

# AKASHIC REALMS

VOLUME 2 - THE QUIET LANDS



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# AKASHIC REALMS

## VOLUME 2 - THE QUIET LANDS

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# AKASHIC REALMS INTRODUCTION

Welcome to Akashic Realms series!

This series will add new locations and mechanics to the *City of 7 Seraphs* meta-setting with an eye toward expanding options for characters that utilize akashic essence such as the eclipse, nexus, and radiant (introduced in Lost Spheres Publishing's *Akashic Trinity*). This book also includes a new cosmology for the zodiac class (from *Classes of the Lost Spheres: Zodiac*). Additionally, there are new personae and locations to seed possible adventures for your planar games.

These locations are meant to be added to existing campaigns to provide sources a wondrous new abilities for characters, expand the multiverse of adventure, and build on the meta-setting presented in the *City of 7 Seraphs* campaign keystone book. While that book might be helpful for you to enjoy Akashic Realms, it is not required if you have the Dreamscarred Press *Akashic Mysteries*, the Lost Spheres' *Akashic Trinity*, or *Classes of the Lost Spheres Zodiac* book.

## NEW PLANAR TRAITS

**Essence Crystallization:** This Realm has the rare property of manifesting solidified essence. Essence normally crystallizes in areas where extreme geological or metaphysical trauma occurs but some small growths and deposits seem to occur more naturally. (See page 43) Any character with an essence pool can spend a standard action to gather this energy to gain 1 or more temporary essence for 1 minute. Using this temporary essence to summon a constellation causes the constellation to vanish when the temporary essence expires. Crystallized essence that has a descriptor such as [fire] or [good] can only be invested in veils and abilities with those descriptors.

**Interdiction:** The energies of the Quiet Lands are incredibly hostile to outsiders with the aligned subtypes of [chaotic], [evil], [good], or [lawful]. Such creatures must make a Will save against a DC of 10 + their hit dice + their Constitution modifier to utilize a portal or respond to a [summoning] effect. Casters attempting to summon a creature of this type also must make a caster level check against this DC of fail to summon. Additionally, any such creature that is successfully summoned or otherwise

# THE QUIET LANDS

THE RETREAT OF THE GRAND CENSURE, MIST-VEILED LAND OF CRYSTALS

Sequestered Realm of Moral Interdictions

**Category** Outer Plane Realm of Nullus (True Neutral)

"How can a land denied to devils and angels be anything of great value?" – Harbin Goldtouch, Opulent of the Temple of Coin

## TRAITS

**Gravity** normal

**Time** normal

**Realm** finite

**Structural** lasting

**Essence** mixed

**Alignment** neutral

**Magic** essence crystallization\*, impeded (spells with any alignment descriptors), interdiction, major (outsiders with [Chaotic], [Evil], [Good], or [Law] subtypes)\*, isolation\* (only accessible through the Cloud Stairway or restricted portals on the Lattice or Gates of Skyfire)

**Isolation:** The Quiet Lands suffer a disrupted relationship from the majority of the Multiverse. Magic such as the *plane shift* spell and similar psionic abilities fail when attempting to enter the plane. Only portals along the Lattice, the Cloud Stairway, and the Realms own Gates of Skyfire connect it to other Planes. Rumors of specifically prepared crystallized essence overcoming this limitation are common enough to be true.

## DENIZENS

**Core Divinities** None.

**Other Divinities** None.

**Known Eternals** The Guardians are widely speculated to be Eternals.

**Outsiders** aeons, constellation servitors, void angels

**Petitioners** evenminded (sparkling auras of essence)

Qualities resistance 5 to cold, fire, electricity, and sonic, +2 Wisdom



**Basic** The calm of the Interdiction of the Quiet Lands has become part of you. You gain a +1 bonus on saves, effects from creatures with an alignment type [other than the optional Neutral subtype], a +2 bonus on CMD against being bull-rushed or repositioned, and a +2 bonus on a skill check of your choice between Autohypnosis, Perception, or Sense Motive. Whenever you successfully save against an aligned effect, if you have no temporary essence from this infusion you gain 1 point of temporary essence for 1 minute.

**Improved** You are moving into true alignment with the energies of the Quiet Lands. When drawing in essence from crystallized essence you gain 1 additional point of temporary essence (with the same descriptors as the crystal. While investing temporary essence from crystallized essence into a class ability, feat, or veil you gain a +1 insight bonus to saves against [evil] or [good] effects, powers, and spells.

**Greater** You unlock the deepest mysteries of the power of crystallized essence. You may as a standard action tap a shard of crystallized essence to shape a spell or power effect that matches the descriptor of the crystallized essence. The spell or power must be one level lower than the amount essence in the crystal. This process is not easy and requires a Knowledge (arcana) check with a DC equal to 15 + twice the level of the power or effect. Psionic powers created in this manner have manifester levels equal to the minimum required to manifest them.

## THE QUIET LANDS

Visitors caught in the fields of clashing behemoths during mating season might find the might find the name of the Quiet Lands more than a little confusing. The namesake still and peace of the Realm is not one of physicality, for violence forces and conflicts are well known, but rather a quiet of spirit. Sages speculate that the Quiet Lands may have been an “insulatory formation” at one point--A sort of sealed vacuole of neutral outer planar matter only accessible through farthest reaches of the Lattice or the internal power of the Gates of Skyfire. The same violation that pierced Concordia may also have ruptured the Quiet

## THE QUIET LANDS

Lands relative planar isolations rendering it vulnerable to creatures from Splinter Realms and the Void itself.

Creatures with strong spiritual bias away from neutrality find it difficult if not impossible to enter the Quiet Lands and existence is painful just by the mere fact of being there. Some sages speculate that the Quiet Land experience their Interdiction because of the will of some ancient accord of Planar Powers, others point to the power of the constellations (known to natives as Guardians), and yet still others attribute this to an intrinsic part of their formation.

Whatever the reasons, the nature of the plane seems to be derived from an idealized vision of the Prime Material Plane. Despite its apparent inspiration, the Realm of the Quiet Lands does not exhibit the spherical configuration common in Prime Worlds. Rather, the Realm expands outward in a single, flat pane of matter. Sages speculate that this “planar continent” might been in orbit of the central mass of Nullus but the boundary of the Cloud Stairway and its Mist shroud the final edges of the Realm in a semi consistent ring.

The nature of the Realm has caused its inhabitants to refer to cardinal directions of North, South, East, and West. In the central region of the Realm lies the Breach. The Breach appears to have been shattered through the mass of the Quiet Lands sometime in the distant past.

## SPECIES OF THE QUIET LANDS

Included in the following section are player-friendly species unique to the Quiet Lands. Each of these species possess unusual evolutions that make them particularly well-suited to both life in the Quiet Lands and to wielding akashic magic.

Several species of the Quiet Lands worship the constellations instead of deities. These species typically do not have clerics or oracles, and instead lunar zodiacs fill the role of healers and religious leaders in these communities.





## Cactusfolk

Cactusfolk are small but quick creatures. Reminiscent of a bipedal cactus, cactusfolk are protected by a coat of prickly spines.

**Physical Description:** Cactusfolk stand just over 3 feet tall. Their compact bodies feature rubbery green skin and numerous long, thin spines that cover them from head to toe. Cactusfolk often feature bright flowers, typically yellow but potentially appearing in almost any color imaginable, which grow from their heads, backs, or shoulders.

**Society:** Cactusfolk are quiet creatures and rarely live in communities of their own kind. Indeed, the name “cactusfolk” is not a word used by the species; they have no word for themselves as a collective group since their worldview is much more focused on individual growth and expression over group cate-

gorization. Ever curious, individuals or small groups of cactusfolk occasionally bond with members of other species and live alongside them. Cactusfolk reproduce through pollination, and any two cactusfolk are capable of reproducing with one another.

**Relations:** While some hunters from other species view cactusfolk as exotic pets or even unique garden accents, most species that encounter cactusfolk find them to be charming and wise, if somewhat naive. Morphbears often integrate small colonies of cactusfolk into their communities, maintaining hives of honey-wasps that help the cactusfolk pollinate and reproduce. Honey-wasps also eat the harmful parasites that feast on cactusfolk flesh and flowers, and can be found naturally in most areas where cactusfolk make their homes.

**Alignment and Religion:** Cactusfolk favor neutral alignments, but they frequently mimic and ultimately adopt the behaviors and alignment of other creatures they befriend. Cactusfolk communities typically worship whichever constellation is most conveniently viewed from their communities. Their desert homes often have strong associations with fire signs, and cactusfolk zodiacs who channel Phoenix frequently act as the councilors and healers of their communities.

**Adventurers:** Cactusfolk lack adrenaline and similar biological imperatives that often drive humanoids and mammalian species to seek a life of adventure. Most often, cactusfolk adventurers see themselves as scholars, observing the actions of a small group of friends who make their living seeking out treasure and fighting monsters, though occasionally an event of significant import can also lead a cactusfolk to undertake a dangerous journey in pursuit of knowledge or aid.

## Cactusfolk Species Traits

**+2 Dexterity, +2 Wisdom, -2 Strength:** Cactusfolk are quick and half an innate affinity for the natural world, but their small frames are lacking in physical power.

**Small:** Cactusfolk are Small and gain a +1 size bonus to AC and attack rolls as well as a +4 size bonus on Stealth checks, but they take a -1 penalty to their CMB and CMD.



**High Speed:** Cactusfolk have a base land speed of 40 feet.

**Low-light Vision:** Cactusfolk see twice as far as a human in areas of dim light.

**Bonus Essence:** Cactusfolk are wellsprings of natural energy and start play with 1 bonus essence point in their pool.

**Essence-Born:** Cactusfolk are plants with the akashic subtype, though their surprisingly humanoid physiology means they lack the immunities to mind-affecting effects, paralysis, poison, polymorph, and stunning that the plant type usually grants.

**Desert Strider:** A cactusfolk moves through nonmagical difficult terrain in desert environments at normal speed.

**Sleep Immunity:** Cactusfolk are immune to magical sleep effects.

**Spines (Ex):** Cactusfolk grow spines they can use to attack with and defend themselves. A cactusfolk's base damage with their unarmed strikes is 1d6, they are always considered armed, and they can deal lethal damage with their unarmed strikes. Their unarmed strikes always deal bludgeoning and piercing damage. Once per day when a cactusfolk is damaged by an enemy within 30 feet, they can unleash a spray of needles at that enemy as a ranged touch attack dealing 1d6 piercing damage with a x4 critical multiplier. Cactusfolk can invest essence into this ability to improve its effects.

**Essence:** For each point of essence invested in this ability, the cactusfolk gains a +1 insight bonus to attack and damage rolls with their unarmed strikes, and their spray of needles deals an additional 1d6 piercing damage.

**Languages:** Cactusfolk begin play speaking Common and Sylvan. Cactusfolk with high Intelligence scores can choose from the following languages: Draconic, Elven, Ignan, Giant, Gnome, and Terran.

## Cactusfolk Favored Class Options

The following favored class options are available to all characters of this species who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Barbarian:** Increase fast movement bonus by 1 foot (only effective in increments of 5).

- **Druid:** Add +½ to wild empathy checks made to influence creatures from desert environments.

- **Eclipse:** Gain +1/5 point of essence.

- **Fighter:** Deal +1/2 point of piercing damage with unarmed strikes and weapons from the close weapons group.

- **Guru:** Deal +1/2 point of piercing damage when dealing nonlethal damage with unarmed strikes.

- **Nexus:** Add +1 point of piercing damage to the cactusfolk's planar detonation.

- **Radiant:** Increase the DC to resist negative conditions transferred through the cactusfolk's unwilling bond by +1/4.

- **Ranger:** Increase favored terrain bonuses by +1/3 (desert only).

- **Rogue:** Deal an additional +1/2 point of piercing damage whenever the cactusfolk deals sneak attack damage with its unarmed strike.

- **Sorcerer:** Add one spell known from the sorcerer spell list. This spell must have the [Fire] descriptor and be at least one level below the highest spell level the sorcerer can cast.

- **Vizier:** Treat the cactusfolk's vizier level as +1/5 higher when determining the effects of its mystic attunement.

- **Zodiac:** Increase the cactusfolk's effective zodiac level by +1/3 when determining the abilities and effects of the Phoenix constellation.

*"Please tell me that morphbear honey wasn't made from cactusfolk flowers... or by the morphbears?" – Vidurgen, Descendant of Dream Aethernaut on visiting the Quiet Lands for the first time.*



# AKASHIC REALMS

## Creeper

Creepers are slow, deadly, and possessed of an unusual air of menace. Appearing as a cross between a plant and some kind of tailed turtle, these solitary creatures are greatly feared by those who have witnessed their deadly skills in battle.

**Physical Description:** Creepers grow to be just under 4 feet tall. A hard shell of bark-like matter covers their hunched backs and serves as protection from would-be predators. Luminous eyes help cut throughout the darkened caves and canopied bogs of their primary homelands. Compact, corded fibers supply their short limbs with strength akin to crashing trees and rolling stones.

**Society:** Creepers tend toward solitary lives when young adults but often seek out a community as they

reach a maturity and level of self-awareness. Surprisingly this community does not necessarily have to be one of other creepers; rather each creeper tends toward advisory, monitoring, or other ancillary roles to a larger group of nearly any species or people. This may stem from their ability to reproduce by spores and thus not requiring others of their species to continue their kind. Despite asexual reproduction creepers still present vestigial genders.

**Relations:** Creepers are inclined to live in small communities of like-minded individuals. Some say this is from a deep distrust in all other living things while others attribute this to a fear of the self, that they will harm those they come to love. Historical examples support both ideas and perhaps the truth lies between them. Of the other species common to the Quiet Lands, wolgers are most frequently allied with creeper folk. Often times a single Cabal of sages will support one or more tribes of wolger. Ancestral rivalry between the wyrmkin and creepers has been a source of atrocities on both sides. Tensions are high between the two people.

**Alignment and Religion:** Creepers tend toward extremes of a singular aligned aspect being either focused or passionate toward a singular end. Creepers hold great reverence for the Pasha of Stone who guided the Guardians to create the Caves of Ryatha and elevated the creepers awareness of the cosmos. Ancient scraps of lore tie them the Zealous Fortress but this connection is all but the vaguest of apocrypha in the current age. Few species bear the Brionithic Empire enmity as much as the creepers.

