problematic. Their amphibious quality can also provide issues in certain games and can be replaced with the hold breath racial trait. Just note that vestraadi settlements thus would not prosper in the flooded depths, which means their settlements would be in shallower waters... or protected by magic.

*For high-fantasy games:* Getting rid of the Sensory Dependent drawback constitutes a slight power-increase. The Blind Intuition and the Preternatural feats could be granted as bonus feats. For truly watchful vestraadi in high-powered campaigns, gaining the benefits of the vestraadi argus racial paragon class as a bonus over the levels can make them truly legendary sentinels.

### VESTRAADI AND THE FOREVER DEEP

The sightless men might once have been a great empire, but that was long ago. They have fallen back onto tribal practices and hierarchies that persist in the dangerous underseas of Aventyr. While not nearly as xenophobic as the paranoid and aggressive dvergr, the bizarre nature of vestraadi often drive away surface-dwellers and Underworlders alike. Those that persist typically find the weird water dwellers to be gracious and kind hosts despite their fundamental differences. Vestraadi settlements are uniformly not magnanimous, however; after seemingly endless invasions by misunderstanding or murderous neighbors, some of them have laws that call for unidentified intruders to be killed on sight. A successful Knowledge (dungeoneering) check (DC 20 - settlement's size modifier x 2) reveals to travelers whether they should be concerned with an aggressive response to unintended intrusion.

### **FAVORED CLASS OPTIONS**

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, vestraadi have the option of choosing from a number of other bonuses, depending upon the character's favored class. The following options are available to all vestraadi who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

**Alchemist**: Add +1/3 bonus damage whenever the alchemist deals cold damage with an enchanted weapon, spell, special attack or otherwise.

**Barbarian**: Add +2 feet to the barbarian's swim speed. This option has no effect unless the barbarian has selected it three times (or another increment of three).

**Bard**: Add +1/3 to the DC of the bard's hearingbased illusions spells.

**Cavalier**: Add +2 feet to the swim speed of the mount granted by the cavalier's class ability. This option has no effect unless the cavalier has selected it three times (or another increment of three). If the mount does not normally have a swim speed, they gain a 5-foot swim speed after the cavalier takes this favored class option three times.

**Cleric**: Add +1/3 to the cleric's caster level when determining the potency of abilities granted by the Water domain. This does not grant the cleric abilities earlier than they would normally be able to access them, it only enhances the existing domain abilities they already have.

**Druid**: Add +1 to Perception and Survival checks made underwater.

**Fighter**: Add +1 to the fighter's CMB when making disarm or trip attempts with a whip.

**Inquisitor**: Add +1/3 to the inquisitor's caster level when determining the potency of abilities granted by the Madness domain. This does not grant the inquisitor abilities earlier than they would normally be able to access them, it only enhances the existing domain abilities they already have.

**Magus**: Add +1/3 to attack rolls made while underwater.

**Monk**: Add +1/4 dodge bonus to the monk's AC.

**Oracle**: Add +1/3 to the oracle's caster level higher when determining the potency of abilities granted by the dark tapestry mystery. This does not grant the oracle abilities earlier than they would normally be able to access them, it only enhances the existing abilities they already have.

**Paladin**: Add +1/3 damage when the paladin uses smite evil.

**Ranger**: The range of the ranger's scent ability increases by 3 feet. This option has no effect unless the barbarian has selected it twice (or another increment of two).

**Rogue**: Add +1 to Stealth checks and Perception checks made underwater.

**Sorcerer**: Add +1/3 bonus sonic damage whenever the sorcerer deals sonic damage with an enchanted weapon, spell, or special attack.

**Stonespeaker**: Add +2 feet to the range of the stonespeaker's tremorsense. This option has no effect unless the stonespeaker has select this option 3 times (or another increment of three).

**Summoner**: Add +1/5 evolution points to the summoner's eidolon. Evolution points gained this way must be spent on evolutions related to being underwater.

**Witch**: Add +1/3 to the witch's caster level when casting spells from the Water patron.

**Wizard**: Learn one new spell with 'water' in its name. This spell must be of at least one level lower than the highest level spell the wizard can cast, but does not have to be on the sorcerer/wizard spell list.

## **BLIND DUELIST**

### (CAVALIER ARCHETYPE)

Some vestraadi learn to completely focus their sonar on one target, to the exclusion of all others, entering a battle trance that make them fearsome foes in one-on-one battles, but also prone to being overwhelmed by sheer numbers.

**Focused Sonar Challenge (Ex):** Vestraadi have a unique perspective of the world, one that is subject to more control via their sonar than that of most creatures. Blind duelists have honed their sonar to a point where they can focus exclusively on one creature. Whenever a blind duelist challenges an adversary, his honed sonar focuses only the target of the challenge, blinding him to all other creatures.

The blind duelist receives several benefits in addition to the effects of a regular challenge against the target of his focused challenge:

The blind duelist senses and evades the target's magic, gaining spell resistance equal to 10 + the blind duelist's class level against all spells and spell-like abilities that originate from the target of his focused challenge.

Starting at 11th level, the blind duelist gains damage reduction and resistance against all energy types originating from the target. Every time the target of the focused challenge deals damage with a weapon or natural attack to the blind duelist, subtract an amount equal to 1/2 the blind duelist's class level (minimum 1) from the damage taken. If an attack deals more than one type of damage, subtract this amount from each of the damage types involved.

At 3rd level, the blind duelist can choose one saving throw upon entering a focused challenge: Fortitude, Reflex or Will. Whenever the target of the challenge attempts to affect the blind duelist with a spell or effect that prompts the chosen saving throw and which has reduced or halved effects on a successful saving throw, the blind duelist instead completely negates the effects. At 11th level, the blind duelist may choose 2 saves. At 20th level, all 3 saving throws are affected and the blind duelist still takes no damage and suffers no negative effects on a successful saving throw, but also only is affected by the reduced or halved effects on a failed saving throw.

The blind duelist may reroll one attack roll against the target of his challenge per challenge issued. He must take the second result, even if it is worse. The blind duelist may reroll an additional attack roll per challenge at 5th level and 14th level..

This replaces mount, banner, greater banner, cavalier's charge, mighty charge and supreme charge and modifies challenge.

### VESTRAADI ARGUS (PARAGON CLASS)

Being blind in the Underworld, no matter where in the Forever Deep one might be, is extremely dangerous. Even with the slew of different sensory abilities at their disposal, the sightless men are hard pressed to perceive Aventyr's numerous subterranean predators before it is too late, especially when traveling or hunting. The vestraadi argus came to lead their disparate aquatic societies, using their supreme detection abilities to lead their strange peoples to realms of relative safety.

**Role:** Vestraadi argus are essential to hunting parties of vestraadi in the Forever Deep or anywhere in Aventyr. Their unique traits make them highly respected by their kin and should a vestraadi be required to venture away from the settlement, the first choice is often a vestraadi argus.

Hit Die: d8.

#### Requirements

Race: Vestraadi. Skills: Perception 6 ranks. Feat: Skill Focus (Perception).

#### **Class Skills**

The argus' class skills are Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Stealth (Dex), Survival (Wis) and Use Magic Device (Cha).

**Skill Ranks at Each Level**: 4 + Intelligence modifier.

**Weapon and Armor Proficiencies**: An argus gains proficiency with the whip but does not gain proficiency with any armor.

			and the second se			
Level	Base Attack Bonus	Fort	Ref	Will	Sonar Range	Class Abilities
1st	+0	+1	+1	+0	+10 ft.	Olfactory superiority, reassess, sonar range
2nd	+1	+1	+1	+0	+20 ft.	Vital observation
3rd	+1	+2	+2	+1	+40 ft.	Analysis
4th	+2	+2	+2	+1	+60 ft.	Crystal sight
5th	+3	+3	+3	+1	+100 ft.	True seeing

**Sonar Range**: At 1st level, an argus increases the range of her natural sonar ability by 10 feet. It increases by an additional 10 feet each argus level thereafter (to a maximum of +50 feet at 5th level).

**Olfactory Superiority (Ex)**: At 1st level, an argus increases the range of her scent ability by 10 feet. It increases by an additional 10 feet at 3rd and 5th level. This increases the range opponents can be detected with scent, including creatures either upwind or downwind.

**Reassess (Ex)**: At 2nd level, once per day an argus can roll twice when making a Perception check and take whichever result she prefers. She can use this ability an additional time per day at 4th level.

**Vital Observation (Sp):** At 2nd level, an argus can cast *deathwatch* as a spell-like ability a number of times per day equal to 3 + her Wisdom modifier. Her caster level equals her argus level.

**Analysis (Sp):** At 3rd level, an argus can cast *arcane sight* as a spell-like ability a number of times per day equal to 3 + her Wisdom modifier. Her caster level equals her argus level.

**Crystal Sight (Ex):** At 4th level, an argus can sense through stone, earth, or sand as easily as if it were transparent crystal. As a standard action, her sonar can penetrate a number of feet equal to her argus level, or her argus level through inches of metal. An argus can use this ability a number of rounds per day equal to twice her argus level. These rounds do not need to be consecutive.

**True Seeing (Sp):** At 5th level, an argus can cast *true seeing* as a spell-like ability a number of times per day equal to her Wisdom modifier (minimum 1/ day). Her caster level equals her argus level.

# **VESTRAADI EQUIPMENT**

Vest raad i have access to the following equipment.

#### Sponged Undercoral

#### Price:160 gp; Weight: 1 lb.

This mutely colored, porous rock can be cut and affixed to any surface. Whenever an unknown creature approaches within 30 feet of a sponged undercoral, it exudes a distinct smell. This odor is easily detected by any creatures with the scent ability but is otherwise not noticeable. After being exposed to the skin of a creature, sponge undercoral registers their scent and no longer exudes an odor when they approach.

After being affixed to a surface, sponged undercoral remains there until destroyed. It has a hardness of 8 and has 15 hit points. Sponged undercoral functions equally well in the air or under water.

#### Underslick

#### Price:30 gp; Weight: -

The sightless men are extremely sensitive, their hearing far surpassing that of normal mortals. The very sound of combat, swords swinging or whips striking, pains their finely tuned hearing and can sometimes be used as an impediment. To ease the stress of battle, the vestraadi create underslick, coating their weapons in the sticky tar, making their blades and missiles sail through the air without making a sound.

Coating a weapon in underslick is a full-round action. Weapons coated in underslick grant their wielder a +4 circumstance bonus to CMD when resistant disarm, steal, and sunder combat maneuvers. A weapon coated in underslick remains so for 4 hours or until subjected to fire.

Creating underslick requires a DC 25 Craft (alchemy) check and several gory reagents from beneath the waters of the Underworld, though using the blood of a vestraadi (at least 1 point of Constitution damage) reduces the DC of this check by 10.

#### Vestraadi Katana-Eku

**Item Type:** Exotic One-Handed Melee Weapon; **Price:** 55 gp; **Damage (S):** 1d6; **Damage (M):** 1d8; **Critical:** 19–20/x2; **Range:** – ; **Weight:** 8 lbs.; **Damage Type:** Bludgeoning/Slashing; **Special:** Nonlethal, monk

This odd weapon is fashioned from a combination of light-weight metal and resin known only to the vestraadi. It is reminiscent of a large gleaming paddle, with the head half as long as the haft (approximately 2 feet in length). The shape of the katana-eku allows it to be used in chopping or slashing movements, but it may also be employed as a bludgeoning weapon dealing nonlethal damage with only a -2 penalty to attack. A katanaeku is attuned to the sense of the vestraadi and is always depicted as a dynamic object that does not count toward the maximum of their sonar. It also makes for a great paddle when not used in combat, providing a +2 circumstance bonus to Profession (sailor )checks made to pilot waterbound vessels relying on oars. The vestraadi katana-eku is a martial weapon for vestraadi, and an exotic weapon for other races.

# **Vestraadi Feats**

#### **Blind Intuition**

You can sense fluctuations in heartbeats, perspiration and a host of other subtle gestures that make it easy for you to tell when someone is being dishonest.

**Prerequisites:** Wis 17, Sense Motive 3 ranks, vestraadi.

**Benefit:** You gain the use of *discern lies* as an extraordinary ability for a number of rounds per day equal to 3 + your Wisdom modifier. These rounds do not need to be used consecutively. Activating Blind Intuition is a swift action and ending it is a free action. Your caster level is equal to your character level.

#### **Detect Disease**

Exposure to the primal mysteries of the Forever Deep have honed your ability to detect toxins, letting you identify diseases as well.

Prerequisites: Wis 15, vestraadi.

**Benefit:** Your constant *detect poison* spell-like ability now also detects disease as well. However, you only sense the presence or absence of diseases in targets and never learn additional information.

#### Intuitive Dodge (Combat)

After years of surviving in a world you can never truly see, your senses have developed a genuine tendency to alert you to attacks you have yet to perceive.

**Prerequisites:** Wis 15, Dodge, Preternatural Hearing, vestraadi.

**Benefit:** You add your Wisdom bonus to AC when flat-footed or against targets you cannot sense. This stacks with all other AC bonuses, including abilities that add your Wisdom to AC.

#### **Preternatural Caller**

Mimicry comes naturally with your finely tuned sense of hearing.

Prerequisites: Cha 11, vestraadi.

Benefit: You almost perfectly imitate certain sounds or even specific voices. You make a Bluff check opposed by the listener's Sense Motive check to recognize the mimicry, although if the listener isn't familiar with the person or type of creatures mimicked, it takes a -4 penalty on its Sense Motive check. You have a +1 racial bonus on your Bluff check to mimic sounds (including accents and speech patterns, if a voice mimic) you have listened to for at least 10 minutes. This bonus increases by +1 at 3rd level and every odd level thereafter (to a maximum of +10 at 19th level). You cannot duplicate the effects of magical abilities (such as bardic performance or a harpy's captivating song), though you may be able to mimic the sound of those abilities. This ability does not allow you to speak or understand languages it doesn't know.

#### **Preternatural Hearing (Combat)**

Clashing blades and the swift movement of bodies are like a symphony to you. The more sound your opponents make, the more likely you are to dodge their attacks.

Prerequisites: Wis 13, Dodge, vestraadi.

**Benefit:** You gain a +1 dodge bonus to all targets you can perceive with blindsight or sonar.

#### **Unnatural Appearance**

While other vestraadi don't perceive you any differently, members of other races find your appearance to be exceptionally repulsive. The tendrils hanging from your body may be of many different (and dangerous looking) colors, your many-digited fingers might be exceptionally long, or you might reek of the smell of corpses.

#### Prerequisites: Vestraadi.

**Benefit:** You gain a +5 racial bonus to Intimidate checks against non-vestraadi.

# **Vestraadi Magic Items**

#### **Resonating Bow**

**Aura** moderate transmutation; **CL** 7th **Slot** none; **Price** 12,200 gp; **Weight** 4 lbs.

#### DESCRIPTION

This unnaturally smooth +1 thundering shortbow is made from the bone of a huge aquatic beast from far below in the Forever Deep. Three times a day, the wielder of a *resonating bow* may fire one arrow imbued with subsonic energies as a fullround action. When the arrow lands, the wielder may make one Perception check from the location it hit. This Perception check is made as if the wielder had blindsight to a range of 30 feet.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *blindness/ deafness, echolocation,* creator must be a vestraadi; **Cost** 6,100 gp

#### **SLICKED BOOTS**

**Aura** faint transmutation; **CL** 3rd **Slot** feet; **Price** 6,600 gp; **Weight** 2 lbs.

#### DESCRIPTION

These large leather boots are as black as night, sewn together at the seams with subdued crimson thread. When worn by a vestraadi, they receive a +10 ft. bonus to their land speed. The wearer is also immune to the effects of the *grease* spell. Three times per day, the wearer of a pair of *slicked boots* can leave a trail of *grease* (as per the spell) behind them (covering every 5 ft.-square they travel across) as a swift action.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, grease, longstrider; **Cost** 3,300 gp

#### Whim of The Current

Aura moderate transmutation; CL 10th Slot none; Price 26,500 gp; Weight 8 lbs.