**Adventurers:** Creepers understand the concepts of fate, duty, and obligation. Many of them make their way into the Multiverse under one of more of these burdens. Those that reach Hyraeatan often find themselves enmeshed with the Foreseen or sword the Hands of Onus. Rarer still a visitor to the Caves of the Zoadar informs a young creeper that they are to leave with them as advisor or companion.





## Creeper Species Traits

**+2 Strength, +2 Charisma, -2 Dexterity:** Slow and deliberate, creepers are full of quiet power.

**Small:** Creepers are Small and gain a +1 size bonus to AC and attack rolls as well as a +4 size bonus on Stealth checks, but they take a -1 penalty to their CMB and CMD.

**Slow Speed:** Creepers have short legs, even for a Small species, and thick, slow-moving blood. They have a base speed of 20 feet.

**Bonus Essence:** Creepers draw steady streams of essence to their focused wills and start play with 1 bonus essence point in their pool.

**Essence-Born:** Creepers are plants with the akashic subtype, though their surprisingly humanoid physiology means they lack the immunities to mind-affecting effects, paralysis, poison, polymorph, and stunning that the plant type usually grants.

**Lantern Eyes:** Creeper's eyes glow with a sickly yellow light in the dark, granting them darkvision out to 60 feet and a +2 racial bonus to Intimidate checks while in areas of dim light or darkness.

**Sleep Immunity:** Creepers are immune to magical sleep effects.

**Slasher:** Creepers are particularly proficient with small stabbing and cutting weapons like knives. Whenever a creeper deals damage with a one-handed weapon that deals either piercing or slashing damage, they deal an additional 1 point of precision damage. A creeper may invest essence into this ability to improve its effects.

*Essence:* For each point of essence invested into this ability, the creeper deals an additional 1d6 points of precision damage when attacking with a one-handed piercing or slashing weapon.

**Languages:** Creepers begin play speaking Common and Sylvan. Creepers with high Intelligence scores can choose from the following languages: Draconic, Elven, Giant, Gnome, and Terran.

## Creeper Favored Class Options

The following favored class options are available to all characters of this species who have the listed favored class, and unless otherwise stated, the bonus ap-

plies each time you select the favored class reward.

- **Alchemist:** Add +1 on Craft (alchemy) checks to craft poison and +1/3 on the DCs of poisons the alchemist creates.
- **Bard:** Add +1/4 point of slashing damage to weapon attacks of allies benefiting from a bardic performance of the creeper.
- **Eclipse:** Gain +1/2 point of slashing damage to attacks benefitting from precision bonuses or bonus dice when attacking through an occultation.
- **Guru:** Deal +1/2 point of slashing damage when dealing damage with a weapon-like veil.
- **Medium:** Increase the medium's spirit bonus by 1/6.
- **Nexus:** Add +1/4 to DCs of any veil ability triggered by or tied to a slashing attack.
- **Occultist:** Add 1/2 point of mental focus per day.
- **Radiant:** Add +1/2 point of slashing damage to natural attacks to creatures summoned by radiant veils.
- **Rogue:** Deal an additional +1/3 point of bleed damage whenever the creeper deals sneak attack damage with a weapon benefiting from their slasher species ability.
- **Sage:** Add a +1/2 bonus on the sage's saving throws to resist [electricity] and [fire] attacks.
- **Slayer:** Deal +1/2 point of slashing damage to attacks benefitting from slayer species bonus dice when attacking a studied target.
- **Sorcerer:** Add one spell known from the sorcerer spell list. This spell must deal slashing damage or target a weapon, and be at least one level below the highest spell level the sorcerer can cast.
- **Vizier:** Add a +1/2 bonus on the creeper's Intimidate skill checks that benefit from the Lantern Eyes bonus.
- **Zodiac:** Any champion the creeper manifests gains a +1/4 bonus to the DC of a single non-dismiss spell-like or supernatural ability of the creeper's choice, chosen at the time the champion is manifested.



# AKASHIC REALMS

## Morphbears

Morphbears are plump, furred creatures reminiscent of a bear cub with dragonfly wings. Highly social, morphbears love adopting professions and roles in society that give them an opportunity to interact with other creatures.

**Physical Description:** Morphbears stand just under 3 feet tall, though they typically use their wings to hover at a height that allows them to look their larger companions in the eyes. Their small bodies are covered in velvety-soft fur; this fur is most often the color of sweet cream, but coloration can change based on their chosen elemental affinity.

**Society:** Morphbears are equally comfortable in their own vibrant, flourishing communities, or integrating into the societies of other species. Male morphbears attempt to attract mates by flying to the very highest branches of the mighty acorn trees that grow in the Sekuria, Brionithia, and other parts of the Quiet Lands, seeking the largest, ripest acorns to present to their intended. While this ritual may seem strange to other species, it is actually encouraged by female morphbears as it displays bravery and skillful flight, both highly desirable traits for morphbear young. The higher one travels in the Quiet Lands, the more fearsome and deadly the predators that one is likely to encounter; this also means that morphbear scouts who fly higher and farther are more likely to spy potential threats to the community before they pose an immediate danger.

**Relations:** Morphbears are friendly and industrious, making them invaluable members of adventuring parties, business organizations, and communities in general. Morphbears who live in communities comprised of other species are highly sought after as couriers and town criers thanks to their flight and reliability.

**Alignment and Religion:** Morphbears tend towards good alignments and have a natural instinct to prioritize the needs of the community over individual well-being. Morphbears, like most species of the Quiet Lands, tend towards worshipping the constellations. Terrabird is a particular favorite of morphbears, and the feeling is very much reciprocated. Terrabird chooses more morphbear zodiacs than any other constellation and is known to occasionally manifest without being called for when morphbear communities are in danger, gathering up and carrying morph-

bear children who have not yet learned how to fly to safety.

**Adventurers:** Morphbear adventurers often see themselves as the caretakers of their adventuring companions. This can manifest in a variety of ways, including practicing defensive martial techniques, healing magic, or mundane practices like cooking and caring for the party's animals.



### Morphbear Species Traits

**+2 Constitution, +2 Charisma, -2 Strength:** Morphbears are resilient and sociable, but their soft paws and light bones leave them lacking in physical might.

**Small:** Morphbears are Small and gain a +1 size bonus to AC and attack rolls as well as a +4 size bonus on Stealth checks, but they take a -1 penalty to their CMB and CMD.

**Slow Speed:** Morphbears have a base land speed of 20 feet.



**Darkvision:** Morphbears have darkvision out to 60 feet.

**Bonus Essence:** Morphbears are natural conduits for akashic energy and start play with 1 bonus essence point in their pool.

**Dragonfly Wings (Ex):** The morphbear's dragonfly wings allow them to glide. A morphbear can make a DC 15 Fly check to fall safely from any height without taking falling damage, as if using feather fall. When falling safely, it may make an additional DC 15 Fly check to glide, moving 5 feet laterally for every 10 feet it falls. Morphbears can invest essence into this ability to improve its effects. *Essence:* A morphbear who invests at least one point of essence into their wings gains a fly speed of 10 feet with clumsy maneuverability. For each additional point of essence invested, the morphbear's fly speed increases by 5 feet and their maneuverability increases by one step.

**Elemental Affinity (Ex):** Morphbears possess the unique ability to attune themselves to one of the four elements (air, earth, fire, or water). The morphbear may choose one of the following elemental affinities and gains the listed benefits. Once per day, a morphbear may bind a point of essence into this ability to change their chosen affinity; this choice persists until the next time the morphbear binds a point of essence to this ability and chooses a new affinity.

- **Air:** The morphbear gains a fly speed of 10 feet with clumsy maneuverability, or increases the speed and maneuverability granted by their dragonfly wings racial trait by 10 feet and 1 step. The morphbear gains Hover as a bonus feat. Attuning to this element changes the morphbear's fur into a sparkling and pristine shade of white or light blue.
- **Earth:** The morphbear gains a 20-foot burrow speed through sand, gravel, and soil. Attuning to this element changes the morphbear's fur to a shade of gray, brown, black, or dark green.
- **Fire:** The morphbear gains fire resistance and deals extra fire damage with their melee attacks equal to half their total Hit Dice (minimum 1). Attuning to this element changes the morphbear's fur into a shade of red, orange, or pink.

- **Unaffiliated:** The morphbear gains 1 additional point of essence in their essence pool. If the morphbear is at least 10th level, they gain 2 additional points of essence.
- **Water:** The morphbear gains a 30-foot swim speed. If the morphbear is at least 5th level, they also gain the ability to breathe underwater. Attuning to this element changes the morphbears fur into a shade of blue, dark gray, or green.

**Nature-Born:** Morphbears are magical beasts.

**Languages:** Morphbears begin play speaking Common and Auran. Morphbears with high Intelligence scores can choose from the following languages: Aquan, Draconic, Elven, Gnome, Goblin, Halfling, Ignan, Sylvan, and Terran.

## Morphbear Favored Class Options

The following favored class options are available to all characters of this species who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Bard:** Increase bonus to Knowledge skills from bardic knowledge by +1/4.
- **Cavalier:** Increase the morale bonuses granted by the morphbear's banner ability by +1/4.
- **Daevic:** Gain +1/5 point of essence.
- **Druid:** Add +½ to Diplomacy and wild empathy checks made to influence magical beasts.
- **Fighter:** Gain +1/4 bonus to critical threat confirmation rolls made with a reach weapon.
- **Guru:** Deal +1/4 point of damage with attacks made while using gentle touch.
- **Mesmerist:** Increase the number of mesmerist tricks the mesmerist can use per day by 1/3.
- **Nexus:** Treat the morphbear's nexus level as +1/4 higher when determining the DCs and effects of its convergences (this does not grant new convergence tiers early).
- **Radiant:** Increase all instantaneous healing granted by veil effects by +1.



- **Ranger:** Increase favored terrain bonuses by +1/4 (forests or urban only).
- **Rogue:** Increase trapfinding bonus by +1/2 in urban environments.
- **Sorcerer:** Add one spell known from the sorcerer spell list. This spell must have the [air] or [earth] descriptor and be at least one level below the highest spell level the sorcerer can cast.
- **Vizier:** Gain +1/5 point of essence.
- **Zodiac:** Increase the morphbear's effective zodiac level by +1/3 when determining the abilities and effects of the Terrabird constellation.

## Wolgers

Wolgers are fierce, quadrupedal beasts who resemble a hybrid of a large canine and a hunting cat. Powerful and wise, the wolgers make up for an inability to wield manufactured weapons or cast spells with somatic components through their unrivaled speed and raw physical might.

**Physical Description:** Wolgers' bodies are approximately six feet long and they stand about three feet high at the shoulder. Their fur is thickest around their head, neck, and shoulders, creating a spiky mane that also serves to protect them from attacks. Their fur is most commonly red or orange, but can also be black, white, grey, or brown.

**Society:** Wolgers travel in small packs consisting of two to four distinct family units. All members of the pack share the duties of hunting and raising the young. A pack faced with eradication at the hands (or teeth) of an enemy will send the youngest breeding couple and any pups to safety while the rest of the pack covers their retreat; wolgers are pragmatic and believe that nothing is more important than the continuation of the species.

**Relations:** The wolgers' bestial attitudes and appearance have led to difficult relations with the other species of the Quiet Lands. While cactusfolk have little fear of the carnivorous wolgers and morphbears are more inclined to befriend the fierce creatures (initially from a safe distance, typically while flying), the humanoid species of the Quiet Lands have been both predator and prey to the wolgers. Wolgers once

viewed humans and halflings as prey for many years, which led to hunter's guilds and other such organizations amongst the humanoid cities and towns offering large bounties on wolger pelts. While relations between the wolgers and humanoids have stabilized somewhat in recent years, many remote colonies and packs still experience regular conflict.

**Alignment and Religion:** Proud and free, wolgers favor chaotic alignments and do not easily bend to the laws and rules of other cultures. Wolgers are most likely to worship Sky King, and wolgers capable of conjuring the mighty constellation often become the leaders of their packs.

**Adventurers:** Wolger rarely leave their packs except for when young adult wolgers must leave to seek a mate. Wolgers who lose their packs, either through death or banishment, are most likely to take up the adventuring life, seeking friends and allies to serve as a new pack. While adventurers associating with wolgers are occasionally viewed with fear and mistrust, many groups find that having such a fearsome protector is more than valuable enough to offset the impact to their reputation.

## Wolger Species Traits

**+2 Strength, +2 Wisdom, -2 Charisma:** Wolgers are physically powerful and frighteningly perceptive, but they have a difficult time relating to other species.

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

**Quadrupedal:** Wolgers are quadrupedal, giving them a base land speed of 60 feet and a +4 bonus to CMD to resist overrun or trip combat maneuvers. Wolgers do not have hands or opposable thumbs; they cannot wear magical gloves, wield manufactured weapons, or cast spells with somatic components. Wolgers can wear up to two magic items occupying their feet, such as two sets of magic boots.

Wolgers cannot shape veils in the Hands slot but gain an extra Feet slot that they can shape veils in. Unlocking their Feet chakra bind allows them to bind one veil in the Feet slot; wolgers who would unlock their Hands chakra bind through a class ability or feat instead gain the ability to bind one of their Feet slots (so a wolger with just one of either the Hands or Feet chakra binds could have two Feet veils shaped but only one bound, and a wolger with both the Hands







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and Feet chakra binds can bind two veils to the Feet slot).

**Darkvision:** Wolgers have darkvision out to 60 feet.

**Bonus Essence:** Wolgers have an abundance of life energy and start play with 1 bonus essence point in their pool.

**Natural Armor:** Wolgers have a +2 natural armor bonus.

**Natural Weapons:** Wolgers have a bite primary natural attack that deals 1d8 points of damage (B/P/S) with a 19-20 critical threat range. Wolgers of at least 6th level have developed enough that they can now wield their foreclaws in combat, gaining a pair of claw primary natural attacks dealing 1d6 points of damage (B/S) with a 19-20 critical threat range.

**Nature-Born:** Wolgers are magical beasts.

**Sky King's Blessing (Ex):** Wolger can generate a powerful current of electrical energy within their bodies that sparks and crackles along their fur. Whenever a creature comes into direct physical contact with a wolger (such as when attempting a grapple check, attacking a wolger with an unarmed strike or natural weapon, or delivering a melee touch spell) that creature takes 2 points of electricity damage. In addition, the wolger deals 2 additional points of electricity damage with all of its natural attacks. The wolger may activate or suppress this effect as a free action.