#### DESCRIPTION

This +1 *keen thundering whip* is made from the tentacle of a giant sea creature, its end still covered in several suckers. The wielder suffers no environmental penalties to attack and damage due to being underwater. On a critical hit, the suckers undulate and pucker against the target briefly, dealing 1 point of Wisdom damage. When used underwater, the *whim of the current* grants a +1 luck bonus to both attack and damage rolls.

#### CONSTRUCTION

Requirements Craft Wondrous Item, *blindness/ deafness, keen edge*, creator must be a vestraadi; Cost 13,250 gp

# **Vestraadi Spells**

#### **CHARMING PULSE**

**School** enchantment (charm) [mind-affecting]; **Level** druid 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M (kelp)

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

**Target** one intelligent creature

**Duration** 1 minute/level

Saving Throw Will negates; Spell Resistance yes

You release a pulse of sonar at one intelligent creature as part of the casting of this spell. On a failed Will save, a single creature that can hear regards you as its trusted friend and ally (treat the target's attitude as friendly), so long as the target has an Intelligence score of 3 or above (regardless of any immunity it might have).

This spell otherwise operates as charm person.

#### **GREATER CHARMING PULSE**

**School** enchantment (charm) [mind-affecting]; **Level** druid 5, sorcerer/wizard 5

Target one creature

Duration 1 hour/level

This spell functions as *charming pulse*, but affects creatures regardless of their Intelligence score or any immunity.

#### **Pressure of the Forever Deep**

**School** conjuration; **Level** druid 5, sorcerer/ wizard 6

Casting Time 1 standard action

**Components** V, S, M (1 ounce of water from the Forever Deep)

**Range** 30-ft.-radius burst centered on the caster **Duration** 1 round/level (see text)

Saving Throw Fortitude (half damage); Spell Resistance no

You call forth the pressures of the Forever Deep, temporarily subjecting an area to the immense forces of the Underworld's deepest seas. At the end of this spell's casting, every creature within 30 feet of the caster takes 1d8 times the caster's caster level points of bludgeoning damage (maximum 10d8). A successful Fortitude save halves this damage. For the remainder of the spell's duration, creatures other than the caster reduce their movement speed by 10-ft. and any ranged weapons fired in or through the area affected suffer a -8 penalty to attack and damage rolls. The caster of this spell is unaffected by it.

#### **Weaponize Tendrils**

School transmutation; Level alchemist 1, druid 2, sorcerer/wizard 2, summoner 1

Casting Time 1 standard action

Components V, S, M (barbed tentacle)

Range personal

Target you

Duration 1 minute/level

Saving Throw none; Spell Resistance no

Your tendrils become dangerous weapons imbued with mystical strength. You receive a racial bonus to CMB and CMD against grapple and trip attempts equal to ½ your caster level. You may choose to have your tendrils make attacks of opportunity (and thus are unaffected by using Power Attack and other feats that modify your attack rolls for a turn), and gain the benefits of the Combat Reflexes feat for the spell's duration. If you already have the Combat Reflexes feat, you gain 2 additional attacks of opportunity instead. On a successful hit, your tendrils deal 1d4 + your spellcasting attribute modifier points of bludgeoning damage.

# ZWERC

Long ago these mystical dwarves coped with the dangers of the Underworld by steeping themselves in the understanding of magic. While the dvergr withdrew as a people, the zwerc did so as individuals, hiding themselves deep below Aventyr as their studies of the arcane and divine progressed. The few enclaves that survived have developed into truly magical beings able to focus their supernatural energies to devastating effect. Zwerc are shunned by other dwarves, seen as aloof intellectual superiors by both their kin and themselves. They have always been nomads on the surface, and are persecuted by their dwarven brethren throughout the Underworld.



172

# HISTORY

After the *Forging of the Dvergr*, each of the different races of dwarves lived in tenuous peace deep below the surface of Aventyr. War would surely have erupted between the three great clans (dweorg, dvergr and zwerc) were it not for the arrival of the *Great Sculpting*. Before their very eyes, the cities of each fell to draconic claws and magics as quickly as the forces they could muster to their defense. Unwilling to forge an alliance, each struck their own path through the Underworld, leaving their shattered homes behind them.

The passage of the zwerc through the Underworld is by far the strangest of all their kin. Once unified by their devotion to the study of magic, these dwarves used divination spells to guide their journey away from the tumultuous seismic effects the *Great Sculpting* wrought throughout the caves. After only a few months of travel they struck a strange, magically imbued vein of orange stone unlike any known to mortals. Only a limited amount of mining was required to break within it—and the hollow channels they found were perfectly sized for the zwerc to travel freely through. Dubbed the Amber Roads, they have proven to be these enchanted stout folks' chief defense against the myriad dangers of the Underworld.

The magical byways did not, however, lead farther into the reaches of Aventyr. Instead—to the delight of the magically talented dwarves—it split off into numerous tunnels that took each to limited demiplanes tethered to the Material Realm but based in the Elemental Plane of Earth. Each clan of zwerc set off down a different channel, building settlements to rule over within their very own worlds. These enclaves focus on schools and pathways of magic, but their line of rulers are always stonespeakers: dwarves with a mystical connection to the earth far beyond that of normal magics.

The stonespeakers, devout holy men, and high mages of the zwerc thought they came to fully understand the Amber Roads. They crafted their own quasi-magical routes out of the orange rock, connecting outposts of likeminded settlements and cities that shared areas of research. Unfortunately for the enchanted dwarves, the assumption that they understood the mystical tunnels was incorrect; over time their meddling degraded the Amber Roads substantially (and while they still don't know it, the svirfneblin are also partly to blame). Many of the channels collapsed entirely during *The Confluence* for reasons still unknown to the zwerc, and only the first true veins of the magical mineral retain any dependable strength. Traveling through the Amber Roads quickly became a dangerous and undependable endeavor, rarely taken willingly. The insular zwerc grew even more distant from one another and esoteric in their studies, though now each ruler insured that there was a minimum of magical practitioners able to perform any spells required for smoothly running their isolated enclaves. As the decades and centuries passed, each demiplane developed unique and strange customs scarcely understood by outsiders; some only eat magically crafted foods, others came to live in cities grown out of gigantic mushrooms and rumors persist of an

# ZWERC RACIAL TRAITS

+2 Intelligence or +2 Wisdom or +2 Charisma, -2 Strength: Zwerc are mentally gifted with a keen intellect, profound wisdom, or powerful force of personality, but their centuries of isolationism led to an atrophy of the muscles that makes them weaker than normal dwarves.

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

**Slow and Steady**: Zwerc have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

Darkvision: Zwerc can see in the dark up to 120 feet.

Low-Light Vision: Zwerc can see twice as far as humans in conditions of dim light.

**Fey**: After ages of devoted study and training ensconced in the arts of magic, the otherworldly energies have suffused them one and all. The zwerc hare humanoids with the dwarf subtype, but also function as a the fey creature type for the purposes of all abilities and spells.

Skill Training: All zwerc receive Knowledge (arcana) and Use Magic Device as class skills.

**Spellhardy**: Zwerc have a natural talent for overcoming magical effects and receive a +2 racial bonus to saving throws against spells and spell-like abilities.

**Stonecunning**: Zwerc receive a +2 bonus on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether they are actively looking.

**Deep Magic**: Zwerc receive a +2 racial bonus when making checks to dispel or overcome spell resistance.

**Treacherous Earth (Su)**: Once per day as a standard action, zwerc can will the earth to rumble and shift, transforming a 10-foot-radius patch of earth, unworked stone, or sand into an area of difficult terrain centered on a square it can touch. This lasts for a number of minutes equal to character level, after which the ground returns to normal.

**Light Blindness**: Abrupt exposure to bright light blinds zwerc for 1 round. On subsequent rounds, they are dazzled while they remain in the affected area.

Language: Zwerc speak Common and Dwarven.

#### LAWS & TABOOS

Zwerc enclaves can be as varied and different from one another as adventurers, but all have major taboos and social norms that make these demiplanes distinct. There are only two defining traits that the planar pockets share: respect and reverence for earth and magic. Below are example zwerc enclaves, but GMs are encouraged to create their own (with the PCs traveling to it in mind); generally, only offenses within one week of one another earn harsher sentencing (in other words, only 3 offenses within 3 consecutive weeks earns the weightiest response in most zwerc enclaves).

#### **Kihatra Enclave**

**Taboos** Knocking on doors, tables, windows, and objects of any kind is strictly forbidden. Fruit is contraband and highly illegal, as are socks.

**Penalties** A first offense costs the infractor 5% of their total wealth (as appraised by the local guard, which always includes at least one spellcaster). A second offense leads to the infractor carrying and dragging bags of stones equal to their weight for a minimum of 48 hours. A third offense doubles the weight and duration of an infraction for a second offense. A fourth offense leads to a stone pressing that lasts for 4 hours; 2d6+8 bludgeoning damage each hour, Fortitude save (DC 15 + 3 per previous hour) halves the damage.

#### **Rozka Enclave**

**Taboos** Wearing purple or pants of any variety is a crime, as is drinking a beverage or potion from one's left hand.

**Penalties** A first offense sees the infractor tattooed with a shameful marking on their face if they cannot best the individual that called them out in a contest agreed on by

both parties (removal of the tattoo requires a *restoration*, but it can be concealed with makeup and a DC 15 Disguise check). A second offense sees the infractor's entire face tattooed (removal of this tattoo requires a *greater restoration*). A third offense sees the infractor left entirely nude and without equipment, blindfolded, in the Amber Roads.

#### Shlyappa Enclave

**Taboos** All magic users (with the sole exception of stonespeakers) must wear a hat of some kind. Spitting on a wall and jumping over other creatures are both forbidden acts.

**Penalties** A first offense sees an infractor permanently bald (reversed only by *limited miracle, limited wish*, or *regeneration*), a second offense merits a penalty of having two random fingers and two random toes turned to stone, and a third offense forces a creature to either survive being bound and left at the center of a cave-in, or wander into the Amber Roads alone for a period of no less than a month.

entire demiplane where they eschew clothing of all kinds, instead wearing magically-lightened jewelry that (sometimes) covers their entire bodies.

**Physical Description**: The zwerc are physically like the dweorg; standing between four and five feet tall, they are stocky, but not as powerful in form as their distant kin. Their hairalways a color between blue and black but typically a shade of turquoise-floats away from their bodies, distended by the potent magical energies each of the enchanted dwarves carries within them. Centuries of travel through the Amber Roads and habitation in demiplanes connected to the Elemental Plane of Earth has changed the hue of their skin to brown and orange tones. Zwerc equipment, clothing and individual characteristics are widely varied, each developed in isolation from dwarven culture; some proudly wear tattoos that cover their entire bodies, others fashion armors

made from mystical stone and some wield simple weapons crafted from crystals otherwise unseen in Aventyr.

Society: While traditions between zwerc outposts can be extremely different (indeed, many of the social taboos most consider natural are eschewed by the nudist enclave) they all have several similarities. Chief amongst them is the pursuit of knowledge, specifically of the mystical variety. Foreigners are rare and depending on what sort of value they hold to the zwerc -bards and oracles are particularly sought, but spellcasters of all varieties interest them-they may be treated as prized guests or with open disdain. The classes of society in the enchanted dwarven demiplanes are rigid but not restrictive; one merely serves a function and they are encouraged to choose their own. While the menial laborers, merchants and guards aren't treated very well, they still receive a certain amount of respect for their place in the structure of zwerc culture. The art of their cultures is particularly interesting, and each of the settlements boasts an expertise in a discipline fitting to their focus of research.

**Relations**: While ostracized outside of their enclaves, zwerc still retain a stubborn curiosity that often sets them at odds with others. Their enchanted natures can be off-putting as well, but immediately command the attention of people that encounter them and sometimes engenders respect or abject fear. Still, their unwillingness to relent can often overcome the apprehensions their exotic appearance causes and once befriended, they prove to be extremely resourceful allies.

**Alignment and Religion**: The ingrained drive to learn make the zwerc predominantly Neutral. They worship the natural force of earth, but pay respect to all gods of knowledge. The predominance of spellcasters among the enchanted dwarves has led to temples in all the enclaves devoted to every deity that champions information.

**Adventurers**: Zwerc that are cut-off from returning to their home demiplane via the Amber

Roads are often left to find a new path through the world of Aventyr, which suits them just fine. They fastidiously catalog all the new information they come across, compiling great tomes of their experiences (some of which make it back to the settlement they hail from). While there are fighters and other warrior zwerc, they are uncommon—the clear majority of the enchanted dwarves become spellcasters of one type or another, or learn the ways of the stonespeaker.

Male Names: boldr, eldur, erde, magz, rok, terra Female Names: aqua, ignis, flo, liqui, scori, zrak Zwerc traditionally name their children after elemental lords. Their names are never capitalized—scholars of dwarven lore believe the regression (though some call it evolution) from traditional dwarven society has given rise to a new way of dwarven thinking. The zwerc capitalize "Us" and "We" to show their admiration for solidarity and community, leaving the first-person pronoun "i" (as well as first names) lowercase to denote a lesser importance as an individual apart from the rest of the clan or family.

**Age**: Most zwerc enclaves require their citizens to travel the world at some point to research new ways of manipulating magic or esoteric arcane mysteries. They leave their wondrous pocket dimensions to travel across distant and breathtaking vistas, ancient ruins, and locations of great magic. Their reverence and deep connection with nature, lives steeped with mysticism, and exposure to clean air and water increase the lifespan of the zwerc considerably.

### Zwerc and the Bastions of

### THE AMBER ROADS

Very little is similar between one zwerc enclave and the next, but two things seem to be universally true; all zwerc citizens must serve a function in the settlement, and travel on the Amber Roads leading to or from the settlement is never to be impeded or sabotaged. While the entire race was once fastidiously scholastic, the numberless different research experiments they all engaged in have led to wildly different customs and cultures. Were it not for the need to be self-sufficient in their demiplane, most of the zwerc enclaves would surely have fallen in on themselves long ago. Particularly astute travelers that succeed on a Knowledge (planes) check (DC 20 - settlement's size modifier x 2) can reasonably predict the sorts of taboos bound to be present in a bastion on the Amber Roads. Some of the most common infractions include wearing purple, smelling of onions, and openly carrying a weapon that deals piercing damage. Entering or exiting these mystical realms requires finding a byway of the Amber Roads, which is dependent on a Knowledge (geography) check that varies in difficulty determined by region (at the GM's discretion, but typically DC 21).

### Alternate Racial Rules

As dwarves, zwerc can swap any racial trait that their kin also possess for the options listed in the Pathfinder Roleplaying Game: Advanced Race Guide.

### FAVORED CLASS OPTIONS

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, zwerc have the option of choosing from a few other bonuses, depending upon the character's favored class. The following options are available to all zwerc who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Alchemist: Add a +1/3 dodge bonus to the alchemist's AC when under the effects of a mutagen or cognatogen.

**Barbarian**: Add +1/3 to the barbarian's effective class level for the Zwerc Striker feat.

**Bard**: Learn 1/3 of a new cantrip (after three levels, this results in adding one cantrip to your list of spells known).

**Cavalier**: Add +1/2 to the Will save of the mount granted to the cavalier by his class.

**Cleric**: Select one domain ability at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds +1/2 to the number of uses per day of that cleric's domain ability.

**Druid**: Add a +1/3 dodge bonus to your animal companion's AC.

**Fighter**: Add +1/3 to the fighter's effective class level for the Zwerc Defender feat.

**Inquisitor**: Add +1/3 when making Knowledge skill checks to identify the abilities and weaknesses of creatures.

**Magus**: Add +1/6 to the magus' caster level when using Spell Combat.

**Monk**: Add +1/6 to the DC of the monk's Stunning Fist (or replacement ability).

**Oracle**: If this is a level the oracle would receive a revelation, choose a stone lore from the stonespeaker base class instead. Treat the oracle's caster level as +1/3 higher for her stone lore ability.

**Paladin**: Add +1/5 bonus to the paladin's Will saves against spells and spell-like effects.

**Ranger**: Add a +1/2 to checks made to overcome environmental effects and receive a +1 bonus on Survival checks made to track magical beasts.

**Rogue**: Add +1/4 of a rogue trick with magic in its title, provided the rogue meet the prerequisites.

**Sorcerer**: Learn 1/6th of a stonespeaker stone lore.

**Stonespeaker**: Learn +1/3 of a secret of the stone of one level lower than the highest the stonespeaker can access.

**Summoner**: The summoner's eidolon adds a +1/4 dodge bonus to AC when underground.

Witch: The witch's familiar adds a +1/2 bonus to natural armor when standing on the ground or otherwise in contact with the earth.

**Wizard**: Learn one spell with 'stone' in its title of a level lower than the highest the wizard can cast.

#### **RACIAL ARCHETYPES**

Zwerc are an extremely diverse people, and depending on a zwerc's enclave of origin, they might qualify for any archetype normally available to a dwarven subtype.

# Zwerc

Level	Base Attack	Fort	Ref	Will	Class Abilities	Secrets of the Stone
1st	+0	+2	+0	+2	Exploding earth, stone lore	2 (Level 1)
2nd	+1	+3	+0	+3	Tremorsense	2
3rd	+2	+3	+1	+3	Favored terrain, stone lore, stoneblood	2
4th	+3	+4	+1	+4	Toughness	3 (Level 2)
5th	+3	+4	+1	+4	Stone steps	3
6th	+4	+5	+2	+5	Elemental shape 1/day	3
7th	+5	+5	+2	+5	Stone lore	4 (Level 3)
8th	+6/+1	+6	+2	+6	Elemental shape 2/day, favored terrain	4
9th	+6/+1	+6	+3	+6	Underground stalker	4
10th	+7/+2	+7	+3	+7	Elemental shape 3/day	5 (Level 4)
11th	+8/+3	+7	+3	+7	Stone lore	5
12th	+9/+4	+8	+4	+8	Elemental shape 4/day	5
13th	+9/+4	+8	+4	+8	Favored terrain	6 (Level 5)
14th	+10/+5	+9	+4	+9	Elemental shape 5/day	6
15th	+11/+6/+1	+9	+5	+9	Stone lore	6
16th	+12/+7/+2	+10	+5	+10	Elemental shape 6/day	7 (Level 6)
17th	+12/+7/+2	+10	+5	+10	Improved damage reduction	7
18th	+13/+8/+3	+11	+6	+11	Elemental shape 7/day, favored terrain	7
19th	+14/+9/+4	+11	+6	+11	Stone lore	8
20th	+15/+10/+5	+12	+6	+12	Elemental shape (at will)	8

### STONESPEAKER (BASE CLASS)

These dwarven geomancers are venerated for their truly supernatural connection to the earth. Even the dweorg, dvergr and gitwerc show them due respect (and fear) for their divine abilities, knowing full well that they terrible powers at their disposal are truly fell in the depths of the Underworld. Their mastery of the terrain is unmatched and they are talented combatants regardless, but within a subterranean arena, their elemental control makes them supreme warriors.

**Role:** Stonespeakers are best suited for subterranean environments where their abilities give them incredible control of and utility with the terrain, but depending on what stone lore and secrets of the stone an adventurer chooses, they

can quickly become an enduring warrior difficult to take down or a deadly combatant capable of damaging even the hardiest foes.

**Alignment:** Stonespeakers may be of any alignment, but are most likely neutral due to their deep connection to the Elemental Plane of Earth.

**Race:** While venerated and celebrated especially among the zwerc, these dwarves are not the only stonespeakers. Others of their kin that feel the draw of the earth take to the stonespeaker class, and legends tell of other, unexpected races producing potent stonespeakers (drow, svirfneblin, hoyrall even a kobold, if the tales are true).

### Hit Die: d8.

### Class Skills

The stonespeaker's class skills (and the key ability for each skill) are Appraise (Int), Climb (Str), Craft (any), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Knowledge (geography), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Int), and Survival (Wis).

Skill Ranks per Level: 4 + Int modifier.

#### Class Features

Weapon and Armor Proficiency: A stonespeaker is proficient with all simple weapons, plus all flails, hammers, and picks. Stonespeakers are also proficient with light and medium armor and shields (except tower shields).

Exploding Earth (Su): Stonespeakers can cause the ground to explode, dealing damage to those standing upon it or airborne as far as 5 feet away from it. A stonespeaker can use exploding earth a number of times each day equal to his class level + his Wisdom modifier. Using exploding earth is a standard action that provokes attacks of opportunity. It affects a 5-foot square of ground, and has a range of 25 feet plus 5 feet per two stonespeaker levels. Exploding earth inflicts 1d6 + the stonespeaker's Wisdom modifier points of bludgeoning damage (Reflex DC 10 +  $\frac{1}{2}$ stonespeaker level + Wisdom modifier to halve the damage). The damage of exploding earth increases by 1d6 points every stonespeaker level. Exploding earth has no effect on flying creatures that are not standing on the ground. The stonespeaker can expend additional uses of this ability to improve the effects as he increases in level. The effects stack, but he cannot use the same additional effect more than once per use of exploding earth.

A stonespeaker may expend an additional use of this ability when activating it to add their class level to the damage of an exploding earth attack. This also increases the save DC to avoid it by +1 per 4 class levels (minimum +1).

At 5th level, a stonespeaker may expend an additional use of this ability and a swift action when activating it to imbue the attack with more seismic energy, forcing their target(s) to also avoid being knocked prone. This functions as a trip combat maneuver, using the stonespeaker's level + Wisdom modifier to determine their CMB bonus. The stonespeaker does not provoke an attack of opportunity as normal for this trip attempt or and cannot be tripped in return.

At 12th level, a stonespeaker may expend an additional use of an exploding earth attack to increase its area of effect to a 10 ft. x 10 ft. square.

**Tremorsense (Ex):** At 2nd level, stonespeakers gain tremorsense 10 feet. At 6th level and every four levels thereafter (10th, 14th, 16th, and 20th level), the range increases by an additional 10 feet, to a maximum of 60 feet at 20th level.

**Favored Terrain (Ex):** At 3rd level, a stonespeaker gains favored terrain (underground) as the ranger class ability of the same name with a +2 bonus. This bonus becomes +4 at 8th level, +6 at 13th level and +8 at 18th level. A stonespeaker gains half this bonus in mountain/hill terrain and on the Plane of Earth.

**Stoneblood (Ex)**: At 3rd level, a stonespeaker's vitals begin to calcify and her blood takes on many of the qualities of stone. She adds her stonespeaker level on checks to stabilize at negative hit points and gains a 25% chance to ignore a critical hit or precision damage. This does not stack with *fortification* armor or similar effects. At 9th level, this chance increases to 50% and she becomes immune to petrification. At 15th level, this chance increases to 75% and she becomes immune to bleed and blood drain effects.

**Toughness:** At 4th level, the stonespeaker begins to take on some of the qualities of the element they so closely identify with. She gains Toughness as a bonus feat.

**Stone Steps (Sp):** At 5th level, the stonespeaker can teleport up to 30 feet per class level per day as a standard action. This teleportation must be used in 5-foot increments and such movement does not provoke an attack of opportunity. The stonespeaker can bring other willing creatures with her, but must expend an equal amount of distance for each additional creature brought. This ability only works underground or at ground level (for both departure and arrival points).

Elemental Shape (Su): At 6th level, a stonespeaker can transform into an earth elemental as the elemental body I spell once per day. The effect lasts for 1 hour per stonespeaker level or until she changes back. The stonespeaker can only transform into an earth elemental, but can speak while transformed. The stonespeaker can transform into an earth elemental an additional time at 8th level, and every two levels thereafter. At 8th level, the stonespeaker can transform as the elemental body II spell. At 10th level, the stonespeaker can transform as the elemental body III spell. At 12th level, the stonespeaker can transform as the elemental body IV spell. This otherwise functions as the druid's wild shape ability.

**Underworld Stalker (Ex):** At 9th level you may move unhindered through difficult terrain caused by earth, stone, or rock-like crevices, sharp rock formations spiked stones etc., but not through dense undergrowth or similar nonearthen, organic or manufactured impediments to movement. For example, she could pass through tunnels strewn with natural obsidian caltrops, but not through a tunnel overgrown with a network of gigantic roots.

**Improved Damage Reduction (Ex):** At 17th level, when in earth elemental form the stone speaker's damage reduction becomes 5/- or 10/adamantine when she transforms, whichever she prefers.

**Stone Body (Ex)**: At 20th level, a stonespeaker's body transforms into living stone. She no longer needs to eat, drink, breathe, or sleep, and she becomes immune to paralysis, poison, and stunning. She is also no longer subject to critical hits or precision-based damage. The stonespeaker gains DR 5/- and increases their damage reduction while in earth elemental form to DR 10/-.

#### Stone Lore

At 1st level, 3rd level, and every four levels thereafter (7th, 11th, and so on), a stonespeaker uncovers new stone lore that grants her powers and abilities. The stonespeaker must select an ability from the list below. If a piece of stone lore is chosen at a later level, the stonespeaker gains all the abilities and bonuses granted by that stone lore based on her current level. Unless otherwise noted, activating the power of a stone lore is a standard action.

Armor of Stone (Su): You can conjure armor made of stone that grants you a +4 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this armor grants you DR 5/bludgeoning. You can use this armor for 1 hour per day per stonespeaker class level. This duration does not need to be consecutive, but it must be spent in 1-hour increments. If you change into earth elemental form while using this ability, the armor is worn in elemental form but its damage reduction does not stack. This armor has no arcane spell failure chance.

*Earth Channel (Su)*: You can channel positive energy like a cleric, using your stonespeaker level as your effective cleric level when determining the amount of damage healed or inflicted and the DC. However, this ability only affects outsiders with the earth subtype, as though you have the Element Channel (earth) feat. You can use this ability a number of times per day equal to 1 + your Charisma modifier.

*Earth Glide (Su)*: You can pass through stone, dirt, or almost any other sort of earth except worked stone and metal as easily as a fish swims through water. If protected against fire damage, you can even glide through lava. You glide at your base land speed. While gliding, you breathe stone as if it were air (you do not need to hold your breath). Your burrowing leaves behind no tunnel or hole, nor does it create any ripple or sign of your presence. A *move earth* spell cast on an area where you are flings you back 30 feet, stunning you for 1 round unless you succeed on a DC 15 Fortitude save. Activating this ability is a free action. You can glide for 1 minute per day per stonespeaker level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. You must be at least 7th level to select this stone lore. You can bring other creatures with you when you glide, but each passenger costs an additional minute per minute of travel.

*Exploding Pebble (Su)*: As a standard action, you can expend two uses of the exploding earth ability to create and throw a pebble (or other stone of similar size) that detonates when it strikes a target. This requires a ranged touch attack, and cannot inflict critical damage. The pebble has a range increment of 20 feet and has a +1 enhancement bonus to attack for every four stonespeaker levels you possess. Any creature struck by the pebble takes damage as per exploding earth but receives a Reflex save to half the damage (DC 10 + stonespeaker class level + Wisdom modifier). If the attack roll misses, the pebble harmlessly dissipates when it hits another surface.

Flaking Armaments (Su): Once per day as a swift action, your wielded melee weapons become covered in bits of sharp stone that inflicts bleed damage equal to 1/2 stonespeaker class level after a successful hit. A bleeding creature continues to take bleed damage each round until it receives a Heal check (DC 10 + stonespeaker class level + Wisdom modifier) to have obsidian flakes removed from its wounds. Cure wounds spells and other healing magic only halves the bleeding damage (minimum 1). After a number of rounds equal to your stonespeaker level, your weapon's obsidian flakes fall off and dissipate or cease causing bleed damage in your opponent. In the event of a critical hit from a weapon with this enchantment, the target also suffers from a slow effect (as per the spell, using your stonespeaker level as caster level; no save or spell resistance).

At 8th level and every 4 levels after, you may use this ability one additional time per day. You must be at least 3rd level to select this ability.

*Riddle of Stone (Su)*: Your sacred bond with stone gives insight into its form and function. You automatically gain *stone shape* as a bonus secret of the stone at 7th level and you can create fine

detail (there is no chance of failure for moving parts). Once per day, you may spend 10 minutes meditating on the structure of a piece of unworked stone to gain an insight bonus on your next Craft check to make something using that stone. The bonus is equal to +5, or half your stonespeaker level, whichever is greater.

*Shard Barrier* (Su): You can create an immobile, vertical curtain of whirling sharp shards of rock. This works exactly like the *blade barrier* spell, except that the blades are sharp rocks. At 15th level, you can use this ability twice per day. You must be at least 11th level to select this stone secret.

*Shard Explosion (Su)*: As a swift action, you can cause jagged pieces of stone to explode outward from your body. These shards deal 1d6 points of piercing damage per two stonespeaker levels (minimum 1d6) to all creatures within a 10-foot burst. A Reflex save halves this damage. In addition, the broken shards make the area difficult terrain until your next turn. You can use this ability once per day, plus one additional time per day at 5th level and every five levels thereafter.

*Stone Stability (Ex)*: While standing on the ground, you receive a +4 bonus to your CMD when resisting a bull rush, drag, push, reposition, or trip attempt. In addition, once per day as a standard action you can make one of these combat maneuver checks with a bonus equal to your stonespeaker class level . You can use this ability an additional time per day at 8th level and every four levels thereafter (to a maximum of 5 times per day at 20th level).

*Stonestrike (Ex):* Once per day you can draw upon the power of the living rock. As a swift action, any melee or ranged attacks you make until the beginning of your next turn function as magical and subtracts twice your stonespeaker level from the hardness of any object or creature you target. At 5th level and every five levels thereafter you can use this ability an additional time per day (to a maximum of 5 times per day at 20th level).

*Stone Telekinesis (Sp):* You begin to feel stone, and it literally shifts at your whim. Once per day
you can use *telekinesis* as a spell-like ability, but to only affect stone or earth. You must be at least 8th level to select this ability. At 12th level and every four levels after, you gain an additional use of this ability per day.

*Summoning Mastery (Ex):* You gain Augment Summoning as a bonus feat. At 7th level, you gain Superior Summoning as a bonus feat. You can apply the effects of these feats to your stonespeaker *summon* spell-like abilities. You do not need to meet the prerequisites to receive these feats.

#### Secrets of the Stone

A stonespeaker does not prepare or cast spells like other wielders of divine magic. Instead, she possesses a repertoire of attacks, defenses, and abilities known as secrets of the stone that require her to focus the earth energy that suffuses her soul. A stonespeaker can use each secret of the stone she knows as a spell-like ability a number times per day equal to 3 + her Wisdom modifier. A stonespeaker's caster level for secrets of the stone is equal to her stonespeaker level.

The save DC for a stone secret (if it allows a save) is 10 + stone secret level + the stonespeaker's Wisdom modifier. Since secrets of the stone are not actually spells, a stonespeaker cannot benefit from the Spell Focus feat or metamagic feats. He can, however, benefit from the Ability Focus feat (see *Pathfinder Roleplaying Games: Bestiary 1* for details), as well as from feats that emulate metamagic effects for spell-like abilities, such as Quicken Spell-Like Ability and Empower Spell-Like Ability.

A stonespeaker begins with knowledge of one stone secret, which must be of 1st-level. As a stonespeaker gains levels, he learns new secrets of the stone, as summarized below. A list of available secrets of the stone can be found following this class description.

At any level when a stonespeaker learns a new secret of the stone, she can also replace a stone secret she already knows with another stone secret of the same or a lower level. In effect, the stonespeaker "loses" the old secret of the stone in exchange for the new one. The new stone secret's level must be the same as that of the stone secret being exchange, and it must be at least one level lower than the highest-level stone secret the stonespeaker can use. A stonespeaker may swap only a single stone secret at any given level and must choose whether to swap the stone secret while he gains a new stone secret.