**Essence:** For each point of essence invested in this ability, the electricity damage dealt to creatures who come into direct contact with the wolger, and the electricity damage dealt by the wolger's natural attacks, increases by 2 points.

**Languages:** Wolgers begin play speaking Common and Sylvan. Wolgers with high Intelligence scores can choose from the following languages: Draconic, Giant, Gnome, Goblin, Ignan, Orc, and Terran.

## Wolger Favored Class Options

The following favored class options are available to all characters of this species who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Barbarian:** Increase fast movement bonus by 1 foot

(only effective in increments of 5).

- **Brawler:** Deal +1/2 point of slashing damage with unarmed strikes.

- **Daevic:** Deal +1/4 point of slashing damage with all natural attacks.

- **Druid:** Add +1/2 to wild empathy checks made to influence canine or feline animals and magical beasts.

- **Eclipse:** Treat the wolger's eclipse level as +1/4 higher when determining the effects of its enigmas.

- **Fighter:** Add +1 to the wolger's CMD when resisting a bull rush, overrun, reposition, or trip attempt.

- **Guru:** Deal +1/2 point of slashing damage with unarmed strikes or natural attacks while dealing nonlethal damage.

- **Kineticist:** Add +1/3 point of fire damage to fire-element blasts that deal electricity damage that apply the kineticist's elemental overflow bonus.

- **Nexus:** Add +1 point of slashing damage to the wolger's planar detonation.

- **Radiant:** Choose a veilweaving class that gains the ability to bind to the Feet slot. Add 1/3 of a Feet veil from that classes veil list to your radiant veil list.

- **Rogue:** Choose one of the following- deserts, forests, jungles, or plains. The wolger gains +1/2 to Stealth checks made to hide in the chosen terrain.

- **Shaman:** Treat the wolger's shaman level as +1/4 higher when determining the statistics and abilities of the wolger's spirit animal.

- **Slayer:** The wolger deals +1/2 points of slashing damage with its natural attacks to its studied targets.

- **Successor:** The wolger gains +1/6 an extra ring slot usable only for ring legacies.

- **Vitalist:** Add +1/2 to the maximum number of creatures allowed in the vitalist's collective

- **Zodiac:** Increase the wolger's effective zodiac level by +1/3 when determining the abilities and effects of the Sky King constellation.



## Wyrmkin

Occasionally mistaken for dragons by those unfamiliar with their species, wyrmkin are actually large, sapient, winged lizards. Cunning and quick, wyrmkin are valued as scouts and guardians by communities that can afford to keep the voracious beings fed. Despite their fearsome appearance, wyrmkin have hollow bones and are surprisingly susceptible to injury. Said to be created in a war of affection between the Sultan of Flame and the Thunderbird, these reptilians were among the oldest original inhabitants of the Quiet Lands.

**Physical Description:** Wyrmkin are narrow-framed with long bodies often seven feet in length and wingspans nearly doubling that. They can reach over four feet high at the upper wing joints. Scales form thickest on neck, back, and forelimbs. Scale coloration varies greatly but seems to be biased by the constellations favored by the tribe. Some suspect small deposits of crystallized essence within the scales and rare instances of color shifts in exiles who utilize other essence have been recorded.

**Society:** Wyrmkin tribes live in semi-permanent village-keeps carved from living rock by tribes with Earth Guardians of the Pasha of Stone. These communities tend to reach near 100 members before a new chieftain will arise to lead a group off to found another village. Wyrmkin temple-caverns tend to be the largest houses outside the great Temples themselves. Water tribes are the rarest of the wyrmkin with Leviathan commanding all but a small amount of them.

**Relations:** The zealotry of the wyrmkin to their Guardian Lords often is off-putting to other inhabitants of the Quiet Lands. Fortunately the tribes tend to live in areas of elemental extremes and few of the other species seeks to interact with them regularly. Those non-wyrmkin that do generally seek out tribes with elemental biases reflected by their own. This can lead to long term affiliations between one wyrmkin tribe and another group sharing elemental affinities. Morphbears in particular find themselves allied with tribes to form high aerie villages difficult for those who cannot fly to reach.

**Alignment and Religion:** Wyrmkin are most often molded in the shadow of the Star Chief and Guardian that rule over them. The community nearly always singularly worships the same aspect or element with very few summoning champions other than the chieftain's. Large moots held seasonally allow wyrmkin from other tribes to exchange the favors of their elemental magics. They consider crystallized essence to be gifts from the Guardians and take poorly to those carrying and using it without the chieftain's permission.

**Adventurers:** Wyrmkin often serve the manifestation of their most powerful zodiac-chieftain. This lends their tribal structure some elemental bias tied to these Guardian Lords. The wyrmkin serving these chieftains are often sent after treasures in competition with other tribes and their lords. While generally these journeys are short and violent affairs to reclaim large formations of crystallized essence sometimes pride drives a wyrmkin even further. These wyrmkin may seek out the legendary Lattice and its shadow roads or even dare the Mists of the Cloud





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Stairway to find a greater treasure to impress their Guardian Lord.

## Wyrmkkin Species Traits

**+2 Dexterity, +2 Intelligence, -2 Constitution:** Wyrmkkin are quick of mind and reflex but aerial adaptation has left them more fragile than many other creatures.

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

**Normal Speed:** Wyrmkkin have a base speed of 30 feet.

**Quadrupedal:** Wyrmkkin are quadrupedal, giving them a +4 bonus to CMD to resist overrun or trip combat maneuvers. Wyrmkkin do not have hands or opposable thumbs; they cannot wear magical gloves, wield manufactured weapons, or cast spells with somatic components. Wyrmkkin can wear up to two magic items occupying their feet, such as two sets of magic boots. Wyrmkkin cannot shape veils in the Hands slot but gain an extra Feet slot that they can shape veils in. Unlocking their Feet chakra bind allows them to bind one veil in the Feet slot; wyrmkkin who would unlock their Hands chakra bind through a class ability or feat instead gain the ability to bind one of their Feet slots (so a wyrmkkin with just one of either the Hands or Feet chakra binds could have two Feet veils shaped but only one bound, and a wyrmkkin with both the Hands and Feet chakra binds can bind two veils to the Feet slot).

**Darkvision:** Wyrmkkin have darkvision out to 60 feet.

**Bonus Essence:** Wyrmkkin have an abundance of life energy and start play with 1 bonus essence point in their pool.

**Natural Armor:** Wyrmkkin have a +2 natural armor bonus.

**Natural Weapons:** Wyrmkkin have a bite primary natural attack that deals 1d8 points of damage (B/P/S) with a 19-20 critical threat range. Wyrmkkin of at least 6th level have developed enough that they can now wield their foreclaws in combat, gaining a pair of claw primary natural attacks dealing 1d6 points of damage (B/S) with a 19-20 critical threat range.

**Nature-Born:** Wyrmkkin are magical beasts.

**Wings (Ex):** The wyrmkkin's wings allow them to glide. A wyrmkkin can make a DC 15 Fly check to fall safely from any height without taking falling damage, as if using feather fall. When falling safely, it may make an additional DC 15 Fly check to glide, moving 5 feet laterally for every 10 feet it falls. Wyrmkkin can invest essence into this ability to improve its effects.

**Essence:** A wyrmkkin who invests at least 1 point of essence into their wings gains a fly speed of 20 feet with poor maneuverability. For each additional point of essence invested, the wyrmkkin's fly speed increases by 10 feet.

**Languages:** Wyrmkkin begin play speaking Common and Draconic. Wyrmkkin with high Intelligence scores can choose from the following languages: Draconic, Giant, Gnome, Goblin, Ignan, Orc, and Terran.

## Wyrmkkin Favored Class Options

The following favored class options are available to all characters of this species who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Bloodrager:** Deal +1/2 point of electrical or fire (this choice is set when selecting this bonus) damage with natural attacks.
- **Brawler:** Deal +1/2 point of slashing damage with charging attacks.
- **Daevic:** Add +1/4 to the daevic's natural armor bonus.
- **Druid:** Add +1/3 to the wyrmkkin's druid level when determining duration of the wild shape class feature.
- **Eclipse:** Choose a veilweaving class that gains the ability to bind to the Feet slot. Add 1/3 of a Feet veil from that classes veil list to your eclipse veil list.
- **Fighter:** Add +1 feet to the wyrmkkin's speed when resisting a bull rush, overrun, or charge attack. Only count this benefit in totals of 5 feet.
- **Guru:** Deal +1/2 point of [fire] damage with constellation equipment, weapons, and veils dealing [electricity] damage. Or add +1/2 point of [electricity] damage to those dealing [fire].
- **Necros:** Add +1/2 point of fire damage to the natural attacks of undead created by the wyrmkkin.



- **Psychic:** Increase the total number of points in the psychic's phrenic pool by 1/3 point.
- **Radiant:** Select a vivification that grants an enhancement bonus. Treat the wyrmkin's enhancement bonus for that vivification as +1/4 higher as long as at least 1 essence is invested in it.
- **Ranger:** Add +1/2 to damage against fey creatures.
- **Rogue:** The wyrmkin deals +1/2 points of slashing damage with sneak attacks with its natural attacks to targets it is flanking.
- **Shaman:** Add +1/6 a hex to the wyrmkin's hexes known.
- **Slayer:** The wyrmkin deals +1/2 points of [electricity] or [fire] damage with its natural attacks to its studied targets.
- **Successor:** The wyrmkin gains +1/6 an extra shoulder, wrist, or waist slot (worn as a tail ring) slot usable only for legacies. Each slot may only be selected once.
- **Zodiac:** Increase the wyrmkin's effective zodiac level by +1/3 when determining the abilities and effects of the Sultan of Flame or Thunderbird constellation. This choice must be made each time the benefit is selected and cannot be altered without retraining.

## Other Species of the Quiet Lands

### Elves

The elves of the Quiet Lands have been ravaged by the destruction of their ancient kingdom of Viath-Loj. This loss haunts them in the spectral memories of their land which is deeply imprinted on their power akashic essence.

**Alternate Elf Species Traits:** Elves lose their Elven Magic and Keen Senses traits and gain the following traits:

- **Spiritual Well:** Elves of the Quiet Lands are natural users of essence and gain 1 bonus essence point to their essence pool.
- **Memories of the Fallen:** An elf may invest a point essence in this ability to gain a +1 to the next Knowl-

edge skill check they make. For each additional point of essence invested that check gains a +2. This ability can increase a skill check a number of times number of times equal to the elf's Intelligence modifier per day.

### Humans

Humans born in the Quiet Lands seem afflicted by a strange curse. They cannot feel the flow of essence. Rare exceptions to this phenomenon are often ostracized, exiled, or viewed with suspicion. Stories are told of natural-born essence users being held captive or "modified" to power large magical crystek machines such as the original airships of the Brionithic Empire. The druids of Long Leaves and the humans of Hope's Hall seek to reverse this condition but so far have had only limited success.

**Alternate Human Species Trait:** Humans lose their Bonus Feat and gain Essence Rejection feat instead.

### Tieflings

Fiends are forbidden by the magic of the Interdiction of Balance but many have attempted to gain influence in the Quiet Lands by sending their lesser offspring and descendants. Those that can abide to the discomfort of the energies of the Realm have in turn come to have children of their own. These children have manifest a strange form of essence that serves as a balast of their fiendish natures.

**Alternate Tiefling Species Traits:** Tieflings lose their Fiendish Sorcery and Spell-Like Ability traits and gain the following trait:

- **Well of Opposition:** Tieflings born in the Quiet Lands have a small reserve of apsected essence and gain 1 bonus essence point to their essence pool. This point may only be used to invest veils with the [good] descriptor or to power abilities tied to good planes that require essence burn (like a nexus convergence).



# AKASHIC REALMS

## GAZETTEER OF THE QUIET LANDS

Visitors to the Quiet Lands almost always note the Great Plume on first arrival. This column of clouds, steam, and other less wholesome vapors (such as the Mist corruption of the Cloud Stairway) rises from the heart of the Quiet Lands. A scar from a previous attempt to violate the Interdiction of Balance, the Great Plume is surrounded by the waters of the Breachsea. This sea is a roughly circular massive body of water and serves as the primary boundary between the various species inhabiting the current age.

Mist that is not gathered into the singular portal above the Quiet Lands seems to be dispersed radially from the portal and falls back down at the Outer edges of the Realm. This boundary of mutagenic gas may conceal other lands within the Realm but seems rather to enshroud a series of irregular chasms of near unending depths certain to kill any who fall beyond the lands and drive voidships into unseen cliffs and outcroppings.

The territories of the Quiet Lands are divided as per the edicts of the Guardians and their Starpriests into roughly similarly sized areas surrounding the Breachsea. These six territories are: Brionithia (Northwest), Edu-Ahji (Southeast), Gishulien (North), Loem (South), Sekuria (Southwest), and Vej-Ketun (Northeast). Descendants of Dream cartographers have noted some variance in the enforcement of these borders; the Brionithic Empire in particular seems to crawl its reach further into the neighboring forests of Gishulien and Sekuria, much to the displeasure of the Guardians.

### BRIONITHIA

The Empire of Brionithia is not far from the lips of those who speak of current events in the Quiet Lands. Seen most often by outsiders as reckless experimental eccentrics, Zeian puppets, or opportunistic imperialists, within Brionithia the spirit of the Grand Innovators is hailed above all save the Queens. This urgent need to develop their unique brand of science, called "crystek", consumes their culture. Humans born in the Quiet Lands nearly completely lack the ability to wield or shape essence. Those few who can shape essence seem to quietly, mysteriously vanish. Soldiers and servants of the Empire are sometimes subjected to terrifying procedures to unlock the capacity to interact with artificial devices fueled by crystals of essence.

Not surprisingly, this changed when a Zeian ambassador married into the Matronage three generations ago. The once symbolic Queenbond between West and East Brionithia at that point became a parthenogenetic dynasty due to the hybridization techniques of the Zeians.