#### Secrets of the Stone

- **1st-Level Secrets of the Stone**—(Levels 1–3) detect snares and pits, expeditious excavation, grease, magic stone, mighty fist of the earth, speak with animals (underground/burrowing creatures only), stone fist, stone shield, summon nature's ally I.
- **2nd-Level Secrets of the Stone**—(Levels 4–6) binding earth, burrow, create pit, earthen crush, elemental speech, soften earth and stone, summon nature's ally II, stone call.
- **3rd-Level Secrets of the Stone**—(Levels 7–9) granite crush, meld into stone, obsidian flow, spiked pit, spike stones, stone shape, stoneskin, summon nature's ally IV
- **4th-Level Secrets of the Stone**—(Levels 10–12) *commune with nature* (underground or in rocky environs only), *hungry pit, lesser planar binding* (earth creatures only), *passwall, summon nature's ally V, transmute mud to rock, transmute rock to mud, wall of stone*
- **5th-Level Secrets of the Stone**—(Levels 13–15) flesh to stone, mass binding earth, move earth, planar binding (earth creatures only), stone tell, stone to flesh, summon nature's ally VII
- 6th-Level Secrets of the Stone–(Levels 16– 20) clashing rocks, earthquake, greater planar binding (earth creatures only), repel metal or stone, summon nature's ally VIII, wall of lava, world wave

#### Alternate Summoning List

The following list of earth creatures are those summoned by stonespeakers, using their *summon nature's ally* spell-like abilities. They do not use the standard list of creatures summonable via *summon*  *nature's ally* spells. With a GM's permission, other casters can substitute the summoned earth creature list for their regular *summon monster* or *summon nature's ally* spells if they have a strong connection to earth or stone, such as clerics with the Earth domain, cave druids, wizards that are from Underworld races etc. Such substitution is permanent.

#### Summoned Earth Creatures

- **1st Level:** elemental (young Small; earth, magma or mud), ghost scorpion, mite (gremlin), giant centipede, vegepygmy
- **2nd Level:** cave scorpion, darkmantle, elemental (Small; earth, magma or mud), flumph, goblin dog, goblin snake, gryph, jinkin (gremlin), vexgit (gremlin)
- **3rd Level:** blindheim, cave fisher, choker, fungus leshy, nuglub (gremlin), slurk, yellow musk creeper
- **4th Level:** adherer, albine cave solifugid, amphisbaena, crysmal, decapus, elemental (Medium: earth, magma or mud), fungal crawler, gelatinous cube, giant scorpion, giant whiptail centipede, gray ooze, mephit (earth or salt only), mobat, otyugh, pech, phantom fungus, sandman, slithering tracker, tentamort, violet fungus
- **5th Level:** ascomid, basidirond, cloaker, elemental (Large; earth, magma or mud), gibbering mouther, mudlord, orchre jelly, ogre spider, redcap, seugathi, xorn
- **6th Level:** black pudding, brain ooze, deathtrap ooze, destrachan, drider, elder xorn, elemental (Huge: earth, magma or mud), giant slug, intellect devourer, magma ooze, rakasa batu, shaitan (genie)
- **7th Level:** elder black pudding, elder dark naga, elder giant slug, elder magma ooze, elemental (greater; earth, magma or mud), gug, titan centipede, young purple worm
- **8th Level:** carnivorous crystal, elemental (elder; earth, magma or mud), purple worm, roper
- **9th Level:** azruverda, elder purple worm, ghorazagh, vemerak

\* Elder creatures are those with the giant and advanced simple creature templates.

# **ZWERC EQUIPMENT**

Zwerc have access to the following equipment.

#### **Amber Attenuator**

#### Price: 1,200 gp; Weight: 5 lbs.

These strange compasses are made of lead, tin, silver, copper, titanium, and a host of other metals. The secretive practices of metallurgy needed to make an amber attenuator (which requires a DC 30 Craft [metals] check to create) enable these small trinkets to sense the presence of an Amber Road and always points toward it (rather than true north). Amber attenuators are always active and operate indefinitely unless destroyed (hardness 6, 8 hp).

#### **Amberized Lodestone**

**Price:** 2,000 gp (fully charged; -200 gp per depleted charge); **Weight:** 3 lbs.

This mottled orange fist-sized rock is a piece of Amber Road, nearly drained of all its energy. Amberized lodestones are little more than magical reservoirs and when fully charged give off an aura of faint conjuration. Each is keyed to a specific zwerc enclave, allowing reliable navigation toward or away from the location. The lodestone only functions in the hands of one of the zwerc or when used in conjunction with an amber attenuator. Keying an amberized lodestone to an amber attenuator requires 24 hours of the two objects remaining within 1 ft. of each other, but afterward the device points directly towards a specific Amber Road and reliably navigates along the planar pathway until reaching the demiplane it is associated with. This negates the need for navigation checks.

An amberized lodestone holds a maximum of 10 charges and keying an amberized lodestone to an amber attenuator depletes one charge. So long as an amberized lodestone contains one or more charges, it can be destroyed (hardness 12, 12 hp) to create a *seek earthly transit* spell (CL equal to remaining charges). Amberized lodestones cannot be recharged.

#### Zwerc Pet Rock

#### Price: -; Weight: 1/2 lbs.

Some zwerc take being defenders of the earth one step further than learning the Zwerc Defender feat. They adopt and protect a pet rock, convinced that failing at this task is shameful. This conviction enhances the Zwerc Defender feat, increasing its duration by 1 round. Zwerc pet rocks can be any stone small enough to hold, but a zwerc needs to carry it around and provide care for at least one week to gain these benefits. If a pet rock is lost or destroyed, the zwerc can replace it with a new rock after 1 week of mourning.

# **ZWERC FEATS**

Acutely Magical Your talents for magic are so profound that you can see it when struck by the will to do so.

**Prerequisites**: Cha 13, ability to cast *detect magic*, zwerc.

**Benefits**: When you cast *detect magic*, you can reduce the range of the spell to 15 feet to perceive magical auras in one round as if you had studied them for three rounds.

**Normal**: Using *detect magic* to determine the strength and location of auras normally requires three rounds of study.

#### Amber Wayfarer

The innate earth magic throughout your essence resonates when you travel the Amber Roads, and you may do so freely.

Prerequisites: Int 13, Wis 13, Cha 13, zwerc.

**Benefits**: Amber Roads never collapse upon you and so long as you bring no more creatures with you than you have Hit Dice or character levels, none of them can get lost or left behind.

#### **Destined by the Stone**

Above all others, you were chosen by the earthly powers to play a great part in the destiny of Aventyr.

#### Prerequisites: Zwerc.

**Benefits**: Select one mental ability score (Intelligence, Wisdom, or Charisma) and a single spellcasting class. You treat this ability score as 2 points higher for all class abilities of the selected spellcasting class. In addition, select one oracle's curse (see *Pathfinder Roleplaying Game: Advanced Player's Guide* for details). You suffer

> from the curse as a 1st-level oracle. This curse never improves as you gain levels.

> > **Extra Stone Lore**

You discover a new aspect of stone.

**Prerequisites:** 

Stone lore class feature, zwerc.

**Benefit:** You gain one additional stone lore. You must meet all the prerequisites for this stone lore.

**Special:** You can gain this feat multiple times.

#### Extra Stone Secret

You learn an additional stone secret.

**Prerequisites:** Stone secret class feature, zwerc.

**Benefit:** You learn one additional stone secret from the list available to you, choosing a stone secret of one tier lower than the highest tier you know. For example, a 5th level stonespeaker could learn a tier one stone secret, while a 19th level stonespeaker could learn any stone secret of tiers 1 through 5.

**Special:** You can gain this feat multiple times. Each time, you gain an extra stone secret of any tier up to one lower than the highest tier of stone secret you can currently use.

#### Zwerc Defender (Combat)

When magic strikes your empowered body, you turn that energy against your attackers by bolstering your defenses, temporarily enhancing your shield.

Prerequisites: Shield Proficiency, zwerc.

**Benefits**: Once per day after suffering damage from a spell or spell-like ability, you can convert some of that magic into an enhancement bonus for your shield as an immediate action. You add up to half the spell or spell-like ability's spell level as an enhancement bonus to your shield for a number of rounds equal to the spell's level. This benefit stacks with any enhancement bonus the shield may have, but cannot raise the shields enhancement bonus to higher than +5. This feat can be used an additional time per day for every four character levels you possess.

#### Zwerc Striker (Combat)

Arcane and divine magics that target you can be made to work in your favor, absorbed by your own mystical energies and reconstituted into your weapon.

**Prerequisites**: Base attack bonus +1, zwerc.

**Benefit**: Once per day after suffering damage from a spell or spell-like ability, you can convert some of that magic into an enhancement bonus for your weapon as an immediate action. You add up to half the spell or spell-like ability's spell level as an enhancement bonus to your wielded weapon for a number of rounds equal to the spell's level. This benefit stacks with any enhancement bonus the shield may have, but cannot raise the shields enhancement bonus to higher than +5. This feat can be used an additional time per day for every four character levels you possess.

# **ZWERC MAGIC ITEMS**

#### **Amber Trail Dust**

Aura conjuration; CL 3rd

**Slot** none; **Price** 600 gp (+1), 750 gp (+2), 950 gp (+3); **Weight** –

#### DESCRIPTION

This crushed orange ore contains individual pieces from dozens of different transits on the Amber Roads, comprising a selection from all over Aventyr, the Elemental Plane of Earth and myriad demiplanes. When used as a material component for a spell, increase the caster's level by +1, +2, or +3. Magical auras left by spells modified with *amber trail dust* leave an aura one step more powerful than normal.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, Heighten Spell, creator must be a zwerc, pieces of ore from an Amber Road; **Cost** 300 gp (+1), 375 gp (+2), 475 gp (+3)

#### **GRANITE SNACK**

Aura moderate transmutation; CL 7th

Slot none; Price 850 gp; Weight 2 lbs.

#### DESCRIPTION

Only a creature with the dwarf subtype can eat a granite snack, and for any other creature it is as edible as a rock. Dwarfs that eat a *granite snack* gain an earth elemental's earth glide ability and a burrow speed equal to half their land speed for ten minutes.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *earth glide*; **Cost** 425 gp

#### LISTENING STONE

Aura strong illusion; CL 11th

Slot none; Price 18,600 gp; Weight 2 lbs.

#### DESCRIPTION

This nondescript rock looks like any other random stone in the Underworld. A *listening stone* is enchanted to record sounds around it, activating with any strange noise (a *listening stone* has a total Perception bonus of +12) and ceasing recording 6 seconds after they no longer perceive a noise. Once a *listening stone* has recorded three hours of sound, it ceases to record. A *listening stone* can be made to create auditory illusions of what is recorded into it with a DC 20 Use Magic Device check.

#### CONSTRUCTION

Requirements Craft Wondrous Item, programmed image; Cost 9,300 gp

# **ZWERC SPELLS**

#### **Amber Doorway**

**School** conjuration; **Level** alchemist 2, bard 2, cleric 4, druid 4, ranger 2, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (a topaz)

Range touch

Target creatures touched

**Duration** instantaneous

Saving Throw Fortitude negates (harmless); Spell Resistance yes

As part of the casting of this spell, you and any creatures touching you walk directly into and through a doorway in a stone wall that only creatures affected by this spell can see. The doorway connects to the nearest true entryway into the Amber Roads within 1 mile times your caster level. Stepping through the doorway (a move action) instantaneously transports a creature included in the casting of *amber doorway* to a square adjacent to the true entryway.

#### **Amber Road Disjunction**

School conjuration; Level druid 5, sorcerer/wizard 6 Casting Time 1 standard action

Components V, S, M (piece of amber)

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

Target one creature

Duration 1 round/level

Saving Throw Fortitude negates; Spell Resistance yes

You teleport a part of Amber Road into this material realm and around a creature or object that fails its Fortitude save. The creature or object takes 4d6 points of damage, gains the paralyzed condition, and creatures that breathe immediately begin to make Constitution checks (DC 10 + 1 per previous check) each round. When a creature fails a Constitution check it begins to suffocate. In the first round, it falls unconscious (0 hit points). After a creature imprisoned by *amber road disjunction* goes unconscious, the spellcaster must actively spend a full-round action to continue suffocating it (at which point in the following round, the imprisoned creature drops to -1 hit points and is dying; the round after that, it suffocates).

The chunk of planar transit way summoned by *amber road disjunction* begins with a hardness of 8 and thickness of 10 inches (10 hp per inch), but every minute that passes, its hardness and thickness reduce by one (to a minimum of 1). Bursting out of an *amber road disjunction* requires a DC 23 Strength check (-1 per previous round as the ore melts in the Material Plane).

#### **EARTHEN CRUSH**

School transmutation [earth]; Level sorcerer/ wizard 3

Casting Time 1 swift action

Components V, M (a handful of stones)

Range touch

Target creature touched

Effect animated cloud of earth

Duration 1 round/level

Saving Throw none; Fortitude half (see text); Spell Resistance yes

As part of the casting this spell you must make a CMB or Escape Artist check to resist a grapple combat maneuver, using your caster level and spellcasting attribute modifier to determine your CMB or adding your spellcasting attribute modifier to the Escape Artist check.

Clouds of soil and earth erupt from all around you and cling to the creature touched, dealing spellcasting attribute modifier + 1 point of bludgeoning damage per caster level (no save).

For the remainder of the spell's duration, the affected creature takes damage equal to your spellcasting attribute modifier + 1 point of bludgeoning damage per two caster levels (Fortitude save for half damage) each round and suffers a -2 penalty to Dexterity from the compacting dirt.

If a touched creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first round *earthen crush* is in effect. If the spell is successfully resisted, the spell is dispelled. If the spell is not resisted, *earthen crush* has its normal full effect on that creature for the duration of the spell.

#### **GRANITE CRUSH**

**School** transmutation [earth]; **Level** sorcerer/ wizard 4

Effect animated cloud of stone

This spell functions like *earthen crush*, except that you double your spellcasting attribute modifier when determining your CMB or Escape Artist check, you deal damage equal to your spellcasting attribute modifier + 2 points of bludgeoning damage per caster level on the first round, spellcasting attribute modifier +1 point of bludgeoning damage per caster level thereafter, and the penalty to Dexterity increases to -6.

#### Seek Earthly Transit

School divination; Level alchemist 1, bard 1, cleric 2, druid 2, ranger 1, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (piece of silver)

Range personal

Target you

**Duration** 10 minutes/level

Saving Throw Will negates (harmless); Spell Resistance no

When this spell is cast, a pulse of magical energies travels outward. If there are any entrances to the Amber Roads within 1 mile times your caster level, the spell creates a trail of cyan light visible only to them that leads the way. If *seek earthly transit* cannot find an entrance to the Amber Roads within 1 mile times your caster level of the subject, it finds the nearest route to one and leads to that instead.

#### **Amber Roads**

These veins of strange translucent orange crystal are permeable to living creatures, changing how quickly and safely they can travel through Aventyr's Underworld. What more these pathways are planar, and certain branches lead directly to pockets of demiplane connected to the Elemental Plane of Earth. To the uninitiated and unwary, they can be deadly, but for those who know the Amber Roads, there's no better means to journey. Finding an entryway to the Amber Roads requires a Knowledge (geography) check that varies in difficulty determined by region (at the GM's discretion, but typically DC 21).

Amber Roads have the following traits (otherwise they operate as the Material Plane does):

**Restricted Spaces:** Most passages that make up the Amber Roads are rarely taller or wider than 10 feet across (90% of it is composed of 10-ft.-radius tunnels).

**Heavy Gravity:** Acrobatics, Climb, Ride, and Swim checks incur a –2 circumstance penalty, as do all attack rolls. All item weights are effectively doubled, which might affect a character's speed. Weapon ranges are halved. A character's Strength and Dexterity scores are not affected.

**Finite Size\*:** The Amber Roads are thought to have limitations, though efforts to map their entirety are not yet complete.

**Enhanced Earth Magic:** Spells and spelllike abilities with the earth descriptor are easier to use or more powerful in effect on Amber Roads than they are on the Material Plane. Zwerc and svirfneblin are aware of which spells and spell-like abilities are enhanced, but planar travelers may have to discover this on their own. If a spell is enhanced, it functions as if its caster level was 2 higher than normal.

**Fragile:** The Amber Roads have suffered greatly from the doings of the svirfneblin, making them sometimes unreliable. There is a 5% chance every hour that an Amber Road tunnel suffers a cave-in.

**Overland Movement:** While traveling on Amber Roads, the overland movement speed of a creature can be impeded or aided depending on its size. The speed of Largesized creature is halved and the speed of Medium-sized creatures is doubled. dwarves (all subtypes) and Small-sized creatures triple their normal overland movement rate when traveling on Amber Roads. Huge-sized and larger creatures lacking the compression ability (or a similar ability that allows travel in the confined passages) are unable to enter or travel through the majority of Amber Roads. Creatures with the Earth subtype always have their overland movement speed tripled and Amber Roads expand to accommodate their size.

**Refractions:** Non-dwarves, non-gnomes, and creatures lacking the earth subtype are prone to quickly losing their way in the junctions and passages of the Amber Roads. A Knowledge (geography) or Survival check (DC 15 + 1 per previous check) must be made every 8 hours to properly navigate the planar pathway to avoid becoming lost. Parties that are not tethered together somehow (via rope, chains, or other durable material) cannot share a collective navigation check or aid one another.

\*The Amber Roads do have hard boundaries, but they are specifically not mapped out to better provide a plot device for GMs to use that allows for faster travel throughout the Underworld when appropriate. Zwerc

	UNDERW Exotic Weapons	ORLD Cost	WEAD Dmg (S)		TABL Critical		Weight	Туре	Special
Light Melee Weapons									
	Draaki Tail Spurs	10 gp	1d4	1d6	X2	-	5 lbs.	P/S	Monk
	One-handed M	elee Weapor	ns						
	Ahooling Macuahuitl	3 gp	1d6	1d8	X3	-	8 lbs.	S	Barbarian
	Gitwerc Red Tape	25 go	1d6	2d4	X2	-	8 lbs.	S	Disarm, trip
	Vestraadi Katana-Eku	55 gp	1d6	1d8	19-20/x2	-	8 lbs.	B/S	Nonlethal, monk
	Four-Handed M	Melee Weap	ons						
	Hoyrall Shellcracker	1,600 gp	3d12	6d6	X3	-	75 lbs.	S	Reach
	Ranged Weapo	ons							
	Svirfneblin multicrossbow	+200 gp per additional crossbow	1d8 per crossbow	1d10 per crossbow	19-20/x2	100 ft.	5 lbs + combined weight of heavy crossbows	Р	-
								)	

# UNDERWORLD BESTIARY

#### Ahool

A slavering, humanoid bat-thing lumbers forward, its eyes ablaze with an unearthly hunger. Strange vibrations seem to emit from the creature.

CR 5

#### XP 1,600

- NE Medium monstrous humanoid (air, shapechanger)
- **Init** +5; **Senses** blindsense 60 ft.; darkvision 60 ft.; Perception +19

#### Defense

**AC** 18, touch 15, flat-footed 13 (+5 Dex, +3 natural) **hp** 56 (6d10+18)

#### **Fort** +4, **Ref** +9, **Will** +7

DR 5/magic; Immune sonic; Resist cold 10; SR 16 Offense

Speed 30 ft., fly 60 ft. (perfect)

- **Melee** bite +9 (1d8+3), 2 claws +9 (1d6+3), and 2 wings +4 (1d4+1)
- Ranged javelin +11 (1d6+3) or bolas +11 (1d4+3)

**Special Attacks** disruptive echo, sanguine drain, wing buffet

**Spell-Like Abilities** (CL 5th; concentration +9) 2/day—control winds (DC 16), obscuring mist

STATISTICS

Str 17, Dex 20, Con 16, Int 15, Wis 16, Cha 19 Base Atk +6; CMB +9; CMD 24 (cannot be tripped)

Feats Cleave, Combat Expertise, Power Attack

**Skills** Acrobatics +7, Climb +9, Craft (weapons) +8, Fly +19, Intimidate +12, Perception +19, Stealth +13, Survival +11; **Racial Modifiers** +8 Fly, +8 Perception, +8 Stealth in shadowy areas

- Languages Abyssal, Celestial, Draconic; telepathy 100 ft.
- **SQ** change shape (dire bat, bat swarm), weapon familiarity

Ecology

Environment underground

**Organization** solitary, pair, or flock (3-8) **Treasure** standard



#### SPECIAL ABILITIES

**Disruptive Echo (Su)** Once every 1d4+1 rounds an ahool can focus its echolocation in a ray up to 60 feet long. This is a ranged touch attack that deals 2d6 points of nonlethal or sonic damage to a single target (DC 16 Reflex halves damage).

- **Sanguine Drain (Ex)** An ahool can suck blood from a grappled opponent. If the ahool establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The ahool heals 3 hit points or gains 3 temporary hit points for 10 minutes (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.
- Weapon Familiarity (Ex) An abool is proficient with bolas, flails, javelins, longspears, and nets

Ahool are terrifying creatures that soar through the endless caverns of the Underworld of Aventyr. They are primordial hunters that strike swiftly and without warning, carrying subdued prey away to a moss cavern for eating later.

The average ahool is 7 feet tall and weighs 300 pounds or so (despite its slender form and ability to fly).

#### ANGHENFIL

#### CR 6

The horrible smell of this gargantuan centipede--like monstrosity precedes its arrival. Its long, whipping antennae twitch agitatedly, as it approaches.

#### XP 2,400

N Gargantuan vermin

Init +2; Senses darkvision 60 ft., scent; Perception +1

Defense

**AC** 19, touch 8, flat-footed 17 (+2 Dex, +11 natural, -4 size) **hp** 76 (9d8+36)

Fort +10, Ref +5, Will +4

Immune vermin traits; Resist acid 15

#### Offense

Speed 50 ft., climb 50 ft.

- **Melee** bite +13 (2d8+12), 2 whipping antennae +8 touch (unkind pheromones)
- **Ranged** digestive spit +4 touch (2d6+2 acid, range 30 ft.)
- **Space** 25 ft.; **Reach** 15 ft. (whipping antennae 25 ft.) **Special Attacks** digestive spit, unkind pheromones

#### STATISTICS

**Str** 26, **Dex** 14, **Con** 19, **Int** –, **Wis** 12, **Cha** 3 **Base Atk** +6; **CMB** +18; **CMD** 30 (cannot be tripped) ECOLOGY

Environment underground

#### Organization solitary or pair

#### Treasure none

SPECIAL ABILITIES

- **Digestive Spit (Ex)** An anghenfil can spit stomach acid at their foes as a ranged touch attack with a 30 ft. maximum range, though they normally only do so when enemies are out of reach.
- **Unkind Pheromones (Ex)** The segmented whips on an anghenfil's head slather creatures with invisible pheromones that most natives of Aventyr find appalling. Non-vermin and nonhoyrall touched by an anghenfil's whipping antennae make a DC 18 Fortitude save or are sickened and take a -2 penalty to AC for 1d4 rounds. Creatures afflicted by unkind pheromones can take a standard action to wipe, burn, or wash the pheromones off, immediately ending the effect. Unkind pheromones function as a type of poison, though it cannot be harvested from an anghenfil (alive or dead). The duration of multiple exposures to the unkind pheromones stacks. The save DC is Constitution-based.

A few decades after the hive mind shattered, many hoyrall devoted themselves to mending the destroyed connection to their homeworld—all of them ultimately failed but a few saw a measure



of success, drawing baby anghenfil across the cosmos to Aventyr. On their native planet these durable creatures are made for war, but stripped of the connection to their riders, they are now little more than draft animals or gladiatorial combatants.

Anghenfil are 30 ft. long but taper to their end, so only 20 ft. of the creature is substantial enough to take up much space. They typically weigh between 4,000 and 5,000 pounds.

#### Colliatur Monstrosity (CR +2 to CR +7)

Sometimes, something goes horribly wrong when the colloid infects a given creature. Instead of assimilating it or turning it into a colliatur, a precious few creatures are instead transformed into lumbering monstrosities of crystal, losing their identity all but the most rudimentary of desires.

#### **Creating a Colliatur Monstrosity**

- "Colliatur monstrosity" is an acquired template that can be added to any corporeal living Small or larger creature.
- **CR:** Determined by the original size of the base creature: Small +7, Medium +5, Large +4, Huge +3, or Gargantuan +2.
- **Size:** The base creature's size changes to Colossal. Its space becomes 30 ft. and it gains a +20 ft. bonus to reach.
- **Type:** The base creature gains the augmented subtype.
- Armor Class: Size penalty to AC becomes -8 and its natural armor increases by an amount determined by the base creature's original: Small +20, Medium +16, Large +14, Huge +12, Gargantuan +10. A colliatur monstrosity gains a +8 bonus to CMB and CMD from its Colossal size.
- **Defenses/Qualities:** Increases DR by 5/—. Colliatur monstrosities gain the mighty special ability.
- *Mighty (Ex)*: A colliatur monstrosity is a truly massive creature and can lift or carry twice the normal amount creature of its size and Strength .
- **Speed:** The base creature's land speed changes to 40 feet. Any other speeds (burrow, climb, fly, or swim) increase by an amount determined by the base creature's original size: Small +50 feet, Medium +40 feet, Large +30 feet, Huge +20 feet, and Gargantuan +10 feet.
- **Special Attacks:** A colliatur monstrosity retains all of the base creature's attacks, gains the trample universal monster ability, and additionally gains the following. Creatures with a bite attack also

gain the fast swallow, grab (for its bite only), and swallow whole abilities.

- *Crystalline Armageddon (Su)*: The souls absorbed within a colliatur monstrosity escape from its corpse with explosive force the instant the creature dies. When a colliatur monstrosity is reduced to 0 hit points all creatures and unattended objects within a 100-ft.-radius take 1d8 x the colliatur monstrosity's Hit Dice in nonlethal damage. A successful Reflex save (DC  $10 + \frac{1}{2}$  the colliatur monstrosity's HD + the colliatur monstrosity's Constitution modifier) halves this damage.
- Magnitude (Su): A colliatur monstrosity causes the ground to quake beneath its very feet with every step. Any creature in or adjacent to a square a colliatur monstrosity travels into or through must succeed on a Reflex save equal to 10 + the colliatur monstrosity's HD or be knocked prone. As a standard action a colliatur monstrosity can stomp the ground and extend this effect to all creatures in a 60-ft.-radius.



- Soul Destruction (Su): An instinctive and overwhelming hunger drives a colliatur monstrosity to end the lives of all creatures it encounters, taking their essences to increase in power. Any creature that dies within a 100-ft.-radius of a colliatur monstrosity must succeed on a Will save (DC 10 +  $\frac{1}{2}$  the colliatur monstrosity's HD) or its soul is formed into one of thousands of crystals on its body. When a colliatur monstrosity absorbs souls equal to its Hit Dice x 10, it gains a fly speed of 60 ft. (clumsy) and, takes off into space at the first opportunity. A colliatur monstrosity slain before it can leave the planet releases all the souls absorbed within it. A colliatur monstrosity that has absorbed enough souls can survive in the void of outer space. It flies through space at incredible speeds. Although exact travel times vary, a trip within a single solar system normally takes 3d20 months, while a trip beyond normally takes 3d20 years
- **Spell-Like Abilities:** Colliatur monstrosities gain the following spell-like abilities twice per day, using hit dice for caster level and its highest mental attribute to determine saving throw DCs: *alien surge*, *alien surge* (*greater*), *crystal explosion*, and *crystal expulsion*.

**Abilities:** A colliatur monstrosity's attribute scores change by an amount determined by the base creature's original size. These changes include the adjustments for the creature's increased size.

Small: Str +36, Dex -8 (min 1), Con +16, Int -4 (min 1)

*Medium*: Str +28, Dex -6 (min 1), Con +12, Int -4 (min 1)

*Large*: Str +20, Dex -4 (min 1), Con +10, Int -4 (min 1) *Huge*: Str +16, Dex -2 (min 1), Con +8, Int -4 (min 1) *Gargantuan*: Str +8, Con +6, Int -4 (min 1)

#### Gøgelid

This skeletal, almost canine looking thing, with its stony bones watches with empty, black sockets... and then spits out an old, chewed up ball, wagging a tail of stone.

CR 1

#### XP 400

CN Medium undead

**Init** +3; **Senses** darkvision 120 ft., scent, undead scent; Perception +11

#### Defense

AC 13, touch 13, flat-footed 10 (+3 Dex)

**hp** 11 (2d8+2) fast healing 1

**Fort** +1, **Ref** +3, **Will** +5

**Defensive Abilities** ethereal hop; **Immune** undead traits

Weakness vulnerability to sunlight

#### Offense

#### Speed 40 ft.

Melee bite +3 (1d6+3)

Special Attacks ethereal jaws

**Spell-Like Abilities** (CL 2nd, concentration +3) At will—ghost sound (DC 11), silent image (DC 12) 2/day—obscuring mist

STATISTICS

**Str** 14, **Dex** 16, **Con** –, **Int** 8, **Wis** 15, **Cha** 13 **Base Atk** +1; **CMB** +3; **CMD** 16 (20 vs. trip) **Feats** Skill Focus (Survival)



SkillsPerception +11, Stealth +8, Survival +7;Racial Modifiers +4PerceptionLanguagesUndercommonEcologyEnvironment undergroundOrganization solitary, pair, or pack (3-8)Treasure double

SPECIAL ABILITIES

- **Ethereal Hop (Su):** A gøgelid can turn incorporeal for a number of rounds equal to its Hit Dice as a swift action. After turning incorporeal, a gøgelid cannot use ethereal hop for 1d4+1 rounds. A gøgelid can end an ethereal hop as a free action.
- **Ethereal Jaws (Su):** When corporeal, a gøgelid's bite attack gains the *ghost touch* weapon enchantment.
- **Undead Scent (Su):** A gøgelid's otherworldly nose is particularly talented at picking out the scent of other undead creatures. A gøgelid's scent ability ignores the first 5 ft. of any nonmagical barrier to detect the presence of undead creatures.

Gøgelid are typically found with or near dødelig, usually coexisting peacefully and helping the undead halflings find their buried kin in the Underworld of Aventyr. Where the gøgelid originally come from remains unknown. Though intelligent and sometimes quite talkative, the animated canines never speak of more than the name of their home dimension: Preokret. This has never diminished their relationship with dødelig, who happily accept the four-legged creatures into their families. Once part of a home, gøgelid are fiercely territorial of both the building and its inhabitants, but otherwise they are generally quite friendly and curious.

A gøgelid is roughly the size of a very large dog, standing on its hind legs at a height of about 5 ft., and weighs as much as 110 pounds.



An obviously draconic, wingless creature moves with feline grace towards you, pure magical energy crackling in its maw.

#### XP 1,600

N Large magical beast

**Init** +2; **Senses** blindsense 30 ft., darkvision 60 ft., low-light vision, scent; Perception +10

DEFENSE

AC 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, -1 size)

hp 63 (6d10+30)

**Fort** +10, **Ref** +7, **Will** +4; +2 vs. mind-affecting effects

Immune paralysis, sleep

#### Offense

Speed 40 ft.

**Melee** 2 claws +10 (1d6+5 plus grab), bite +10 (1d6+5)

Space 10 ft.; Reach 5 ft.