In an effort to stave off the influence of the Zeian Empire, the Parity Council of Hyraeatan sent Steamwalker and Bookbinder agents to help Brionithian interests. This move may have backfired entirely allowing the younger kingdom to play enemies against each other for ever-increasing shared knowledges. Non-Steamwalker emissaries from Hyraeatan have begun to wonder if the

### LOCATIONS OF THE BRIONITHIA

**Adamant (Central Brionithia)** - Adamant's rise as Imperial Capital is a relatively recent development. Originally an effort by the humans of the Quiet Lands to claim the Great Temple of the Guardian called the Zealous Fortress as solely their own, the garrison here swelled in size to form a large community. This territorialism is thought to be an inciting event for the last and most brutal War of the Guardians. While most of the damage occurred to the South of Brionithia in Sekuria, signs of it extend all the way to the Great Temple of Zeal's warding sphere. This relative stability during even the worst of times has led to the Brionithian's building the settlement that stood over the temple into a massive metropolis of crystek wonders.

**Grand Circle (Central Brionithia)** - With the growing political alliance with the Zeian empire work has begun on a massive portal similar to the one in Blossom (see *City of 7 Seraphs*) for use of the Brionithic People (and greater access to crystallized essence for their Zeian allies). The metaphysical realities of the Interdiction seem to be interfering with the standard portal arcanological operations. Whispers that the Crown may secretly want the portal to fail abound in Adamant and at the Stormtalon base. Nerves have increased at the ever mounting numbers of Zeian Imperial soldiers and technicians. Purportedly, these forces are to man the growing skyship yards. Others fear that numbers gathering at the Grand Circle barracks are a prelude to the Brionithic Empire being swallowed by the larger extraplanar ally.

**Oldefaythe (South Brionithia)** - One of the first human settlements of the kingdoms that pre-dated Brionithia, the inhabitants of Oldefaythe were obsessed with the interdiction of the Quiet Lands against celestial servants. As an immigrant faith they could not accept that the new land required new divine realities and began to turn to arcane and entropic means to try to restore the angelic servitors of their homeworld. Failing time and time again, the broken priests began to turn to the manipulation of the Mist. The corruption of these experiments soon destroyed their city and filled the ruins with strange winged monsters.

**Stormtalon (Various, Brionithic Airspace)** - Skyships manufactured at the Grand Circle are brought to Stormtalon, a massive floating fortress buoyed by air essence crystals large enough to defy the gravity of the Quiet Lands. The fleet, while ever-expanding, is currently weakened especially after the loss of the Imperial Triad (see the Triad Tomb below in the Breachsea section). Still, the dark silhouette is visible in the sky from Western Gishulien and Northern Sekuria causing some constellation priests to train their wards to call aerial champions for the day that war once more claims the skies.

**The Towers of Extraction (Southern Brionithia)** - These staggering constructs of lay at the heart of the City-Fortress Radijhan. Massive pillars of artifice and crystek that have been designed in tandem with Steamwalker efforts in the Realm of the Dark Shogunate. These towers draw on a fulcrum of balancing energy known as "the Essential Balance" between these Realms to create crystallized essence artificially. Foreseen agents have had visions of the damage both sites are inflicting on the fabric of the Multiverse and the catastrophic consequences if only one of the two sites is shutdown at a time. The members of the Parity having reached out to sympathetic elements in the Steamwalk-



ers. This partnership is currently seeking allies to enact a plan to assault both installations simultaneously to end the threat.

## PERSONAE OF THE BRIONITHIA

**General Daemis Vonstra (Brionithic Empire LE human male aethernaut 17<sup>COTSS</sup>)** - The General is the commander of the airbase of at Stormtalon. A rabid patriot and expansionist, he strives to claim any resource to expand the reach of Brionithia. He has been known to split friends to rival command structures in Grand Circle, Breachsea navy, and Adamant's own military postings. He believes such rivalries curb unnecessary feelings of loyalty and tests of his leadership. In truth many of his subordi-

nates resent the decisions he forced them to

make and secretly hope to undermine him.



**Fedlin Aurimach (Steamwalkers CN male gnome successor<sup>COTSS</sup> 14)** - In an effort to bridge the Loci of Union Bisandis PonPon and Aurimach used Zeian energetics designs to guide the construction of the Towers of Extraction. What few realize is that Fedlin Aurimach is far more than merely a colleague of Bisandis but rather is a clone the PonPon scion made in his final year at Academy. Alchemical processes were used to curb the clone's natural urges to destroy its original source but Fedlin's mania seems to run all the stronger for it. A psychic link allows them to communicate between the Quiet Lands and the Dark Shogunate.

**Hyrzorian Egault (Brionithic Empire LE human male transmuter 15)** - Hyrzorian possesses the dubious honorific of "Master of Monsters," a title bestowed by Queen Xillaris IV when he demonstrated techniques for using the gasses of the Mist to mutate the already savage fauna of the Quiet Lands into new and terrifying forms. He has partnered with the kyton Xynogath to develop methods of controlling the beasts via implanted crystek or other devices. He oversees many facilities and currently has his eyes on the Ruins of Viath-Loj in Northern Sekuria to become masterpiece-a Great Creche to breed new generations of monsters for the Empire's war efforts.

**Queen Edalian II (Brionithic Empire & Sanguine Sovereignty N hybrid (human) female Bard 3/Technician 6<sup>SOM</sup>/Eliciter 9<sup>SOP</sup>)** - While not an actual member of the Sovereignty, Edalian is progressively more interested in the rites and rituals of the vampire priests as age begins to mark her. Edalian is technically the West Brionithian Queen wed to **Queen Xillaris IV Throne of the Zeian Protectorate of East Brionithia** (Zeian Empire, LN hybrid (human) female psychic<sup>DA</sup> 12/Technician<sup>SOM</sup> 8). Externally, they are easy to mistake for cousins or even sisters. The Zeain' techniques used to translate the Matriarchy in the Parthenogenetic Dynasty have heavily altered the appearance of both lineages from Brionithian and Zeian norms. Edalian's daughters are slightly more numerous than Xillaris' and she has failed to keep all of them out of mischief. The fourth such daughter **Sidlin III** (Druids of Long Leaves & Steamwalkers NG hybrid (human) druid 3/rogue 6) has begun feeding information to the rebels at Hope's Hall.

**Xynogath (Kyton Exarchs LE mutant kyton cantor Technician 14<sup>SOM</sup>)** - Possibly the only evil outsider currently alive within the Quiet Lands, Xynogath was smuggled into the Realm using *mistmover gloves* to shape a cocoon of the mutagenic gas around the fiend and then to bring him across the Cloud Stairway portal. This experience transformed the creature into a strange variant but did nothing to strip his passion for directed evolutions. Kept far below the surface of Adamant in a special cell, Xynogath helps direct crystek research and other projects to "enhance" the citizens of the Empire.



# AKASHIC REALMS

## EDU-AHJI

The creeper enclaves of the lands of Edu-Ahji are mysterious in the extreme. With groups devoted to all of the Guardian Zodiac, the sages consider themselves keepers of the Truth of the Crystals--an ancient body of esoteric lore and mysticism concerning the nature and origins of the Multiverse. Ancient histories say that the champions of the Pasha of Stone were used en masse to raise irregular ranges of stone to serve as protection to the creepers and their mysteries.

### LOCATIONS OF THE EDU-AHJI

**Brightshore (Western Edu-Ahji)** - Along the coastline of Edu-Ahji are clusters of wolger tribal villages collectively called the Brightshore. Sundered from their kin during the Breach in what became eastern Sekuria, the wolger of Brightshore have remained to defend the inland Sages of Ryatha. Ancestral spirits visiting them explained the creeper mystic's need for protection from the coming threat. Today this threat has been identified by the reckless nature of the Brionithic Empire and its outworld allies. Despite the distance the tribes maintain groups of "shorehowler" bards who can call to their distant kin across the Breachsea.

**Caves of Ryatha Zoadar (Central Edu-Ahji)** - The Caves of Ryatha Zoadar are sacred sites to the creeper sages. These mystical caverns are believed to have been created by the Sultan of Earth working in tandem with three of the other Guardians. The sages cannot agree on the exact composition and the issue is further muddled in that each cave is imbued with its own magical purpose. Most well-known among the Zoadar Caverns are the Cave of the Untried and the Cave of the Entitled. In the Cave of the Untried the achievements of a person are said to weigh down the mind and body. In the Cave of the Entitled only those who have risen to prominence and power are allowed to enter.

**The Mindhowl Fingers (Eastern Mistfall)** - When a militant psionic order arrived to "claim" the lore of the creeper sages things did not progress as they hoped. It is unclear the exact nature of their defeat. Some legends claim that the sages simply let them take the Trials of the Caves without guidance. Others speculate that the Guardians gifted them with strange mind-breaking blades. Regardless of the exact nature of conflict what is known is that the entire order of mentalists was shattered into madness. Driven to the edges of the Quiet Lands the twisted psychics took up residence among pillars of dark basalt from whence their agonized and raving screams still echo. Recently a blight of rot has begun to spread from the Fingers. The sages are willing to exchange guided entry to the Caves in exchange for investigating and curbing this expansion.

**Skyhearth (Central Edu-Ahji Airspace)** - Skyhearth formed when a massive crystal of air essence burst free from the earth during the creation of the Caverns of Zoadar. The concave surface of the mass carried a small hillock of stone and loam into the sky. In time the floating islet formed a new ecology. Efforts by voidship, skyship, and aerial champions over the centuries since have brought other large crystals, fertile earth, and building materials to make a drifting village paradise. Pirates and traders from the Cloud Stairway (See *Akashic Realms* 1) make port here and have

been occasionally allowed to trade for air crystals from elsewhere in Quiet Lands to aid or modify their vessels. Some wish to cease this trade as raids by Brionithia agents and other thieves have depleted central crystallized essence masses to a critical point for maintaining levitation. The defenders of Skyhearth savagely protect the crystals and regularly patrol the exposed undersides with gliders, aerial mounts, or hanging by rope and harness.

### PERSONAE OF THE EDU-AHJI

**Enthuri (Sages of Zoadar N female creeper\* sage<sup>COS</sup> 14)** - A relatively young creeper, Enthuri's rise to the leadership of her circle has been based in the preservation of the peace provided by the Interdiction. Her efforts ensure the Sages locate and coordinate any outsiders that pierce the protections of the Realm and remove them one way or another. She often helps to "make clear" the visions of the Caves in ways that provide ample support for her goals and the future of the Quiet Lands.

**Sulva (Sages of Zoadar N female wyrmkin\* necros<sup>LCN</sup> 15)** - Exiled from the Darkmaw for trying to encourage a more moderate view with their vampire chieftain, Sulva traveled South into Edu-Ahji. Her abilities to commune with the dead and to command their remains repelled several early attempts by the Sages to drive her away but upon seeking the Caves of the Entitled, Sulva claimed to be recognized by the magic of the caverns as of the Sages. Despite precedent of rejecting even reborn members of their order, the masters of Ryatha Zoadar welcomed the necros into their number. She now presides over the Cave of the Fallen where the brave and foolish may go to ask questions of the Dead.

**Veesi (Sages of Zoadar N male creeper\* sage<sup>COS</sup> 19)** - Veesi is the most ancient of the Sages of Zoadar. More than any creature alive, Veesi cares for and understands the destiny of the Quiet Lands and the various powers like Blossom and Hyraeatan who have become part of its tangle skeins. Veesi regularly trades insults and insights with Foreseen pilgrims seeking the Caves of Ryatha Zoadar and sent more than one to an untimely end in the tunnels below. And yet, he and the Parity remain on friendly, if tense, terms especially in times that threaten both the Quiet Lands and the City of 7 Seraphs.

### GISHULIEN

The Northern Shores of the Breachsea are nearly lost to the dense conifers of Southern Gishulien. One of the few lands to be spared the wars of the Starpriests, the fierce wolger servants of the Tundra Lord maintain strong deterrent patrols to this day in the traditions that kept the warring forces at bay so long ago.

### LOCATIONS OF GISHULIEN

**Frostmount (Northern Gishulien)** - The Frostmount is in-fact, not a mountain. Rather a massive temple-fortress dedicated to the Tundra Lord wrought entirely in ice. The wolger tribe here almost all ranges in wintery coats storm gray, snow white, and sky-blue. These individuals are considered sacred and among the the



wolger are the only who favor the Tundra Lord to the exclusion of the Sky King. Southbourne wolger in Loem and Sekuria often consider these zodiacs to be heretics. Regardless of religious differences the Frostcrowned have ran to the aid of many who found themselves threatened by the heels of Brionithian boots.

**Hope's Hall (Central Gishulien)** - No culture is a monolith and those humans of Brionithia who disagreed with the direction of the Will of the Queens and the advances in crystek magic items began to congregate at Hope's Hall after fleeing the Empire. In time word spread of a druid trained by the Circle of Long Leaves who was attempting to restore humanity's natural connections to essence. While few have experienced any awakening of veilweaving potential, they have formed an impressive body of alchemical and arcane means to resist the war-machine of Brionithia. In time they plan to stage an assault on Adamant and seize the Temple of the Zealous fortress, in turn using the Guardian's power and protections there to liberate all of Brionithia.

**Shrine of Long Leaves (Eastern Gishulien)** - With the lack of Divinities and dominance of zodiac priests in the societies of the Quiet Lands a surprising evolution has occurred. They say "nature abhors of a vacuum" and Gishulien's druidic circle proves this by presenting a body of healers and wise folk most Temples to Gods of Healing would have difficulty rivaling. These druids derive most of their power from Primal sources and what they believe to be the true origins of the Quiet Lands. The lore of Long Leaves posits that the Quiet Lands were originally a fey domain of the Bright Lands that's ruler betrayed the faeires Courts to demons. For this the unnamed ruler and their kingdom was cast into the Outer Realms, exiled from the rest of their Kin. These druids demonstrate strange fey-like abilities in addition to their mastery of healing. Despite aligned purposes they have rebuffed diplomatic overtures from the Ashborn and Chrysalis Covenant.

**Steelcleft Canyon (Southern Gishulien)** - The deep walls of this canyon are sometimes mistaken for the damages seen in places in Sekuria. Origins could not be more differing however. The walls of Steelcleft contain near endless veins of crystallized earth essence. The wolger priests of the Forest Guardian patrol the edges of the canyons fervently for they are aware of the its potential as a source of essence-infused weaponry that the Brionithic Empire cannot be allowed to seize control of. The Forest Guardian actively encourages others using its power to approach this tribe for fear that violence and attrition may make the wolgers' numbers insufficient to the task in time. More non-wolger members have been adopted into the Steelcleft pack than any other. Some honored few have even been granted earth crystals.