**Special Attacks** breath weapon (20-ft. cone, 6d4 force damage, Reflex DC 18 for half, usable every 1d6 rounds)

TACTICS <b>During Combat</b> Hondra are very instinctive, opening combat with a breath weapon attack before focusing on the physically weakest target.	KORKCITURAA strange hybrid with long, horns and a poison-dripping s hunger in its vacant eyes.XP 800NE Large magical beastInit +6; Senses darkvision 60 Perception +9DEFENSEAC 15, touch 15, flat-footed 9 ( hp 26 (4d10+4)Fort +5, Ref +10, Will +2		
STATISTICS Str 21, Dex 15, Con 20, Int 2, Wis 14, Cha 9 Base Atk +6; CMB +12 (+16 grapple); CMD 24 (28 vs. trip) Easts Dichard Endurance Bun			
<ul> <li>Feats Diehard, Endurance, Run</li> <li>Skills Acrobatics +6, Climb +9, Perception +10, Stealth +2, Survival +3, Swim +13; Racial Modifiers +4 Perception, +4 Swim</li> <li>SQ draconic stride</li> </ul>			
ECOLOGY Environment underground Organization solitary or pair Treasure standard	OFFENSE Speed 40 ft. Melee gore +5 (1d8+2), sti poison) Space 10 ft.; Reach 5 ft. (stir		
SPECIAL ABILITIES <b>Draconic Stride (Ex):</b> Hondra ignore all non- magical difficult terrain.	<b>Special Attacks</b> korkcitura po save Fort 15, frequency 1/r initial effect 1d6 Dex, second		

One of the draaki's few keepsakes from the distant past, these strange beasts are a reminder of the time long ago when they ruled over the Underworld with unmatched arcane power. Impressed with the physical prowess and durability of Aventyr's northern tundra bears, they used magic to breed draconic traits into the beasts from the surface. The resulting creation has all the rage of an ursine and many of the defenses of a dragon, but remains quite stupid and easy for the draaki to control. Domesticated not to attack their minders, the scavengers of the Underworld generally encourage these creatures to wander near their settlements as an impromptu and low-maintenance natural defense.

gangly legs, sharp stinger comes closer,

CR 3

oft., low-light vision;

(+6 Dex, -1 size)

ing +5 (1d6+2 plus

ng 10 ft.)

oison (Sting—injury; round for 6 rounds, dary effect 1d4 Con, cure 1 save), pounce

TACTICS

Before Combat Korkcitura remain hidden while enemies fight other creatures (usually kraidyl) and move in to attack once one side retreats.

During Combat Using its pounce, a korkcitura charges into battle to unleash stings then darts away behind cover, moving to another angle of attack before charging again.

Morale Korkcitura flee when reduced to 6 hp or less.

#### STATISTICS

Str 14, Dex 23, Con 13, Int 3, Wis 13, Cha 5 Base Atk +4; CMB +7; CMD 23 (27 vs. trip) Feats Ability Focus (korkcitura poison), Run Skills Acrobatics +11, Perception +9, Stealth +10; Racial Modifiers +4 Perception, +4 Stealth

SQ swampstrider

#### ECOLOGY

**Environment** underground

**Organization** solitary, pair, or pack (3-6) Treasure none

#### SPECIAL ABILITIES

**Swampstrider (Ex):** Korkcitura can move through bogs, quicksands, and all non-magical difficult terrain in swamps without penalty at its normal speed.

The origins of korkcitura are quite simple—they were once next in line to be the apex predator among the Underworld beasts, second only to the kraidyl. When kraidyl rose from the muck empowered with profane energies, they started to wipe out these creatures but quickly found them to be utterly indigestible; rather than kill all of the korkcitura, they subjugated and ultimately domesticated the strange magical animals. Now korkcitura are reduced to scavengers that follow kraidyl around the Underworld, feeding off the scant bits of meat left behind after a successful hunt or, if particularly lucky, made into a mount.

Korkcitura stand at about 5 to 6 feet in height and weigh between 1,400 and 1,600 pounds.

#### **MUSHROOM GOLEM**

CR 10

This massive monstrosity of hulking fungal fibers lurches through the subterranean realms; whether accidentally grown or deliberately created.

#### XP 9,600

N Large construct

Init –1; Senses darkvision 60 ft., low-light vision; Perception +0

Defense

AC 22, touch 8, flat-footed 22 (-1 size, -1 Dex, +14 natural)

**hp** 106 (13d10+30)

Fort +4, Ref +3, Will +4

**Special Defenses** construct traits; **DR** 5/slashing OFFENSE

Speed 30 ft.

Melee 2 slams +15 (2d8+6 plus poison)

Space 10 ft.; Reach 10 ft.

Special Attacks breath weapon spores, flora wound



#### **STATISTICS**

Str 23, Dex 9, Con –, Int –, Wis 11, Cha 1 (16 to plants)

#### Base Atk +10; CMB +17; CMD 26

- **Languages** Swaying movement which can convey level of danger to plants
- **SQ** Construct traits, damage reduction 5/slashing, darkvision 60 ft., immunity to magic, low-light vision **Environment** temperate forests or underground **Organization** solitary or gang (2-4)

#### Treasure none

SPECIAL ABILITIES

- **Breath Weapon Spores (Su)** The mushroom golem can breath spores as a free action in a 10foot cube every 1d4+1 rounds. The spores persist for 1 round, dealing 1d4 Constitution damage to anyone exposed (Fortitude DC 19 negates). On a failed save, creature is covered in small harmless mushrooms. This is a poison effect. The save DC is Constitution-based.
- **Flora Wound (Ex)** The damage a mushroom golem deals takes four times longer to heal naturally and resists healing spells. A character

attempting to cast a conjuration (healing) spell on a creature damaged by a mushroom golem must succeed on a DC 26 caster level check, or the spell has no effect on the injured character. Any natural healing looks and feels like mushroom fiber. For every 10 hit points healed in this way, a PC's Charisma reduces by 2 and natural armor increases by 1. Successful magical healing restores the PC to a normal state, including returning Charisma to normal and removing the natural armor.

- **Immunity to Magic (Ex)** A mushroom golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.
  - A *transport via plants* spell drives the golem back up to 120 feet and deals 3d8 points of damage to it.
  - A *control plants* spell slows the golem (as the *slow* spell) for 1d6 rounds and deals 1d12 points of damage.
  - A *finger of death* spell cast directly at a mushroom golem stops it from moving on its next turn and deals 5d8 points of damage. The golem gets no saving throw against any of these effects.
  - Any magical attack against a mushroom golem that deals electrical damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a mushroom golem hit by the breath weapon of a behir heals 7 points of damage if the attack would have dealt 22 points of damage. A mushroom golem gets no saving throw against magical attacks that deal electrical damage.

#### Possessions: None

This golem has a vaguely humanoid body made from a single enormous green-spored parasol mushroom. A mushroom golem wears no clothing of any kind. It has no possessions and no weapons, relying on its own abilities. It stands about 15 feet tall and is about 12 feet wide at the shoulders, with the rest of the body between 4 and 5 feet wide for most of the trunk, widening to 10 feet at the base. It has two arms about 10 feet long and 2 legs between 7 and 8 feet long. It weighs around 2,000 pounds.

A mushroom golem cannot speak or make any vocal noises, but can convey levels of danger to plants through a series of swaying gestures. It walks and moves with a flowing, steady gait, as if a breeze constantly blows about it, rarely utilizing its maximum speed unless threatened.

#### CONSTRUCTION

A mushroom golem's body is carved from a single green-spored parasol mushroom, one treated with rare plant food and nutrients of blood and bones from aquatic types and costing 2,000 gp, weighing at least 1,000 pounds. The mushroom must be of exceptional quality. Carving the body requires a DC 15 Craft (sculpting) check or a DC 15 Profession (herbalist) check.

CL 14th; Craft Construct, *animate plants, geas/ quest, limited wish, ironfiber,* caster must be at least 14th level; **Price** 20,000 gp; **Cost** 12,000 gp



#### Рноѕо

CR 6

A four-armed, hulking being of obviously unnatural origins, this creature flexes its hands, grasping at the air. Black energy crackles alongside one of its arms.

#### XP 2,400

N Large aberration

**Init** +1; **Senses** darkvision 120 ft., detect magic, scent; Perception +11

Defense

AC 17, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 dodge, +2 natural, -1 size)

**hp** 73 (7d8+42)

**Fort** +7, **Ref** +3, **Will** +7

**DR** 5/magic; **Immune** exhaustion, fatigue, magic missile; **SR** 12

OFFENSE

Speed 40 ft.

Melee 4 slams +10 (1d6+3 plus grab)

**Ranged** 2 negative rays +5 touch (3d4+3 negative energy damage)

Space 10 ft.; Reach 10 ft.

Special Attacks detach limb, negative ray

Spell-Like Abilities (CL 7th, concentration +9)

Constant-detect magic, mage armor

2/day—dispel magic

TACTICS

**During Combat** Phoso love detaching limbs. A phoso stops considering a creature a threat once it has removed one of its limbs, moving onto the next target until there's no longer any opponent to rip an arm or leg from. Any remaining de-limbed foes that have not fled are chased by the phoso and the process repeats.

**Morale** Phoso are highly territorial and fight to the death.

**STATISTICS** 

Str 22, Dex 13, Con 21, Int 4, Wis 15, Cha 10 Base Atk +5; CMB +12 (+16 grapple); CMD 24 (29 vs. trip)

**Feats** Deflect Arrows<sup>B</sup>, Dodge, Mobility, Run, Spring Attack, Toughness<sup>B</sup>

**Skills** Acrobatics +5, Climb +10, Perception +11, Stealth +10, Survival +6; Racial Modifiers +4 Perception, +8 Stealth

Languages Undercommon

**SQ** material prisoner

#### ECOLOGY

Environment underground

#### Organization solitary or pair

**Treasure** double (always boots, bracelets, bracers, or rings)

#### SPECIAL ABILITIES

- **Detach Limb (Ex)** A phoso that has pinned an opponent can use three of its strong arms to grip onto and rip off a victim's limb (usually one with a magic item on it). After successfully pinning a target, a phoso gradually pulls on the limb for 1d4 rounds dealing damage each round as if it hit its victim with three slam attacks (3d6+9). When a limb is detached from a creature it immediately takes 1d4+1 Constitution damage and 5 points of bleed damage that continues each round. If a detached limb can be retrieved and held in place before this bleed damage is stopped (a DC 15 Heal check or healing magic), a detached limb re-attaches without incident. While attempting to detach a limb, a phoso takes a –5 penalty to CMD.
- Material Prisoner (Su) A phoso can never become ethereal or incorporeal and is immune to any spell or effect that teleports creatures.
- **Negative Ray (Su)** The profane shadow energies infused into a phoso by its drow creators warped the creature's natural affinity for magic, allowing it to fire bolts of negative energy from its hands. A phoso can fire two negative ray touch attacks each round with a range increment of 20 feet. The rays deal 3d4+3 negative energy damage on a successful hit and have a critical threat range of 18-20/x2.

The drow of the Underworld are keen to enslave every sentient (or nonsentient) that wanders into their lands, regardless of whether or not it is native to Aventyr. A sizable band of witchwyrd made the critical mistake of trusting the drow, failing to realize that the dark elves' hospitality was a dangerous ruse before it was far too late. Vastly outnumbered and grounded to the spot by mages, the otherworldly creatures entered the custody of the Endless Cave's enslavers, never to leave this Material Plane again. Once the drow garnered every bit of information they could from their captives, they began to explore other avenues of use. Dark elven alchemists quickly took to the task, using the witchwyrd prisoners for horrifying magical experimentation and forcing them to produce offspring broken by what was being done to their bodies. The resulting children were birthed as phoso, made into personal bodyguards and watch dogs that prowl the underkeeps of their oppressive, powerful Underworld mage masters.

#### Rakasa Batu

#### CR 8

A pile of hazy rocks, roughly in the form of a humanoid creature, ponderously lumbers forward, its composite rock shifting and blinking in and out of existence.

#### XP 4,800

N Huge outsider (earth)

**Init** +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +12

#### Defense

AC 15, touch 8, flat-footed 15 (+3 deflection, -3 Dex, +7 natural, -2 size)

**hp** 105 (10d10+50) fast healing 5

Fort +12, Ref +6, Will +4

**Defensive Qualities** batu solidity; **DR** 5/magic; **Immune** acid, critical hits, precision damage

#### Offense

Speed 20 ft., burrow 40 ft., earth glide

**Melee** 2 slams +17 (1d8+13)

Space 15 ft.; Reach 15 ft.

**Spell-Like Abilities** (CL 10th; concentration +12) Constant—*stone tell* 

At will—meld into stone, soften earth and stone, stone shape

3/day–granite crush, stone call

1/day-flesh to stone (DC 18), stone to flesh

### Underworld Bestiary



#### STATISTICS

Str 28, Dex 4, Con 20, Int 11, Wis 9, Cha 15
Base Atk +10; CMB +21 (cannot grapple); CMD
31 (cannot be grappled)

- **Feats** Improved Initiative, Improved Iron Will, Improved Lightning Reflexes, Iron Will, Lightning Reflexes
- Skills Bluff +15, Knowledge (geography) +13, Knowledge (planes) +13, Perception +12, Sense Motive +12 Stealth +2 (+10 in rocky terrain); Racial Modifiers +8 Stealth in rocky terrain;
  Size Modifiers -8 Stealth

#### Languages Terran

**SQ** hide in plain sight (Amber Roads, mountains, underground)

Ecology

Environment Elemental Plane of Earth, underground (Amber Roads)Organization solitary

Treasure double

#### SPECIAL ABILITIES

**Batu Solidity (Su)** A rakasa batu's body is in a constant state of flux, constantly traversing the dimensions even as the creature stalks the Material Plane. Whenever a rakasa batu is damaged by an attack (or a combat maneuver is successfully performed against it) there is a 30% chance the attack strikes a part of its body that is incorporeal. Weapons with the ghost touch enchantment and area effects effect and damage a rakasa batu normally. Due to its fluxing form, a rakasa batu cannot grapple or be grappled (though creatures with ghost touch natural weapons may grapple a rakasa batu as normal).

These mysterious entities first appeared along the Amber Roads shortly before the Confluence, blocking certain passages in an attempt to curb the destruction soon to wreak havoc across the interplanar transitway.

Their efforts were for naught, but the creatures found spiritual kinship with dwarves, in particular hezwerc—rakasa batu emissaries can now be found in virtually every one of their pocket demiplanes and, as time passes, more and more frequently in the endless caves of Aventyr. Encountering one of these creatures in the Underworld can be a dangerous proposition; they know much about the world around them and the veils between planes, but those who raise its ire can quickly find themselves buried underneath stone.

Rakasa batu are generally 13 feet tall or larger, but can weigh between 300 and 6,000 pounds.

#### Rufidier

CR 4

A hunchbacked, quadruped creature on stilt-like legs comes forward, its gangly legs ending in hooves. Fire erupts from pustules all over its body.

#### XP 1,200

NE Large aberration (fire)

**Init** +7; **Senses** darkvision 60 ft., low-light vision, see in darkness; Perception +5

DEFENSE

AC 16, touch 12, flat-footed 13(+3 Dex, +4 natural, -1 size)hp 32 (5d8+10) regeneration 2 (cold)

**Fort** +3, **Ref** +4, **Will** +5

Immune exhaustion, fatigue, fire

Weaknesses vulnerability to cold

#### Offense

**Speed** 40 ft., climb 20 ft., swim 20 ft.

**Melee** 2 hooves +6 (1d4+1 plus 1d6 fire)

#### Space 10 ft.; Reach 5 ft.

**Special Attacks** explosive hump, flame gouts (10-ft.-radius, 3d6 fire damage, Reflex DC 14 for half damage, once every 1d4 rounds)

#### STATISTICS

Str 12, Dex 16, Con 15, Int 2, Wis 13, Cha 7

Base Atk +3; CMB +5; CMD 18 (22 vs. trip)

**Feats** Improved Initiative, Weapon Finesse, Weapon Focus (hooves)

**Skills** Climb +13, Intimidate +7, Perception +5, Survival +5, Swim +13; **Racial Modifiers** +4 Intimidate

**SQ** lavastrider, reinforced skeleton

ECOLOGY

Environment underground

Organization solitary, pair, or herd (3-30)

Treasure standard

SPECIAL ABILITIES

- **Explosive Hump (Ex):** When a rufidier dies, if it was able to make a flame gout special attack the hump on its back explodes dealing 6d6 fire damage to creatures within a 20-ft.-radius. A DC 14 Reflex save reduces this damage to half. The save DC is Constitution-based.
- Flame Gouts (Ex): The horns extending from a rufidier's back are constantly aflame and the creature can use it to engulf the world around it in



fire. Once every 1d4 rounds a rufidier can spend a free action expelling flames that deals 3d6 fire damage to creatures and unattended objects within a 10-ft. radius. A DC 14 Reflex save reduces this damage to half. The save DC is Constitution-based.

**Lavastrider (Ex):** A rufidier can walk atop lava as if it were solid ground. As a free action, it can disable this ability to swim through lava like water.

**Reinforced Skeleton (Ex):** Rufidier are made to be draft animals and their physical body's design lends itself to carrying or dragging heavy objects. Treat a rufidier's Strength score as 20 for determining its carrying capacity.