## PERSONAE OF THE GISHULIEN

**Evoothu the Sly (Guardians of the Quiet Lands CG morphbear zodiac<sup>COLSZ</sup> 8/eclipse<sup>AT</sup> 4)** - Worried with growing concern over the power of Brionithia, the morphbear Evoothu has begun a secret campaign to "offer" the services of his kin to the Empire as scouts. Their natural abilities to travel through otherwise difficult terrain makes this offer hard to reject even though these recruits often face suspicion. Evoothu's informants have aided many effective actions for the resistance forces of Hope's Hall.

**Gurren the Frostcrowned (Tribe of Frostmount NG wolger**

**daevic<sup>AM</sup> 13/eclipse<sup>AT</sup> 6)** - Chieftain of the Frostmount, Gurren is sometimes all that stands between the Brionithian's hunger and the rest of the Quiet Lands. When the Frostcrown calls for the packs of Gishulien to defend the Western borders, the numbers of beasts descending have sent soldiers screaming all the way to the walls of Adamant. A newly formed alliance with the humans of Hope's Hall may lead to even more aggression toward the Empire's expansionist hungers.

**Paebahn Meels (Ashborn & Guardians of the Quiet Lands N male creeper\* druid 14)** - A great heroine during the Lightbringer Incursion, Paebahn was reincarnated after falling in the end of the climactic battle while her foes were in retreat. Reborn as a strange creature few of the Ashborn were familiar with, he sought out the origins of the creeper body that he now inhabited. Finding his way through the Cloud Stairway with the Pirates of Freeduty, he journeyed to the Caves of Ryatha Zoadar where he was allowed to seek destiny. Upon emerging, the Sages told the "human-souled" creeper he was not welcome to remain and Paebahn instead sought out the rebels hiding in Gishulien from the Brionithic Empire and helped found Hope's Hall.

## LOEM

The Southern Desert of Loem is not truly organized as a country but rather a loose Affiliate of Merchant Clans, Nomad Tribes, and cactusfolk settlements. The open plain below the Temple of the Phoenix Guardian is presided over her zodiac-priests and serves as both a center of moral authority and neutral meeting ground where seasonal Trademeets are as close to governing bodies as the region maintains.

## LOCATIONS OF LOEM

**Burning Rocks (Eastern Loem)** - The valley basin known as burning rocks holds a strange draw to phoenixes across the Multiverse. Many of those firebirds that travel the Cloud Stairway to the Pearl Kingdom (see *Akashic Realms Vol. 1: Emperors and Einherjar*) come to the outcroppings of the Loem Desert to gather in the power of the Star Phoenix for the journey itself. While not as common as in their nests in the Five Kingdoms, the phoenix here still often gift a respectful visitor a feather from their down to restore the fire of life during dark times.

**Feldeep (Northern Loem)** - In the edges of the Northern desert a small oasis has become the focal point of an attempt to violate the Interdiction. Lord Aksial of the Bloodfields of Asphodel, a general of the Nine Hells, has sent his tiefling descendants to populate this growing village. These tieflings are often afflicted with compulsions causing them to seek the Gates of Skyfire and then again to seek Feldeep. Cultists revering Aksial believe when the number of his descendants is sufficient he will be able to exploit blood magic to draw himself into the Quiet Lands.

**Gates of Skyfire (Southern Loem)** - The name of these natural column formations is considered reductive by many scholars. The stones glow lambent in the strongest of desert storms and the space between them shimmers to reveal other worlds. These



# AKASHIC REALMS

are among the only naturally occurring portals or gates in the Quiet Lands. Phoenixes flying from the North of Loem seek these out to begin their Migration of Renewal as they journey to the Pearl Kingdom in Concordia. A rare alliance of wolger and wyrmkin stand watch over these gates while active because they are also two-way and may allow anything but the outsiders prohibited by the Interdiction to enter.

**Oasis of Imari (Central Loem)** - Among the most holy sites of the Xiadi cactusfolk, the Oasis of Imari also is one of the best kept secrets of the reclusive plant creatures. The waters of the pools of the oasis are in fact the surfaces of deep underground cavern-lakes. Each of the chambers of these lakes contains large quantities of crystallized life essence. So great is the concentration that the waters of the Oasis can heal the sick and sustain lush tropical vegetation that even the most abundant oasis could not otherwise support.

## PERSONAE OF THE LOEM

**Elypht (Sages of Zoadar N agender cactusfolk\* psychic<sup>OA</sup> 9)** - Enthuri of the Sages of Zoadar was quite surprised to find Elypht appear when they were only a budding at the entrance to the Caves of the Untried. Soon however the young cactusfolk emerged with a singular purpose from the sacred caves, Elypht would guide newly arrived heroes from the Gates of Skyfire to places in the Quiet Lands that needed their help. Not surprisingly this currently seems to be against the Brionithic Empire or the few outsiders slipping into the Realms on rare occasion.

**Pytht (Keepers of Imari N agender cactusfolk\* radiant<sup>AT</sup> 15)** - As eldest among the Keepers of the Oasis Pytht commands great respect from the other Xiadi cactusfolk. Yet, when it comes to dealing with outsiders, they present themselves as young and curious often gaining the trust and disclosure of foreigners before revealing themselves to be a leader of the Xiadi people. The Descendants of Dream bard Colseius earned the Keeper's lasting respect by penetrating the guise and refusing to let the other Warden's of his circle know before they revealed their intentions to the cactusfolk.

**Commander Zargan (Phoenix Gate Phalanx NG male wolger nexus<sup>AT</sup> 16)** - Zargan is rumored to be son of the Frostcrown of Gishulien. Seeking leadership of his own far from his father's influence the wolger now fears he will have to ask his father's help as threats as great or greater gather beyond the Gates of Skyfire to threaten the Quiet Lands. His daughter has been sent to the Academies of Hyraeatan to better shoulder the possibility of someday leading the Phoenix Gate Phalanx or potentially even the Frostmount tribe. Perhaps both.

## SEKURIA

Bordered by the Breachsea and the Western edge of Loem, the tropical jungles of Sekuria hold large populations of wolger, elves, and morphbears. Long ago war with the Pasha of Stone's Starpriests led to the earth of Sekuria being shot through with deep canyons in the floors of its jungles and forests. This in turn

exposed deposits of crystallized essence that natives quickly came both to rely on and revere. The Shrines of the Terrabird are common among the morphbears, it is difficult to say which is the principal temple and which are secondary. Trails around the jungle floor are thick with champion steeds and messengers moving between the shrines to stitch the region into a coherent whole. Eastern seaside villages of mixed populations revere the Leviathan, master of the Breachsea. Costal pack-villages of wolgers intermingle with the elven treetowns with morphbears taking part in both societies equally.

## LOCATIONS OF SEKURIA

**Heart of the Mother (Central Sekuria)** - The Heart of the Mother is a deep canyon vale with vine-choked walls so sheer the unwary could fall to a certain doom. Despite these formidable natural defenses, the Heart is open to all who wish to visit. The floor of the canyon is fertile and a number of the rarest herbs in the Quiet Lands grow here. Slow moving veins of luminous green life essence crystallizing from hidden sources below give the heart its name. Seekers from all of the nations of the Quiet Lands make pilgrimage to gather these crystals for those who struggle with carrying a child.

**The Hives of the Hangingkeeps (Western Sekuria)** - A morphbear colony near the borders of the Brionithic Empire, the Hangingkeeps are unique in all the Quiet Lands. A strain of giant bees with ties to the Plane of Gem (also called the Mineral Plane) have made a habit of harvesting difficult to access crystal formation of Elemental and Source essences. These creatures in turn pass the energies of the essence into the stores of honey they create. The Brionithian Empire craves samples of the honey.

**Ruins of Viath-Loj (Northern Sekuria)** - The Great Elvish Kingdom of Viath-Loj once spread accross the North of Sekuria and even into what is now thought of Brionitha. The creeper sages of Edu-Ahji state that the ancient elves bore a mastery of magic far beyond their current descendants and had affiliations with the strange fey kingdoms of the Bright Lands. Whispers that their efforts into temporal spells may have been in part to blame for the humans of the Empire losing their ability to draw on essence naturally. Others say they created the danger of the Brithonians by inviting Zeian emissaries into the Quiet Lands.

**The Tidal Temple (Eastern Sekuria)** - This mass of crystallized water essence extends from below the Bay of Westidad and into the city of the same name. Despite the cosmopolitan nature of Westidad itself, the Temple is nearly entirely populated by zodiac-priests of the Wavesong wolger pack and the elves known as the Last Tribe. These two groups staff and protect the massive crescent of shimmering blue-green crystal and its Temples (both above and below the sealine) to the Leviathan. Moving between the two temples is easy with the water essence imbuing the ability to breathe water to anyone who remains in contact with it.

## PERSONAE OF THE SEKURIA

**Ashuan the Watcher of Viath-Loj (Nonaffiliated N male elf radiant<sup>AT</sup> 18)** - Ashuan still remembers the towers of Viath-Loj





as they stood in their grandeur. The elf was young when the Brionithian alliance with the Zeian Empire gave rise to the Imperial fleet of skyships leveled their homeland in the Capital of Viath-Loj and destroyed its sister cities driving the majority of the elves to struggle for survival in the jungles of Sekuria. Now he spends much of his time in solitude, his only companions the shamblers and treants he calls to life to destroy border patrols and scouts of the Brionithian Expansion.

**Shoovu (Guardians of the Quiet Lands CG male morphbear**

**zodiac[solar]<sup>COTLS</sup> 2 14**) - Captain of the Messenger Elites, Shoovu and his Terrabird champion are a common sight and most settlements in Sekuria. Recently Shoovu gained two unwanted apprentices in the form of Hands of Onus travelers that he saved from the Brionithian firefight. These two, Ceptharus (Hands of Onus LN male eclipse<sup>AT</sup> 5/zodiac<sup>COTLSZ</sup> 4) and Vintha (Hands of Onus N female half-orc daevic<sup>AM</sup> 4/zodiac<sup>COTLSZ</sup> 5), have in turn been trading kakeroi and other debt markers to bring more skilled adventurers from Hyraeatan to the Quiet Lands to embolden Sekuria against the advances of the Imperial Army.



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**Kunknoo (Guardians of the Quiet Lands NG female morphbear zodiac[lunar]<sup>COTLSZ</sup> 12/druid 5)** - Kunknoo is the Master Hivekeep of the Hangingkeeps. She oversees the health of her queens, workers, and drones. Additionally she manages to stores of

jewel-hue honeys that carry the power of crystallized essence. Brionithian researchers believe ingesting large quantities of the honey from the Hangingkeeps might help young humans to regain their connection to essence and provide the Empire with more natural veilweavers. Kunknoo is exhausted having to take turns patrolling and organizing others to stop Imperial Agents from raiding the Hives for essence-rich honey or larval bees.

## VEJ-KETUN

Another victim of the Guardian Wars, the wastelands of the Vej-Ketun are savage and relentless. Warring tribes of wyrmkin make up the majority of communities within the region with small pockets of exiled creeper sages. Each Guardian has tribes that revere it, but most of the wyrmkin hold faith with the Sultan of Flame or the Thunderbird.

## LOCATIONS OF VEJ-KETUN

**Darkmaw Rises (Central Vej-Ketun)** - Of all the discoveries Descendant of Dreams aethernauts made when arriving in the Quiet Lands, most surprising was that they were likely not the first visitors from Hyraeatan to have arrived in the Realm. Rather, sometime earlier at least one vampire of either the Vezrigard or Azvelik lines had arrived and turned a number of the wyrmkin of the Rises of Jenhu into undead. These undead found existence in the Wastelands challenging but seemed to find the means to survive deep below the plateaus in the box canyons that would become known as Darkmaw. Steamwalker analysts have used sensory drones and scrying techniques to confirm a substantial deposit of negative crystallized essence at the bases of East Vej-Ketun. These "death essence" crystals might allow the wyrmkin undead to supersede many of the limits of vampirism.

**Pinnacles of Peace (Central Vej-Ketun)** - Ruled over by the most powerful group of creeper sages beyond the Caves of Zoadar, this Pinnacles represent a central mediation point for Vej-Ketun. No hostilities are allowed of the wyrmkin and they can treat with an allegedly impartial oversight from the Pinnacle Sages. Historians in Brionithia have observed that the creepers of the region seem to have little to no issue martialing tribes against problematic dissenters and have suggested to the Queens that this may cause need for a skyship strike should the Empire ever choose to move against Vej-Ketun. A Foreseen oracle appeared in the Imperial Court the last time this discussion was held and managed to dissuade aggravating the creepers and their wyrmkin allies.

**Rises of Jenhu (Western and Northern Vej-Ketun)** - These massive plateau became the favored grounds of the wyrmkin tribes of the Quiet Lands. Cracks pre-divided the areas in to defensible sections easily marked by each tribe. Flight is required to navigate the majority of these rock-top territories. Most of

the Eastern Rise has been given over to the Darkmaw but the rest of the plateaus and canyons belong to tribes calling a variety of Guardians master. Despite the mythological abandonment of their origins, wyrmkin zodiacs favor the Thunderbird and the Sultan of Flame with equal zeal above others. Most tribes strive to become worthy of their creator's love.

## PERSONAE OF THE VEJ-KETUN

**Chieftain Ihrzagh Darkshadow (Darkmaw Dragonkin/Sanguine Sovereignty CE male vampire wyrmkin antipaladin<sup>APG</sup> 5/daevic<sup>AM</sup> 11)** - Ihrzagh's tribe holds thirteen lesser tribes in sway by virtue of his vampire thralls and spawn. The Chieftain has recently begun bargaining collect crystallized essence found in the possession of other tribes to Brionithian agents in exchange for crystek weapons usable by the undead minions he commands that have no veilweaving of their own. Rumors of a death crystal studded set of armor that lets Ihrzagh move in daylight continue to surface throughout the region.

**Chieftain Murugh Gembrow (Guardians of the Quiet Lands LG female wyrmkin zodiac<sup>COTLSZ</sup> 17)** - Murugh claims both High Starpriest of the Forest Guardian and Chieftain in the leadership of her tribe. Her people hold most of the Western borders with Gishulien and bear the wolger their a begrudging but lasting respect. This lack of conflict has allowed Murugh to consolidate resources and begin aggressive trade with the wolger and other wyrmkin tribes. The champions of the Forest Guardian are often seen escorting caravans on both sides of the borders with goods and gold that eventually swell Murugh's power. Despite having no authority over other tribes Murugh is often sought for advice and mediation making her a powerful leader.

**Fireseer Osiuria (Guardians of the Quiet Lands LE female wyrmkin zodiac[lunar]<sup>COTLSZ</sup> 17)** - Osiuria is considered to be the most powerful Starpriest of the Sultan of Flame among the wyrmkin. Her gifts include rather unique powers thought to be granted via the wishes of her grand master himself that elevate her already immense powers as a zodiac to an entirely higher level. Her prophetic gifts have brought her into conflict with the Sages of Ryatha Zoadar across the border into Edu-Ahji. She is seldom ever seen without her efreeti champion who wields a mighty katana said to be from another world.

## THE BREACHSEA

Long ago, the relative isolation of the Quiet Lands was violated by a massive planar cataclysm. While somewhat unclear, the force that damaged the plane seemed to emanate from a celestial origin. The creepers have whispered of forbidden hunger to be closer to the so-called gods of the Upper Trines.

## LOCATIONS OF THE BREACHSEA

**The Great Plume (Central Breachsea)** - The massive column of vapor rising into the sky of the Quiet Lands is called the Great Plume. Mostly comprised of Mist from within the Cloud Stairway,



the Plume is visible from nearly any vantage in the Realm. Its miles high reach is speculated to pierce the membrane of Nullus and to wind beyond. Some speculate it is a cyclic breach to the Cloud Stairway exiting in the constantly bubbling roil beneath the surface of the Breachsea and slipping backing that Realm when it rises back to its known twin, a singular two way portal in the sky high above the Quiet Lands. Mists from the Cloud Stairway occasionally leak corruption and birth monsters into the kingdoms of the Quiet Lands (see Sidebar: The Mist).

**The Isle of the Sister (Various/Roaming)** - Legends of Leviathan often mention the Guardian's elder siblings, most often called Big Brother and Big Sister by wolger Starpriests. The myth states that the Big Brother was first to investigate the Mists after the Breach. In his eagerness and folly, Big Brother was lost below falling into the Cloud Stairway or perhaps even to the Dark Shogunate. Big Sister was said to circle the Great Plume and cry out for Leviathan's other missing sibling. In time she began to weary and slow, and her shell became thick with loam and sand. Tribes of brave seekers claimed her back for the holy site it was. Whether the truth is in the legend, a drifting isle does circle the Great Plum and is said to hold among the most powerful of the Guardians servants.

**Ruins of Starhold (Central Breachsea - Ocean Floor)** - The Starhold was said to be a great holy city containing the grand house of worship to the Guardian Lords of the Quiet Lands. Ancient arrivals soon came to respect the power of the Interdiction of Balance. Revering the Constellations in place of the denied Divinities they constructed Starhold in their honor. When the Breach occurred the Isle of Starhold was driven beneath the sea and shattered into across the Central Ocean floor, suspended in a flow of rapidly crystalized essence. Mercenaries and Brionithic agents constantly attempt to explore and gather crystals from this massive deposit to varying degrees of success.

**The Triad Tombs (Western Breachsea)** - The inaugural ships of the Brionithian Skyfleet were the Inevitable, the Trackless, and the Breachbreaker. For a brief season, Brionithian dominance was all but certain as Sekuria the Capital and other great cities of the elves were bombed with crystek explosives. Wolger howler bards and other mystics communicated the horror of the elves devastation to the ends of the Quiet Lands and the Guardians were summoned to pass judgement upon the Brionithians. The Battle of False Stars saw the massive Skyships destroyed and sent crashing into the waves of the Breachsea. The Guardians decreed that should the Empire or its Zeian allies ever seen the broken behemoths, they would join them in their watery graves. To this day, the hulks lie slumbering—shattered and sunken—likely bearing the essence crystals that once held them aloft. Steamwalker patrons are constantly seeking brave souls to seek this dangerous aquatic salvage.

## PERSONAE OF THE BREACHSEA

**Evolia dei Brynt (Unaffiliated/Temple of Coin N female human [reincarnate] zodiac<sup>COTLSZ</sup> 7/Swashbuckler<sup>ACG</sup> 4/Oracle<sup>APG</sup> 3)** - Evolia was a wolger starpriest of Lady Frost who was inspired to take a new tactic in opposing the Brionithic Empire by becoming a human and infiltrating their armies. The gambit progressed well enough until a crystek device revealed her nature as a

veilweaver and she was forced to flee. The manner in which she was, of course, to steal a Brionithian skyship. Fitted with an orrery engine and renamed *the Truespite*, Evolia turned to piracy and odd jobs for extraplanar interests like the Temple of Coin.

**Shefune “the Deepbeast” Myotha (Blackblades CE female fetchling<sup>ARG</sup> zodiac<sup>COTLSZ</sup> 10/Warlock<sup>NPC</sup> 8)** - Shefune's mission was simple. Hasten the release of the Mist and destroy the Quiet Lands. Select members of the Parity Council concluded that the Realm was becoming a “distraction” to the City's development and power and after confirming Zeian influence decreed that the entirety of the Quiet Lands should be destroyed in detonation of crystalline essence. Shefune was giving command of a submergible vehicle and a crew of conspirators. She soon realized that the joy in her assignment was destroying ships that discovered her presence in the Breachsea. She made a habit of getting discovered more and more often.

**Sibro (Unaffiliated N agender cactusfolk sage<sup>COS</sup> 16) and Vyx (Unaffiliated N female creeper alchemist<sup>APG</sup> 12/radiant<sup>AT</sup> 7)** - The odd pair of Sibro and Vyx reside on a small isle in the Southern Breachsea. They have studied and catalogued the effects of the Mist and know more about the mutagen and its abilities to transform creatures. To a small degree they have managed to evoke manipulate it resulting in the isles numerous magical beasts. The Chrysalis Covenant is currently recruiting for expeditions willing to seek the unusual duo.

## NEW HAZARD: THE MIST (CR 11)

While normally confined to the Cloud Stairway the Breach and Great Plume causes Mist from that Transitive Realm to pour forth at random into the Quiet Lands. Usually the coming is swift and fleeting only touching a few creatures and plants. Legends of mass eruptions of the corruptive gas exist and the Sages of Ryatha Zoadar do their best to prepare the kingdomss when they foresee such an event. When a PC is exposed to the Mist for at least 1 hour consult the table below, checking again each hour:

Roll 1d10	Effect on creature (DC of 22 +1 per hour)
1-4	Transform to GMs choice of monster (as per <i>polymorph any object</i> )
5	Gain a GM's choice of Corruption <sup>HA</sup> (Will resists).
6	Memory Loss (Will resists)
7	As per <i>feeblemind</i>
8-9	As per a <i>helm of opposite alignment</i>
10	Roll twice ignoring results above 9.



# AKASHIC REALMS

## GUARDIANS OF THE QUIET LANDS

The Quiet Lands are a distant planar network located along the farthest strands of the Lattice. The Quiet Lands take their name from the unusual calm that pervades the Realm and affiliated demiplanes that comprise the planar hub. There is a grim truth behind this calm; the Quiet Lands are so close to the farthest reaches of the Lattice that they are sometimes invaded by servants of the Great Old Ones, fell aberrations, and other strange things that lurk beyond. As a result, the mortal populations dwelling within this Realm are sparsely populated and planar travel is relatively rare, for few natives dare travel the empty places between the planes.

Unlike many Realms, the Quiet Lands have never had a deity or pantheon of deities. The metaphysical realities of location make it intensely dissonant to aligned outsiders. Sages speculate that this may even reach as far as divinities and gods themselves. This has not stopped mortal creatures from evolving in the Quiet Lands however, and indeed the forms of life that flourish there are often strange and wondrous, possessed of unusual vitality and strange physiologies. Of

particular note are the morphbears, cactusfolk, and wolgers (described further in the Akashic Species section on page 5), whose bodies have evolved unique defense mechanisms and unusual adaptations to help them survive and thrive in the Quiet Lands.

In place of deities, the mortal species of the Quiet Lands worship the constellations that guard the plane. More fierce and fickle than constellations watching over planes located farther from the Lattice's edge, these constellations are possessed of unusual destructive capabilities designed to help them fend off the advances of aberrations and darker forces. While these "gods" of the Quiet Lands are, in some ways, more powerful than other constellations, their power comes at a price, and often the constellations of the Quiet Lands are unable to spend more than a few moments fully manifested; storing and unleashing the massive power required to fight off the creatures that would unravel the Lattice means the constellations of the Quiet Lands must spend more time amongst the stars and less time interacting with and guiding their mortal contacts.

## Constellations

The following constellations are available to zodiacs and characters with the Amateur Astrologist or Noble Astrologist feats. Each constellation is associated with a primal element: Air, Earth, Fire, or Water. Air compliments Fire and opposes Earth, Earth compliments Water and opposes Air, Fire compliments Air and opposes Water, and Water compliments Earth and opposes Fire. Whenever a character attempts to manifest a constellation while they already have a constellation of the opposing element manifested, they must pay an essence penalty, increasing the amount of essence burn taken when manifesting the new constellation by 3. If the character cannot pay this increased cost, they cannot manifest the new constellation.

When a character takes their first level in the zodiac class, or when they first take the Amateur Astrologist feat, they must choose a cosmology. Currently the Material Plane cosmology (presented in *Classes of the Lost Spheres: The Zodiac*) and the Concordia cosmology (presented in *Akashic Realms*) are available in addition to the Quiet Lands cosmology presented below. Once a character has chosen a cosmology, they cannot manifest constellations from

### PLAY ADVICE - CONSTELLATIONS

Constellation champions represent a versatile companion option similar in nature to the Leadership feat. There are a lot of considerations that the Zodiac player and their GM will need to look at when playing this class. We recommend that in campaigns where PCs can make their own cohort or animal companion that they be allowed to do the same for their champions. Some GMs will prefer to level the champion creature themselves. Have the discussion when creating the Zodiac character how this will work for a given campaign. Above all else—prepare the champions before a session begins. Spontaneous generation of a companion after a session starts will be time consuming and distracting particularly at higher levels. GMs should not allow an unprepared champion to be summoned.



another cosmology without taking the Expanded Cosmology feat. If a character spends at least one month in a plane with a different cosmology than the one they chose, they may choose to realign themselves with the new cosmology, losing access to their previous cosmology and constellations and gaining access to those available in the new cosmology.

## Dismiss

Constellations in the Quiet Lands cosmology have new special abilities with the [dismiss] tag. These abilities occur under the described conditions and often include activation methods that are partially outside of the zodiac's control.

Once a [dismiss] effect occurs, the constellation completes whatever action or effect is described in the ability entry and then immediately disappears as though the zodiac had intentionally dismissed it. Any essence burn paid to conjure a constellation dismissed in this manner remains, and the zodiac must pay the essence cost again if they wish to conjure the constellation back onto the field of battle.

If an ability, condition, effect, or situation would prevent a constellation's [dismiss] effect from occurring (such as if Terrabird's [dismiss] effect were triggered by a trap and there were no visible opponents for it to attack) the constellation is still dismissed as normal; the additional effect simply does not occur. Dismiss effects typically do not require the constellation to expend any actions, or even have actions available, but a constellation who is helpless or unconscious when their [dismiss] effect is activated is dismissed without the effect activating.

## Forest Guardian

*Bearing a sapphire crown, Forest Guardian is the protective lord of woodland domains.*

**Element:** Earth

**Manifestations:** Armor/Weapon, Champion

**Armor (Essence cost 2):** You gain the ability to manifest Forest Guardian as a masterwork heavy wooden shield that instantly forms strapped to the arm of you or a touched willing creature. For every two zodiac levels you possess, this shield gains a +1 enhancement bonus; you must choose at the time this shield is conjured whether the shield is enchanted as a shield or as a weapon. As long as the shield has at least a +1 enhancement bonus, these bonuses

can be used to add magical shield properties (if the shield was enchanted as a shield) or magical weapon properties (if the shield was enchanted as a weapon), consuming an amount of bonus equal to the property's base price modifier. These bonuses and properties are decided when the shield is manifested and cannot be changed until the next time the zodiac manifests the shield.

**Essence:** Investing at least one point of essence in Forest Guardian's shield form grants the wielder the ability to cast *shield* with a caster level equal to your zodiac level on themselves or an ally within 30 feet by taking 1 point of essence burn as a swift action. For each point of essence invested in this shield, the wielder may take an additional point of essence burn when activating this ability to target one additional ally with the effect. If the wielder of this shield is the champion form of a constellation, they may take 1 point of Constitution damage in place of a point of essence burn. Construct and undead champions instead take damage according to their type: constructs take 10 points of hit point damage, and undead take 1 point of Charisma damage.

## FEELING THE BURN

Constellations with [dismiss] abilities present a new dynamic not present in previous zodiac cosmologies. While zodiacs using the Material Plane or Concordia cosmologies will often have their favorite constellation champion traveling alongside them throughout an entire adventuring day, the significant essence cost of the Quiet Land constellations and their dismiss effects mean that these constellations are best conjured during the first round of combat and will rarely last beyond that combat. Using these potent constellations requires the zodiac to carefully consider when and where they conjure their most powerful constellations.

High essence cost constellations are best used in situations where you have a reasonable expectation of being able to take a short rest afterwards; even conjuring the most expensive champions like the Sultan of Flames can be completely recovered from during a 15-minute rest. Champions like Forest Guardian and Terrabird have lower costs and more easily controlled [dismiss] effects, making them reliable options for players who prefer to have a constant companion while exploring or traveling.



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**Champion (Essence cost 4):** You gain the ability to manifest Forest Guardian in the form of a giant weasel animal companion with a starting Intelligence score of 6.

*Essence:* For each point of essence invested in Forest Guardian, it gains a +2 insight bonus to AC and a +1 insight bonus to CMB and CMD when attempting or resisting a grapple.

*Essence Shield [Dismiss]:* Whenever Forest Guardian deals Constitution damage with its blood drain ability to a creature whose total Hit Dice are equal to or greater than its own, its sapphire crown surges with a burst of light, casting *shield* with a caster level equal to your zodiac level on all allies within 30 feet of Forest Guardian.

## Lady Frost

*Winter witch, ice maiden, unknowable nymph of darkness, Lady Frost's touch is the cold embrace of death itself.*

**Element:** Water

**Manifestations:** Champion, Equipment

**Champion (Essence cost 10):** You gain the ability to manifest Lady Frost in the form of a yuki-onna (using the modified yuki-onna stat block on page 42). When you reach zodiac level 10th and each level thereafter, this yuki-onna gains one level in the shadowdancer prestige class.