There are many ways the gitwerc twist and transform the souls of creatures that aren't sent down into Hel. Each is a fate perhaps worse than what awaits below. One of the most common horrors wrought from the devil dwarves' foul practices are rufidier, humanoids stretched and reformed into fiery quadrupeds owned by gitwerc nobles and other elite members of their despicable society. Where on the surface you might find a prized steed or prestigious equine, in the lava-filled caverns of the gitwerc there are rufidier dragging barges across the molten rock, hauling materials up subterranean cliffsides, and serving as mounts for fierce warriors.

Rufidier stand 6 to 7 feet tall at the shoulder and weigh between 1,200 and 1,400 pounds.

#### Skildpadder

CR 10

The ground shakes, as a deliberately moving, gargantuan creature with a tortoise-like shell on its back and massive, tree-trunk like legs approaches.

#### XP 9,600

N Gargantuan animal

**Init** +2; **Senses** darkvision 80 ft., scent, tremorsense 200 ft.; Perception +24

Defense

AC 24, touch 4, flat-footed 24 (-2 Dex, +20 natural, -4 size)

**hp** 150 (12d8+96)

Fort +15, Ref +6, Will +7

#### OFFENSE

Speed 10 ft.

**Melee** bite +15 (2d10+16/19 plus grab), 2 claws\* +15 (2d8+15)

Space 20 ft.; Reach 15 ft.

**Special Attacks** swallow whole (2d8+12 plus 8 acid, AC 20, 15 hp)

#### TACTICS

**During Combat** Skildpadders are witless and have no real tactics; when feral, they viciously attack anything in their territory. Skilled beastmasters turn domesticated skildpadders toward raiders or wandering monsters and orders them to attack, but otherwise it simply moves away until it has taken 10 hit points of damage (at which point it attacks and attempts to escape).

#### **STATISTICS**

Str 33, Dex 6, Con 25, Int 2, Wis 16, Cha 6 Base Atk +9; CMB +24 (+28 grapple); CMD 32 (36 vs. trip)

**Feats** Endurance, Improved Critical (bite), Improved Initiative, Iron Will, Skill Focus (Perception), Toughness

Skills Perception +24

#### Ecology

**Environment** any underground (or any mostly dry with some water sources available)

**Organization** solitary, mated feral pair, band (2–4) or family (2 plus 3-5 young)

#### Treasure none

\*not used if a beast of burden

It is a rule to never walk in front of a skildpadder unless one wishes to become a quick meal-they are ravenous eaters and can swallow Medium- or Smallsized creatures whole (and larger creatures may lose a limb or even a head). Although skildpadder gain the claws of their bulette ancestors, they are trained not to use them and these are typically trimmed back on a regular basis by their stout beastmasters. The dwarves do not wish the skildpadder to rear up lest they spill their cargo or harm any passengers riding along. These creatures are normally very aggressive when left to go feral; luckily, most the dwarves carefully breed giant tortoises and bulettes to achieve the desired result of a skildpadder and spend many years training them in the transport of cargo such as mined ore.

Skildpadder love to eat the vermin which live in dwarf villages and there is rarely a lack of food available for the favored beasts of burden. They are found near large underground lakes and other areas that are mostly dry with a clean source of water, though skildpadder are very poor swimmers and most drown if attempting to cross deep water. The average skildpadder is 60 feet in diameter, but they can grow to a diameter of 100 feet, and weigh in the dozens of tons (or more for the largest specimens).



#### **Svirf War Slug**

#### XP 4,800

N Huge vermin

Init -4; Senses blindsight 60 ft., scent; Perception +0

#### Defense

AC 20, touch 4, flat-footed 20; (-4 Dex, +16 natural, -2 size)

**hp** 102 (12d8+48)

**Fort** +12, **Ref** +0, **Will** +4

**DR** 10/slashing or piercing Immune acid, mind-affecting effects

Weaknesses susceptible to salt

#### Offense

Speed 20 ft.

Melee tongue +15 (2d10+12 plus 2d8 acid) Ranged spit acid +3 (10d6 acid)

Space 15 ft.; Reach 15 ft.

STATISTICS

**Str** 27, **Dex** 2, **Con** 18, **Int** –, **Wis** 10, **Cha** 1 **Base Atk** +9; **CMB** +19; **CMD** 25 (can't be tripped) **SQ** howdah

SPECIAL ABILITIES

**Spit Acid (Ex)** A svirf war slug can spit acid at an opponent within 60 feet (no range increment). With a successful ranged touch attack, the target takes 10d6 points of acid damage (no save).

**Howdah (Ex)** Svirf war slugs are bred specifically with a patch on their backs that has no nerveendings. Typically, howdahs are attached to these patches, firmly anchored in the svirf war slug's back. The platform is 10 feet square and enclosed by a low wall and sometimes a roof. The howdah has room for four Small creatures, or two Small creatures and a light ballista or light catapult. Occupants of the howdah have cover against attackers from below and are considered mounted for the purposes of making attacks. Since svirf war slugs have been specifically bred to carry these siege weapons and their crews in a steady manner, they do not take penalties to attack rolls due to the svirf war slug's movement.

CR8

### Underworld Bestiary

**Susceptible to Salt (Ex)** A handful of salt burns a svirf war slug as if it were a flask of acid, causing 1d6 points of acid damage per use.

#### Vidre

#### CR 12

Bright scintillating lights dance emit from a large humanoid made entirely of crystal. The creature somehow emits a feeling of a cold, alien hunger.

#### XP 19,200

N Large outsider (earth, elemental, native)

**Init** +2; **Senses** crystal sense, darkvision 60 ft.; Perception +18

#### Defense

AC 19, touch 11, flat-footed 17 (+2 Dex, +1 Dodge, +8 natural, -1 size)

hp 127 (15d10+45)

**DR** 10/bludgeoning; **Immune** cold, fire; **Resist** electricity 10

Weaknesses severe sonic vulnerability

Fort +5, Ref +5, Will +3

Offense

Speed 30 ft.

**Melee** crystalline gore +20 (1d6+6, piercing plus glass shards), 2 slams +15 (2d6+6, bludgeoning)

Base Attack +15; CMB +22; CMD +23

Space 10 ft.; Reach 10 ft.

Special Attacks crystalline gore

#### TACTICS

- **Before Combat** Vidre hide in veins of crystal within a cave. After their targets pass, they expel themselves and charge foes from behind.
- **During Combat** Vidre use their powerful crystalline gore and slams to wound several enemies before focusing on dropping opponents one at a time.

#### STATISTICS

**Str** 22, **Dex** 15, **Con** 13, **Int** 14, **Wis** 15, **Cha** 14 **SQ** elemental traits, meld into crystal

- **Feats** Combat Expertise, Dodge, Great Fortitude, Mobility, Spring Attack, Toughness (2), Whirlwind Attack
- **Skills** Acrobatics +18, Climb +21, Intimidate +18, Knowledge (arcana) +18, Knowledge (planes)



+18, Perception +18, Stealth +14, Use Magic Device +18

Languages none, *tongues*, telepathy 300 ft. ECOLOGY

Environment any underground

**Organization** solitary, pair, or sortie (3-8) **Treasure** double

SPECIAL ABILITIES

**Crystalline Gore (Ex):** When a vidre punches, it creates sharp crystal shards which dig into its opponent's flesh. These wounds continue to bleed, dealing the listed 1d4+4 each round at the start of the affected creature's turn. This bleeding can be stopped by a successful DC 15 Heal skill check or through the application of any *cure* or healing spell.

**Meld into Crystal (Su):** Meld into crystal enables the vidre to meld its body into a sufficiently sized crystal or vein of crystal once per day for up to 2 hours. The crystal or vein must be large enough to accommodate the creature's entire body in all three dimensions. While in the crystal the vidre remains in contact with the face of the crystal through which he or she melded. The vidre can communicate normally while encased in the crystal. Spells may only be cast if the target is oneself.

Minor physical damage to the crystal will not harm the vidre, but partial destruction (to the point that the vidre no longer fits) expels the vidre and causes 5d6 points of damage. The complete destruction of the crystal destroys a vidre hiding inside unless it makes a DC 18 Fortitude save.

Any time before the duration expires, a vidre can step out of the crystal through the surface it entered. If the spell's duration expires the vidre is violently expelled and take 5d6 points of damage.

A *passwall* spell negates the effects of meld into crystal.

**Severe Sonic Vulnerability (Ex):** Vidre take double damage from sonic energy. If a spell that deals sonic damage which normally causes confusion or disorientation on a failed save is cast upon a vidre, it automatically fails any associated saves and is stunned for 1 round + 1 round for every 2 spell levels in addition to the spell's regular effects.

**Soul Growth (Ex):** Every enemy slain by a vidre (or absorbed by a vidre's soul crystal; see the Soul Crystals or "Vidrefacte" sidebar for details) increases its power. For every 100 souls absorbed, the vidre increases its Hit Dice by 1. After growing in this manner 10 times (1,000 souls total), the vidre transforms into a being entirely comprised of soul energy and instinctively leaves the planet, flying to the outer reaches of space.

Vidre do not generally engage in combat unless they are in a period of "soul growth" in which case they require a steady supply of humanoid souls to maintain and increase their power. Vidre drain souls at the rate of 1 per day of regular activity, but if completely motionless it only expends 1 soul per week. When 10 or more vidre bond together using meld into crystal they freeze their consumption of souls and slow the rate to a degradation of 1 soul per month. Being entirely powered by souls and lacking any of their own, a vidre's existence ends when it dies.

### SoulCrystalsor"Vidrefacte"

2

Soul Crystals allow the vidre to cheat their way to attaining energy ascendance. Soul crystals may be bound to a group, house, family, or other organization tied to a symbol. All who wear that symbol upon dying give their soul to the crystal. The power created may be used by powerful priests, wizards, or sorcerers but the part of the deal the leaders of the devious and power hungry organizations are not aware of are as follows: vidre are always bound to their soul crystal and may drain half of the souls obtained by it at any time. When full, a soul crystal is often physically retrieved by a vidre seeking the souls. There are very few ways to sever such an agreement with the vidre, but there are ways. A soul crystal may be created by a vidre which has reached its halfway mark to energy ascendance (500 souls) at the cost of 100 souls.

### **KICKSTARTER BACKERS**

Those of us at AAW Games would like to thank everyone who backed this project. Without you, this book would not have been possible.

bilwar, "CHawkins, LordHighExecutioner of Valoria", André Roy, Chris Zank, Michael Holland, Krizmann, Dave Bruno, Jeremy Adams, Dark Naga Adventures (Kevin Watson), Mike Welham, Alec Shea, tbpartners, Chris, Sage, Scott Maynard, Lewis Crown, Douglas Beebe, William Z. Cohen, Monte Young, CorzatTheGray, Adrian Donaghey, Benjamin Drew, PugFrog Productions, Patrick P., T.J. Lantz, John "King" Roberts, Don, Jeffrey Bauer, Bo Tarl Johnson, Anthony Kapolka, John Cooper, Andreas Loeckher, Rachel Ventura, Ted Wallerstedt, Dave Townsend, Oliver von Spreckelsen, Jim 'Jango Fett' A, Marco Benti, Sam Hing, Rick Hewitt, Patrik, Robert Stevens, Tim Baker, Scott David Aniolowski, Walt Ciechanowski, Michael Paulini, Brandon Urey, Michael Mandt, Philip Rogers, Spencer Kirk, Gregorio Munoz III, The Freelancing Roleplayer, Richard Guidorizzi, Frank Myres III, John Gajdos, Frits Kuijlman, Robert Morris jr, Chris Mooney, Tom, Anthony, Edward Scarbrough, J. Evans Payne, Arch DeLux, Scott Kelley Ernest, Nick Esposito, Harvey Howell, Russell Ventimeglia, Josh Chunick, Thomas Milazzo, Brian Blaney, Thalji, Andrew Moreton, Ed Bachner, Nicholas Harvey, Martin Blake, Michael Watkins, "Syrian, Village Idiot of Valoria", Shawn Polka, Lee Perry, Galahad777, Ben Fowler, Ryan Wright, jbertucci40, Kobold King, Mark B, James Porter, Greg Amos, Reyos Blackwood, Michael Armstrong, Brian Perlis, Rick Small, taslehof75, Jeff, Luke Darrel Goodman, Chad, Bishop618, Nick Adams, Redfuji6, Pierre R, Doug Williamson, Charles Barnett, Anthony, Bill Cornwell, Richard Sorden, John, Russell, Jarlmar, Larry Cavanagh, Dwayne Hauser, David Starner, Robert H Hudson Jr, Paul Ryan, John J. Matta, john velasco, Michael Parker (Joatmon Publishing), Josh Bender, Jon Shelky, Derek Imlah, Brett Daniel, Steve Donohue, Gilles Plamondon, ryan, Stephen Hunting, Mike Harwood, John Diffley, Thilo, DarkWhite, Brian Mueller, Scotts Logic, Nephele, J, Robert Scott Small, Daniel Colby DM for KP at GenCon!!, Michael Wood, bobby newberry, Christen N Sowards, Jim Searcy, Dawid Wojcieszynski, Mike Nusbaum, Clint Walker, Tony, Realm Master K, Lance Duff, Mike

Harris, Reto M. Kiefer, Sore Loser Games, Steven Kohn, Warren Nelson, Robert DeMercurio, Jim Stryker, Francois Mersch, Robert Miklos, Christopher Bruce, Aaron Askam, Donald A. Turner, Ian Ralph, William Fackrell, Christine Miller, Vievi, Brandon L Olson, Sean Werner, Ashley Brown, chris Davis, niki carlson, daleperchn, John A Dunbar, Chris Hitchcock, Sakashi Lin, Gerald Petrella, Steven Purcell, Greg Stock, Morris, Zeon, Albert H, Sean Owen, Jonathan Steffens, Eric Moffitt, Luc Lavergne, Dave Brown, Festy\_Dog, Sam Hillaire, joel jones, Roland Schruff, Gary Lester, Poison Pie, Salathera, Matt Friars, Eduard Lukhmanov, Thibaut Eberhart, Meghan LaPoint, Abel Helt Lyngklip, Emmo Lütringer, Will Hopkins, Shimble, Jonathan Smith, Mark Wells, rich, Threevenge, David Caffey, Michael Tuchfarber, Lewis Phillips, Adam, Thomas, Paul Woods, Firbaelvan Carnes, Keith Hershey Jr, Joe Parrino, John Fallara, Emmanuel Boston, Liandreth, Jacob, Drae Corben, ian, Shaun McMahon, Alex, Michael G Townsend, Elijah Shockley, Stephen Carter, JT Scott, Steve Fortson, Gary hite, Krishna, Brandon Jordan, Charles Davis, Charles Nadeau, Thomas P. Kurilla, Brett Waldick, Paul Goodwin, Karl Schmidt, Keelan Runnalls, Leon C. Glover III, Erik Jarvi, RJReed67, Chase Hopper, Bob Enman, Patrick Gidaro, Victor Serrano, Anthony Davis, Alexander Judge, John Watson, Rudy wittmer, Jean-Michel Tremblay, Stephanie Rose Simpson, SeeleyOne, Martin Courval, Sean Hood, Dan Bond, Thomas Biskup, Rolando, Michael Natale, Johannes Luber, Jose W. L., Carlve Lowell, Mark Weiher, Trenton Vartabedian, Michael Smith, Joshua Landin, Nat Ken Cole, Kateri Anderson. Scott Balliet. Katrina Hennessy. rbailey952, Brad Entwisle, Dakota nameth, Ben McFarland, Kristopher Volter, Lochlan Kepsner, Jordi Rabionet Hernandez, Douglas James, Chris "Kvantum" Frizzell, Ualaa, Eric, Adam Schmidt, Jeremy Kear, Douglas A. Rist, Alistair, Craig, Darien Liddell, Ramos Rob, Carrie Fowler, Devon Smith, Blaine Groves, Eric Toczek, Theodore Barnett, George Wylie, Axel Moon, Matthew J. Hunter, seraphim\_72, YggdrasilShadow, DarkSpyro92, Garrett, Justin Henry, Chris Skuller, David Stephenson, Christopher Sulat, Bill Treadwell, Nathaniel Harscher, Marc Weatherhogg, Siôn Hopes, Taylor Piechowski, Santiago Mendez, Daniel Sloppy, Beau Garrison, Brutorz Bill, Michael McCurran, James Adnitt, Craig, Alex Rucando, Rajan Khanna, Christopher Shepard, Federico Franceschi, Juan-Carlos, Sean Pennington, dbgtinfinite, Ginette, Clint Doyle, James Rodgers, Daniel Perez, Thomas Dinwoodie, Gawain Ouronos,