*Essence:* For each point of essence invested in the champion form of Lady Frost, she gains a +1 insight bonus on attack rolls and damage rolls, and increases the saving throw DCs of all her special attacks and spell-like abilities by 1 (these benefits also apply to the damage and saving throw DC of Lady Frost's glacial underworld ability).

*Glacial Underworld [Dismiss]:* Whenever a creature fails its Fortitude saving throw against Lady Frost's chilling touch, she flicks her fingers and disappears, launching a spray of black icicles in a 60-foot radius burst. These icicles deal 5d6 points of cold damage and 5d6 points of negative energy damage to every creature in the affected area; a successful Fortitude saving throw (DC 10 + Lady Frost's HD + Lady Frost's Charisma modifier) reduces this damage by half. Any creature slain by this effect immediately crumbles into a cloud of black snowflakes and can only be returned to life via a *wish*, *miracle*, or similar effect.

**Equipment (Essence cost 3):** You gain the ability to manifest Lady Frost as a perfectly smooth, gleaming mask of onyx ice. The wearer of this mask gains a +2 insight bonus to Will saving throws and the ability to breath out a cloud of deadly black ice crystals that deals 1d6 cold damage, 1d6 negative energy damage, and staggers all creatures in a 30-foot cone; creatures who succeed at a Fortitude saving throw (DC 10 + ½ your zodiac level + your Charisma modifier) take half damage and ignore the staggered effect. This mask's energy must recharge between uses and cannot be used again for three rounds after being activated.

*Essence:* For each point of essence invested in the equipment form of Lady Frost, the insight bonus to Will saving throws increases by +1. For each odd point of essence invested (1, 3, 5, etc.) the granted breath weapon deals an additional +1d6 points of cold damage. For each even point of essence invested (2, 4, 6, etc.) the breath weapon deals an additional +1d6 points of negative energy damage.

## Leviathan

*King of deep waters, Leviathan is slow to anger but implacable when roused.*

**Element:** Water

**Manifestations:** Champion, Weapon

**Champion (Essence cost 5):** You gain the ability to manifest Leviathan in the form of a snapping turtle animal companion with a starting Intelligence score of 6 and the ability to breathe underwater.

*Essence:* For each point of essence invested, Leviathan gains a +1 size bonus to its Strength and Constitution ability scores. For every 3 points of essence invested, Leviathan's size increases by 1 step (Medium to Large, Large to Huge, etc.) and its reach increases by 5 feet. It does not gain any further bonuses or penalties to its ability scores for changing size in this manner.

*Tsunami [Dismiss]:* When Leviathan is damaged by an attack, at the start of its next turn it unleashes a roaring blast of water in a 60-foot cone that deals 1d6 bludgeoning damage per Hit Die Leviathan possesses. Creatures damaged by this ability are knocked prone and pushed 10 feet directly away from Leviathan's location; creatures prevented from moving, such as by a wall, take 1d6 bludgeoning damage per 5 feet they were prevented from moving. A successful Fortitude save (DC 10 + 1/2 Leviathan's HD + Leviathan's Consti-



tution modifier) reduces this damage by half and prevents the target from being knocked prone or moved.

**Weapon (Essence cost 2):** You gain the ability to manifest Leviathan as a masterwork trident. For every two zodiac levels you possess, this weapon deals an additional 1d6 points of bludgeoning and slashing damage as currents of tidal energy swirl about its tines. For every four zodiac levels you possess, this weapon's enhancement bonus increases by +1.

*Essence:* If you have at least 1 point of essence in Leviathan its wielder may fire a blast of water from it, dealing 1d6 bludgeoning damage to a creature within 60 feet on a successful ranged touch attack. This burst of water may be fired whenever the wielder could normally make an attack with this weapon (including as an attack action or as part of a full attack action). The bludgeoning damage dealt by this attack increases by +1d6 for each additional point of essence invested.

## Lightning Sage

*Dancer in the storm, the Lightning Sage is the embodiment of enlightenment.*

**Element:** Air

**Manifestations:** Champion, Equipment

**Champion (Essence cost 9):** You gain the ability to manifest the Lightning Sage in the form of an air veela. When you reach zodiac level 10th and each level thereafter, this air veela gains one level in the bard class.

*Essence:* For each point of essence invested in the champion form of the Lightning Sage, they gain a +1 insight bonus on attack rolls and damage rolls, and increase the saving throw DCs of all of their spells and spell-like abilities by 1 (these benefits also apply to the damage and saving throw DC of Lightning Sage's Thor's axis ability).

*Thor's Axis [Dismiss]:* Whenever the Lightning Sage's beckoning dance ends, they immediately launch four crackling bolts of lightning in 60-foot lines originating from themselves and launching directly in each of the four cardinal directions (north, south, east, and west). These lines of lightning deal 10d6 points of electricity damage; a successful Reflex saving throw (DC 10 + Lightning Sage's HD + Lightning Sage's Charisma modifier) reduces this damage by half.

**Equipment (Essence cost 4):** You gain the ability to

manifest the Lightning Sage as a sparking ring forged of pure lightning. The wearer of this ring gains a shimmering shield of electrical energy that grants them a +1 deflection bonus to AC, and can fire a ray of lightning at a creature or object within 120 feet as a standard action, dealing 1d6 electricity damage and dazzling the target on a successful hit.

*Essence:* For each point of essence invested in the equipment form of the Lightning Sage, the ray fired by the ring deals an additional 1d6 electricity damage. For every 3 points of essence invested, the granted deflection bonus increases by +1.

## Pasha of Stone

*Mighty and enduring, the Pasha of Stone is a stern but gentle guardian.*

**Element:** Earth

**Manifestations:** Armor, Champion

**Armor (Essence cost 2):** You gain the ability to manifest the Pasha of Stone as a masterwork suit of banded mail made entirely from stone as hard as adamantite. This armor instantly forms around you or a touched willing creature. For every two zodiac levels you possess, this armor gains a +1 enhancement bonus. As long as the armor has at least a +1 enhancement bonus, these bonuses can be used to add magical armor properties to the armor, consuming an amount of bonus equal to the property's base price modifier. These bonuses and properties are decided when the armor is manifested and cannot be changed until the next time the zodiac manifests the armor.

*Essence:* Investing at least one point of essence in the Pasha of Stone grants the wearer a 10-foot burrow speed through sand, loose soil, or gravel, and a 5-foot burrow speed through stone. For each point of essence invested the burrow speed through sand, loose soil, and gravel increases by 10 feet and the burrow speed through stone increases by 5 feet.

**Champion (Essence cost 8):** You gain the ability to manifest the Pasha of Stone in the form of a shaitan. When you reach zodiac level 10th and each level thereafter, this shaitan gains one level in the monk class.

*Essence:* For each point of essence invested in the champion form of the Pasha of Stone, he gains a +1 insight bonus on attack rolls and damage rolls, and



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increases the saving throw DCs of all of his spells and spell-like abilities by 1.

*Guardian's Embrace [Dismiss]:* Whenever an allied creature within 60 feet (not including the Pasha himself) is damaged by

an attack, the Pasha of Stone immediately dissolves into a swirling whirlwind of black sand that forms into a protective barrier around each ally within 60 feet. This barrier grants the allies a +2 enhancement bonus to natural armor and DR 5/-. This DR is increased by 2 for each point of essence invested in the Pasha at the time this ability is activated.

## Phoenix

*Radiant queen of renewing fire, Phoenix champions mothers and healers.*

**Element:** Air

**Manifestations:** Champion, Equipment

**Champion (Essence cost 5):** You gain the ability to manifest the Phoenix constellation in the form of a roc animal companion with a starting Intelligence score of 6.

*Essence:* For each point of essence invested in the champion form of Phoenix, it deals an additional 1d6 fire damage with its bite and talon natural attacks.

*Renewing Flames [Dismiss]:* Whenever Phoenix or an allied creature whose Hit Dice are equal to or greater than Phoenix's own within 30 feet of Phoenix is reduced to 0 or fewer hit points, Phoenix immediately bursts into a roiling ball of radiant of flame that deals 1d4 points of fire damage per Hit Die Phoenix possesses to all enemies within 30 feet and heals all allies within 30 feet for the same amount. This healing is a positive energy effect. The fire damage and healing dealt by this effect is increased by 1d4 for each point of essence invested in Phoenix when this ability is activated.

**Equipment (Essence cost 2):** You gain the ability to manifest Phoenix as a cloak sheathed in radiant flames. Whenever a creature damages you with a melee attack, you may take a point of essence burn to cause the cloak to flare up as an immediate action, dealing 1d6 points of fire damage to the creature that attacked you and healing you for an amount equal to the damage dealt. Fire resistance and other abilities that would reduce the damage dealt by this ability also reduce the granted healing.

*Essence:* For each point of essence invested in the equipment form of Phoenix, its activated ability deals an additional 1d6 points of fire damage.

## Sky King

*Ruler of the sky and the void between worlds, Sky King's power is beyond comparison.*

**Element:** Air

**Manifestations:** Champion, Equipment

**Champion (Essence cost 9):** You gain the ability to manifest Sky King in the form of a wyrmling sky dragon. When you reach zodiac level 11th Sky King instead appears in the form of a young sky dragon, at zodiac level 13th Sky King instead appears in the form of a young adult sky dragon, at zodiac level 15th he instead appears in the form of an adult sky dragon, and at zodiac level 18th or higher Sky King instead appears in the form of an old sky dragon.

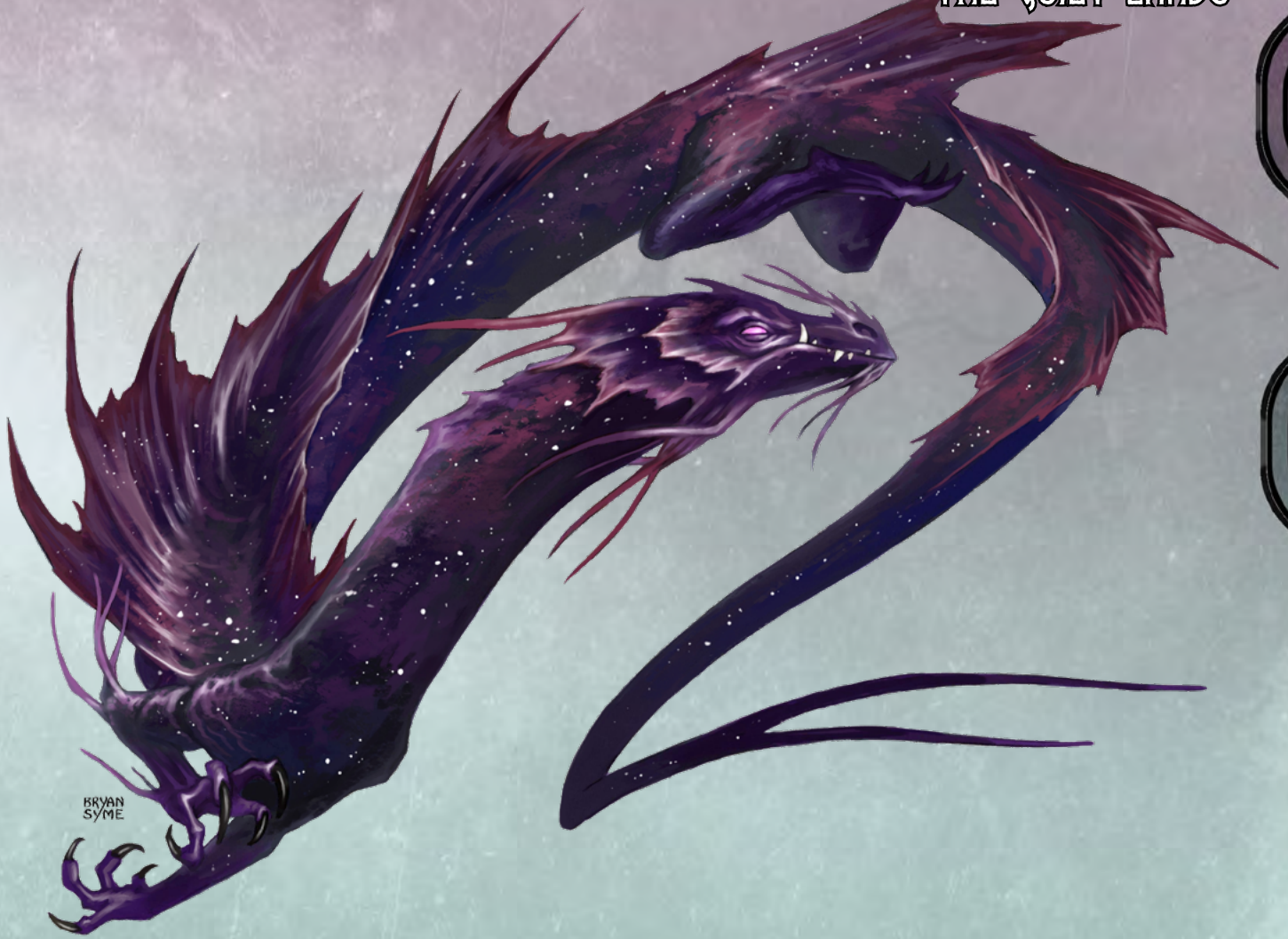
*Essence:* For each point of essence invested in the champion form of Sky King, he gains a +1 insight bonus on attack rolls and damage rolls, and increases the saving throw DC of his breath weapon by 1 (including when using his omega blast ability).

*Omega Blast [Dismiss]:* On his turn of the fourth round after he is summoned, Sky King unleashes a terrific, destructive attack with his breath weapon. This acts as his normal breath weapon, but the area of the breath weapon is doubled in size and all the breath weapon's damage dice are treated as though they rolled the maximum possible amount (similar to the Maximize Spell metamagic feat). If Sky King cannot affect an enemy with this ability, he does not unleash his breath weapon but instead simply disappears as though dismissed.

**Equipment (Essence cost 2):** You gain the ability to manifest Sky King as a crown sheathed in crackling lightning. This acts as a magical item occupying the headband slot. The wearer of this crown gains electricity resistance 10 and the ability to launch a ray of electricity from the crown as a standard action; this ray deals 1d6 points of electricity damage and has a range of 60 feet.

*Essence:* For each point of essence invested in the equipment form of Sky King, the granted electricity resistance increases by 5 and the granted ray attack deals an additional 1d6 points of electricity damage.