Seán Mobsby, Jacob Rienguette, Eric Taylor, Matt Driadon, Mike Cary, Robert Smith, Michael McSwiney, Benjamin Kastberg Kristensen, Alan Batson, Vernon Swain-Nisbet, Anton Markwart, Wade Key, Michael Merchant, ronald g paris, Ivan Bisbee, Carl Tardif, Peter F. Cook, Charles Phillips, Philip Carter, nicholas, Erich Salvesen, Michael Hull, Fragle, michael walsh, Jerry, Simon Jennings, James Sawka, Ryan A. Smith, Luke DuRell, Nick Krupansky, Meiers, CJG, Neko Verlaine, Tom Connor, ???, Ryan Blackstock, Michael G, jcte02, Sean Aliff, Aaron Rose, Impact! Miniatures, Alain Bourgeois, G\_Q, Jacob Hogan, Tod Jeffcoat, Troy Cleland, Javier Palenzuela, Rolland Therrien, Daniel Montes, Mario Boudreau, TJ, Zachery Perkins, Edward Unger, Dani Jang, Vanessa Moon, Grayson Judd, Ghostier, Tyler, Dan, James Csupak, Bill Weir, Jeffrey marshall, Will Turnbull, Ron, Wade Cottell, Geoff, Ronald Lewis Jr, Scott Frega, Brian Keish, Robert Curtis Sharp, Dan Williams, Post Apocalyptic Gamer (Maxadon96), Kevin, Haydan Stewart, Jonathan Chambers, Eirik Skår Olsen, Richard Hodge, george a. reichel, Drew T., James Moe, Loran Cook, David Kaiserling, RH, Connor Traynor, Jeffrey Welsh, Mike Poland, Many-Sided Dice, Matt Corley, Jitse Paping, Kenneth Tedrick, Philip T Buerk, Ben White, Stewart Friedley, JedWayne, Lon Lademann, Divine Insect, Baylor Ducker, Jacob Walker, Mike Jeanette, "Gregory J McPherson, Jr.", Jim Hale, Kirk Swanson, Terry Adams, Bulldozers, Dalton Medd, Kenny Kroeger, Brvan Kennedy, Darryll Smith Walker, thompgc, Alberto De Jesus, Patrick Schweicher, Russell Liley, George Hope, Joe Dube, Lee Smith, /dev/null, imredave, Cody, Bernadette Siscon. Donald Thompson, Joe Maroni, Jeromy French, Jamie Bridge, Mykal Wells, Michael G. Palmer, Floris Meijer, Daniel Nissman, Rudy Thauberger, Connor, Michael Ackerman, John, Michael Sausaman, Bryan Beasley, SnakeNtheGrass, Scott Edward Nash, Rhel, Shadow Rahl, Rob Twohy, Steve Huntsberry, Shawn Cotton, Michael Lonon, Simmy Sims, incandescens, Callum Goulden, Oliver D. Dickerson III, Matthias De Wit, Matthew J Weidman, Echelon Game Design, Richard Dixon, Eric Jackson, Brian Zuber, Sikora, Matthew Burke Carey, Will Edgington, Brant Churchill, Jadekind Gaming - Adam, Timothy Seratt, David Clark, ChosenShadow, James Dyer, DivNull Productions, Blarghedy, Lily Liaw, Sam Levine, Nicholas Tschernia, Jacob Dill, Corinna Clanton, Timothy Jones, Chad Behanna, Robert Crewe, Sebastian Kramer, Anjea Ray, Jennifer Platten, John, Elgin Scott, Jason, Wayne Stubblefield, Lane

Voigtlaender, Michael Smit, Rosez, Craig Parent, Erik Ideue, Holger Roman Blumensaat, Durontan, Jonathan Pickens, Ed Knapp, Brad Kane, Doug Atkinson, Stratton Liberty, Wayne Clemmer, Olaf, Jeffery Hughes, Joe Hill, Brian, Seth Thomson, Shawn Whyte, Kyle Chapman, Rodney Hankemeier, Christopher M Kiraly, Les Hostetler, Jeffrey Harris, Brandon Justus, Randy Smith, Jerry Brower, Will, James Robertson, Trentin C Bergeron, Patrick Trapp, Kevin Welsh, PerryC, Michael, Mark Westbrook, Victor Rivera, William Delmar III, Connor, Felix, Jez, Lori Holden, Rostow, Jeffry Rinkel, Tobias Ekenberg, Kevin Clark, Nicholas Devereux, Senol Leong, Christopher Cotto, Cat WIlson, john west, Tim Gaffney, Andreas Bjørndal, Connor Bliss, Jon Stein, Matt Rushford, Tim Rose, havoc324, Shaun Booth, Andrew McGuirk, Stephanie Meier, David E Ferrell, Lewis Wilkinson, Michael, Michael Morris, Troy, Ryan Goossens, Eric Singleton, Grant Dahling, Elisabeth Fields, Raf Bressel, Steve Reinhart, Ian Alvaro, Chris Van Deelen, derek padlewski, Ryan, Rick Lovell, Eli, oldstevo, Chris Walz, John O'Dell, Belinda Lee-Johnson, Blaine Conner, Troy Gorda, kriskline, Jake Aust, Steve Creech, Alexander Nickel, Jacob, Tara Cameron, Mark A, Matt Heslop, TurboGuy16, Ryan Smity, DeepDark Designs Ltd, Christina Dessi, Sir Racer, Niclas Magnusson, Kelly Jon Berger, Charlie Day, Ucalo Esofase, steffanie piche, Nick Kupiec, dan smith, Playground Adventures, Aidan Allcock, Lee Perry, Michael Hording, Zach H, Silver Games LLC, Robert Barrick, Chillinon - Kameron, Garett LaBerge, skoosh, Aaron C. Adler, Andrew Patrick Dunne, Simon Varley, Casey Choate, Brian W Adams, Wade beidelschies, Dale J Samsen, DnD Gamer, Lee Moran, Marc-André Landry, Daniel Brown, Jonathan Bauleke, John Townsend, Derek, Ty Matlock, David Ruskin, Nullpunkt, Nathan Young, James Van Doren, Caleb Goodson, Roger Haxton, Henry Perez, James Johnson, Dan Devereaux, John Hare, Vince Blas, Steven Lord, Michael Kruckvich, Ben Chilcoat, Jon Terry, Lakshman, Jordan Kruger, Bradley Russo, Michael Chambers, Carlton Ficks, Rami Sader, Tomas B. C., Travis Oates, Frank Gillilan, Richard Mundy, David Spears, Kevin McGuigan, Luca, Alex, Michael Willett, Jay Morris, Michael and Jennifer Toolan, Frank S D, Lemming, James Buys, Hadschi Halef Omar, Ammon Hope, Jef, Anthony Taylor, Compsci1550, Samuel Stephens, Sharda Hull, David A. Nolan, Mike Strathearn, Sergio Silvio Herrera Gea, Joe Pregracke, Joakim Tverbakk, Kenneth Mefford, Churchill, Joe Kushner, Regen T., Chris,

marc braden, Jimmy Sorel, Casey Wyzlic, Jeff Tremblay, Carl Clare, Reg Mc Reynolds, Devin Brown, Josh Rivera, DaLoneDrau, Steve Dodge, Jericoh, Timothy H. Ott, Nathan Snyder, Sam, Edna Rouse (DiscoKittie), Harry Nicholson, Nathan Zaccari, Shaun Kyle Ortego, Brandon Gallant, Seth, Lucas, CdeB, Kveld Bjorn, Nate Boucher, Johnson Lamb, Lars Humpert, Roy Outhwaite, John Belke, Jeffrey T. Kachenko, Askorn, Ken Marable, Benjamin Bravo, chris stewart, Alex Goodman, Anthony Valterra, Nate Swalve, "Dan Yarrington, Tabletop Tycoon", David Robinson, Chris Dowdell, Zoltán Déry, Schaeffer Tolliver, Jassz Storms, Patrick Walker, Patrick Lovings, Torben Bundgaard-Knudsen, Philip Broadside Shepard, Crystal Bolster, JCToodles, Michael Potter, Gregory A. Lusak, Jeremy Esch, Jesse Goldstein, Steve, Caitlin Jane Hughes, Katie C. Frimodig, Carey Williams, Andy Boyd, Adrian Czajkowski, size13man, Kadeem, Patrick Kloes, Paul R Partridge, Kenneth Bliss, Matthew Roberts, Aaron Hurtsellers, Senator Cybus, Chad Justice, David, Josh Higgins, Joseph Thompson, Zerzix, John Buckley, darksigil, Barbara, Arthur Braune, Bill Gibson, Matthew Kane, Benjamin, Gabriel Valenzuela, Soeverein, Desmond J., Linrandir, Stefan Friedl, Sean Fahey, Taylor, Richard J Chappell, anthony, Karl Reinsch, Alvssa, Jesse Breazeale, Tanner Delventhal, Dark Beast, Zackary Wilkinson, ZEO900, Ross, Chris Goosey, Jeremy Wildie, luke, Christopher Stoll, Sébastien Allard, CaptainNorway, Newton Philis, Chris Soper, Jasper, Freiheit, Tom Burdak, Vinny, Andrew Jones, Thedmstrikes, Brannigan Cheney, Andrew Walker, Timothy V Tilton, Some Guy, Mike Winterbauer, Stephanie Turner, Matt Wright, Jonathan Chiaravalle, Bullonir, James Duffie, Jeff Holt, Timothy Grubbs, Daniel Lundsby, Tad Bolmont, Peter and Jessica Bohlman, matt, Vinciente, Benjamin Maier, Benjamin Bernard, Lars Christian Detlefsen, Christopher Fong, Marc Berlove, Keith Williams, John Mitchell, g51503john, Guy Banham, Dave Olson, Franklin Hodge, Tadd Layton, Antal Kéninger, Steve Fletcher, Derrick Brunette, David Kendall, Cheli Winkler-Groschen, Steven Nelson, Allan MacKenzie-Graham, Ethan Paguirigan, Owen Moore, Angela M Daley, Mark Greenberg, John Michael Hess, Eric Smith, Justin Cseripko, R, Zeroun Blue, TIm Calhoun, Gregory Cunningham, Curt Mathieu, Hans Hagen, Andrew DeSousa, Scott Beeh, NW, Gaëtan Voyer-Perrault, Imban, cgasink, Oren Douek, James Walley, Chad Goode, Caeden Crotty, Darin Kerr, Leonard O'Grady, Adam Foisey, Matt Pauze, Ron Pack, James

mclachaln, Hector Hernandez, Alastair Tan, James Arnold, Blake Carter, Amber Aguero, Brian, Timo Lissenberg, Ted S, Monica Marlowe, Kenneth Miller, vicente, Ben Kirk, William Durfee, Chandler, Nathaniel Gullion, Caias Ward / TaleSpinner Holdings, jeffery, nicole, Aramis, XainMexi, Karen Mason, Wade Geer, Thomas Lee Bunting, Arkadiy Sapronov, Gazza Bishop, Enrique Martinez, Leozilio Ferreira Franca, Tim Maier, Joel, Adam Matherly, Chris Hitchcock, Rodney Hankemeier, Gary Skinner, Serge Billarant, Matthew Kelley, Stephen Bruce Lombardo

#### **OPEN GAME LICENSE Version 1.0a**

- The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.
- 1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, mprovement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
- 2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
- Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
- 4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
- 5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
- 6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
- 7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or coadaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
- Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
- 9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
- 10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
- 11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
- 12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
- 13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
- Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
   COPYRIGHT NOTICE

- Open Game License v 1.0a © 2000, Wizards of the Coast, Inc. System Reference Document © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.
- Pathfinder RPG Core Rulebook © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. The Book of Experimental Might. © 2008, Monte J. Cook. All rights reserved.
- Tome of Horrors. © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.
- Pathfinder RPG GameMastery Guide © 2010, Paizo Publishing, LLC; Authors: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.
- Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn. Pathfinder RPG Bestiary © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.
- Pathfinder Roleplaying Game Bestiary 2, © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.
- Pathfinder Roleplaying Game Bestiary 3, © 2011, Paizo Publishing, LLC; Authors Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Tavlor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.
- Pathfinder Roleplaying Game Bestiary 4 © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.
- Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Tavlor.
- Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.
- Pathfinder Roleplaying Game: Ultimate Equipment © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Mat James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, Russ Taylor, and numerous RPG Superstar contributors.
- Pathfinder Roleplaying Game Advanced Race Guide © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.
- Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.
- Pathfinder Campaign Setting: Technology Guide 2014, Paizo Inc.; Authors: James Jacobs and Russ Taylor.
- Pathfinder Roleplaying Game NPC Codex © 2012, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, Alex Greenshields, Rob McCreary, Mark Moreland, Jason Nelson, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, and Russ Taylor.
- Pathfinder Roleplaying Game Monster Codex © 2014, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Logan Bonner, Jason Bulmahn, Ross Byers, John Compton, Robert N. Emerson, Jonathan H. Keith, Dale C. McCoy, Jr., Mark Moreland, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, Thomas M. Reid, Patrick Renie, Mark Seifter, Tork Shaw, Neil Spicer, Owen K.C. Stephens, and Russ Taylor.
- Pathfinder Roleplaying Game Mythic Adventures © 2013, Paizo Publishing, LLC; Authors: Jason Bulmahn, Stephen Radney-MacFarland, Sean K Reynolds, Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macklin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Vallese.
- Psionics Unleashed. Copyright 2010, Dreamscarred Press.
- Pathfinder Player Companion: Ranged Tactics Toolbox © 2014, Paizo Inc.; Authors: David N. Ross, David Schwartz, and Kaitlyn Sprague.
- Tome of Horrors Complete, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.
- Dungeon Denizens Revisited. Copyright 2009, Paizo Publishing, LLC Authors Clinton Boomer, Jason Bulmahn, Joshua J. Frost, Nicolas Logue, Robert McCreary, Jason Nelson, Richard Pett, Sean K Reynolds, James L. Sutter, and Greg A. Vaughan.

Pathfinder Unchained © 2015 Paizo Inc.; Author: Jason Bulman

Underworld Races and Classes, © 2017 AAW Games; Thilo Graf and Mike Myler

# UNDERWORLD RACES & CLASSES

#### **The World Below Beckons!**

Explore the endless possibilities of the underworld with Underworld Races & Classes. Within, you will unearth the secrets of the drow and their machinations, including their deadly arachnid martial artists. Quasi-undead halflings blend gunslinging and merry tunes, while savage, blood-sucking humanoid bats haunt the dark. A strange crystal is slowly coating the caverns, sending forth its radiant missionaries, while in majestic mushroom jungles the mighty funglets roam. The hammers of the dwarven people resound from the cavern walls, where the volatile Amber Roads remain just one spell away.

Underworld Races & Classes is a musthave companion volume for your Pathfinder Roleplaying Game adventures, offering 14 new races and more than 25 diverse classes and class options for these races. Included herein, you can find:

- New material for fan-favorites like the drow, brought to you by the company that created the critically-acclaimed Rise of the Drow saga
- Detailed information on wondrous races and their distinct cultures—including the four-armed, insectoid hoyrall and the savage, crocodile-like kraidyl
- Innovative, optional rules for sonar-based perception, crafted with the help of a blind gamer
- Razor wire fighting, explosive mushrooms, soul candles, symbiotes, spores, and web-slinging
- Scaling advice to customize all races to your game
- New archetypes, classes, favored class options, feats, items, monsters, and spells

And so much more!

Saddle up your trusty riding slug or dire badger and explore a world below this world, more wondrous than you ever dared to dream!



Adventureaweek.com aawgames.com