### Sultan of Flames

*Fierce, easily roused, and embodiment of utter destruction, the Sultan of Flames is a potent ally and terrifying foe.*

**Element:** Fire

**Manifestations:** Champion, Weapon

**Champion (Essence cost 9):** You gain the ability to manifest the Sultan of Flames in the form of an efreeti. Unlike a standard efreeti, the Sultan of Flames cannot grant wishes. When you reach zodiac level 12th and each level thereafter, this efreeti gains one level in the barbarian class.

**Essence:** For each point of essence invested in the champion form of the Sultan of Flames, he gains a +1 insight bonus on attack rolls and damage rolls, and increases the saving throw DCs of all of his spells and spell-like abilities by 1 (these benefits also apply

to the damage and saving throw DC of the Sultan of Flame's all-consuming flames ability).

**All-Consuming Flames [Dismiss]:** When the Sultan of Flames takes damage from a melee attack, he immediately detonates in a roiling cloud of flames that deals 10d8 fire damage to all creatures in a 30-foot radius burst. A successful Reflex saving throw (DC 10 + Sultan of Flame's HD + Sultan of Flame's Charisma modifier) reduces this damage by half.

**Weapon (Essence cost 2):** You gain the ability to manifest the Sultan of Flame as a masterwork falchion. For every two zodiac levels you possess, this weapon deals an additional 1d8 points of fire damage as tongues of swirling flame dance along its blade. For every four zodiac levels you possess, this weapon's enhancement bonus increases by +1.

**Essence:** If you have at least 1 point of essence in the Sultan of Flame its wielder may hurl a swirling orb of flame from it, dealing 1d8 fire damage to a creature



# AKASHIC REALMS

within 60 feet on a successful ranged touch attack. This orb of fire may be launched whenever the wielder could normally make an attack with this weapon (including as an attack action or as part of a full attack action). The fire damage dealt by this attack increases by +1d8 for each additional point of essence invested.

## Terrabird

*Restless traveler, Terrabird's unflagging speed and energy are boundless.*

**Element:** Earth

**Manifestations:** Champion, Equipment

**Champion (Essence cost 4):** You gain the ability to manifest Terrabird in the form of a strider animal companion with a starting Intelligence score of 6.  
*Essence:* For each point of essence invested in Terrabird, it gains a +1 insight bonus to AC and a +10 enhancement bonus to its base speed. If at least 2 points of essence are invested, Terrabird ignores difficult terrain while moving. If at least 3 points of essence are invested, Terrabird gains a climb speed equal to its base speed (Terrabird does not require a free hand to climb). If at least 5 points of essence are invested, Terrabird can also walk on water as though it were a solid surface capable of sustaining its weight.

*Fleeing Kicks [Dismiss]:* Whenever Terrabird takes damage from an enemy attack (including damaging spells and abilities), it immediately charges the nearest enemy and makes two talon attacks.

**Equipment (Essence cost 2):** You gain the ability to manifest Terrabird as a pair of feathered boots. The wearer of these boots gains a +5-foot enhancement bonus to their base speed.

*Essence:* For each point of essence invested in the equipment form of Terrabird, the wearer increases the enhancement bonus to their base speed by +5 feet. If at least 2 points of essence are invested, the wearer ignores difficult terrain while moving. If at least 3 points of essence are invested, the wearer gains a climb speed equal to the enhancement bonus to their base speed granted by Terrabird and may climb even if they do not have a free hand. If at least 5 points of essence are invested, the wearer can also walk on water as though it were a solid surface capable of sustaining their weight.

## Thunderbird

*A fierce warrior of the sky, Thunderbird is a guardian of children, a sudden light in dark places.*

**Element:** Air

**Manifestations:** Champion, Weapon

**Champion (Essence cost 4):** You gain the ability to manifest the Thunderbird constellation in the form of a roc animal companion with a starting Intelligence score of 6.

*Essence:* For each point of essence invested in the champion form of Thunderbird, it deals an additional 1d6 electricity damage with its bite and talon natural attacks.

*Lightning Burst [Dismiss]:* Whenever Thunderbird ends its turn adjacent to a creature that has dealt damage to it or you since the end of your last turn, Thunderbird immediately explodes in a 15-foot radius burst, dealing 1d6 electricity damage per Hit Die it possesses, plus 1d6 electricity damage for each point of essence currently invested in Thunderbird, to all creatures in the affected area. A successful Reflex saving throw (DC 10 + Thunderbird's HD + Thunderbird's Charisma modifier) reduces this damage by half.

**Weapon (Essence cost 2):** You gain the ability to manifest Thunderbird as a masterwork chakram. For every two zodiac levels you possess, this weapon gains a +1 enhancement bonus. As long as the weapon has at least a +1 enhancement bonus, these bonuses can be used to add magical weapon properties to it, consuming an amount of bonus equal to the property's base price modifier. These bonuses and properties are decided when the weapon is manifested and cannot be changed until the next time the zodiac manifests the weapon.

*Essence:* For each point of essence invested in the weapon form of Thunderbird, it deals an additional 1d6 points of electricity damage. This damage stacks with similar effects, such as the *shock* and *shocking burst* weapon special abilities.







## Tundra Lord

*Lord of the frozen pack, embodiment of the silent mists, Tundra Lord is the watcher in the morning fog.*

**Element:** Water

**Manifestations:** Armor, Champion

**Armor (Essence cost 1):** You gain the ability to manifest Tundra Lord as a masterwork suit of hide armor that instantly forms around you or a touched willing creature. For every two zodiac levels you possess, this armor gains a +1 enhancement bonus. As long as the armor has at least a +1 enhancement bonus, these bonuses can be used to add magical armor properties to the armor, consuming an amount of bonus equal to the property's base price modifier. These bonuses and properties are decided when the armor is manifested and cannot be changed until the next time the zodiac manifests the armor.

**Essence:** Investing at least one point of essence in Tundra Lord prevents the wearer from leaving a trail in natural surroundings, making it so they cannot be tracked. Investing at least 2 points of essence protects the wearer as though with an *undetectable alignment* spell with a caster level equal to your zodiac level. Investing at least 3 points of essence makes the wearer undetectable by the scent ability or spells with detect in their name (such as *detect alignment*, *detect magic*, or *detect thoughts*). For each additional point of essence invested, the wearer gains a +2 insight bonus to Stealth checks.

**Champion (Essence cost 7):** You gain the ability to manifest Tundra Lord in the form of a winter wolf. When you reach zodiac level 8th and each level thereafter, this winter wolf gains one level in the fighter class.

**Essence:** For each point of essence invested in the champion form of Tundra Lord, they gain a +1 insight bonus on attack rolls, deal an additional 1d6 negative energy damage with their bite attack, their breath weapon deals an additional 1d6 cold damage, and the DC of their breath weapon increases by 1.

**Vanishing Mists [Dismiss]:** Whenever Tundra Lord unleashes his breath weapon, after the effect resolves his body dissolves into a roiling cloud of mist that covers a 60-foot radius centered on Tundra Lord's location. While within this mist, allied creatures and their equipment cannot be detected by the scent ability or spells with detect in their name (such as *detect align-*

*ment*, *detect magic*, or *detect thoughts*). This mist also grants concealment to all allied creatures within its area, though their own vision is unobstructed. This effect lasts for 3 rounds, plus 1 round per point of essence invested in Tundra Lord at the time this ability is triggered.

## Zealous Fortress

*Comprised of the souls of burned martyrs, Zealous Fortress guards its wards and obliterates its enemies.*

**Element:** Fire

**Manifestations:** Armor, Champion

**Armor (Essence cost 2):** You gain the ability to manifest Zealous Fortress as a masterwork suit of full plate that instantly forms around you or a touched willing creature. For every two zodiac levels you possess, this armor gains a +1 enhancement bonus. As long as the armor has at least a +1 enhancement bonus, these bonuses can be used to add magical armor properties to the armor, consuming an amount of bonus equal to the property's base price modifier. These bonuses and properties are decided when the armor is manifested and cannot be changed until the next time the zodiac manifests the armor.

**Essence:** Investing at least one point of essence in Zealous Fortress grants the wearer DR 2/-. This DR increases by 1 for each additional point of essence invested.

**Champion (Essence cost 11):** You gain the ability to manifest Zealous Fortress in the form of a stone golem.

**Essence:** For each point of essence invested in Zealous Fortress, its DR/adamantine increases by 1. If at least 5 points of essence are invested its DR/adamantine is instead treated as DR/-.

**Fortress of Zeal [Dismiss]:** On its turn of the third round after it is conjured, Zealous Fortress creates a massive wall, as though it had cast *wall of stone* with a caster level equal to your zodiac level. Zealous Fortress does its best to shape this wall to protect you and your allies from your opponents. Any opponent that enters a square adjacent to this wall takes 4d6 damage; this damage is half fire damage and half pure holy energy which cannot be resisted. For each point of essence invested in Zealous Fortress at the time this ability is activated, the damage dealt increases by 1d6.



## MAGIC ITEMS OF THE QUIET LANDS

**Aspected Crystals:** Most crystallized essence that is harvested in the Quiet Lands is known as aspected. Such crystals are only usable to invest in constellations, veils, and other abilities with a descriptor matching that of the crystal's own. Aligned descriptor crystallized essence is not found within the Quiet Lands. Drawing on essence crystals is a standard action.

Temp. Essence Gained	Duration	Cost
1	1 min	75 sp
2	2 min	125 sp
3	3 min	200 gp
4	4 min	350 gp
5	5 min	600 gp
6	6 min	825 gp
7	7 min	1150 gp
8	8 min	1500 gp
9	9 min	2025 gp

Universal essence crystals exist but a rarer and more readily consumed. Double all prices above for such crystals.

### CRYSTEK DEVICES

Made by the soul-locked humans of the Brionithic Empire with input from both Zeian and Steam-walker allies, these devices allow extremely limited access to veil abilities for characters without otherwise any capacity to use them. The wielder must be implanted with modified crystals of life and universal essence to become compatible with most crystek devices. Each crystek device is attuned to a single veil from any veilshaping class list when created. They increase the base item cost 50 gp plus 100 gp per effective veilweaving level beyond 1st. An additional 1000 gp cost is added for each potential essence slot beyond the first. A character must have the Crystek Attunement feat and cannot attune a crystek device with a higher effective veilweaver level than they have hit dice. Attuning crystek is a move action. Essence crystals are depleted after one day of powering a crystek device.

Once attuned the user gains access to the base ability of the veil emulated by the device augmented by any currently slotted essence crystals.

## FEATS OF THE QUIET LANDS

Included in the following section are a variety of feats appropriate for the inhabitants of the Quiet Lands. Included in this section are feats marked with the akashic descriptor. Akashic feats can often be invested with essence for greater effect, grant additional essence, and can be taken by anyone, though they will usually provide greater benefits to characters with an essence pool. Some akashic feats may not be appropriate as essence receptacles, but provide other benefits dependent on a character's essence pool or other akashic options.

### Amateur Astrologist [Akashic]

You have begun to unlock the secrets of the stars.

**Prerequisites:** Essence pool of 1 or higher, Knowledge (arcana) 5 ranks, cannot have the constellations class feature.

**Benefit:** Choose a single constellation. You gain the ability to manifest the weapon, armor, or equipment options of that constellation as a zodiac of your class level, though you cannot manifest its champion form. You must still pay any essence costs to manifest the constellation as normal.

You gain 1 point of essence.

**Special:** You may take this feat multiple times, choosing a different constellation each time. If you gain the constellations class feature after taking this feat, you must immediately retrain this feat, exchanging it for any other feat you qualify for.

### Bestial Senses [Akashic]

Your primal nature has granted you exceptionally sharp senses.

**Prerequisites:** Creeper, morphbear, nameer\*, wolger, or wyrmkim.

**Benefit:** You gain the scent special ability and a +1 racial bonus to Perception and Survival checks made using your sense of smell. You may invest essence into this feat to increase the granted bonus by +1 per point of essence invested.

You gain 1 point of essence.

### Crystek Attunement

You gain the ability to wield a single crystek device.

**Prerequisites:** Essence Rejection.

**Benefit:** You may use crystek devices to emulate the power of akashic veils (see sidebar). You must provide crystallized essence to empower the device. You



# AKASHIC REALMS

may re-attune a different crystek device as a move action.

## Element Dancer

You have an unusually deep connection to the powers of creation.

**Prerequisites:** Morphbear.

**Benefit:** You may now change your elemental affinity up to three times per day as a full-round action. You no longer need to bind a point of essence to change your elemental affinity. You may use this ability one additional time per day for every 5 levels you possess.

## Expanded Cosmology [Akashic]

You have learned how to open your spirit to the constellations of reality very different than your own.

**Prerequisites:** Constellations class feature or Amateur Astrologist feat.

**Benefit:** Choose a single constellation from a cosmology other than the one you selected when you first gained the ability to manifest constellations. You treat that constellation as though it were part of your chosen cosmology and may manifest any of the chosen constellation's available forms, paying the essence cost as normal.

You gain 1 point of essence.

**Special:** You may take this feat multiple times, choosing a different constellation each time.

## Heat Adapted [Akashic]

Your body is well-adapted to hot environments.

**Prerequisites:** Cactusfolk, gamla\*, morphbear, nameer\*, nistr\*, or wyrmkin.

**Benefit:** You gain fire resistance 5. In addition, you are unaffected by very hot conditions, treat severe heat as very hot, and extreme heat as severe heat. You may invest essence into this feat to increase the granted fire resistance by 5 and gain a +1 racial bonus on Fortitude saves to resist the effects of severe heat and very hot conditions per point of essence invested. You gain 1 point of essence.

## Noble Astrologist [Akashic]

The stars step down from the heavens to fight at your command.

**Prerequisites:** Amateur Astrologist, essence pool of 3 or higher, Knowledge (arcana) 8 ranks, cannot have the constellations class feature.

**Benefit:** You gain the ability to manifest the champion option of the constellation you chose with the Ama-

teur Astrologist feat. If you have taken the Amateur Astrologist feat more than once, choose one of your constellations to gain the champion from.

You gain 1 point of essence.

**Special:** You may take this feat multiple times, choosing a different constellation each time. If you gain the constellations class feature after taking this feat, you must immediately retrain this feat, exchanging it for any other feat you qualify for.

## Thick-Skinned [Akashic]

Your flesh is unusually tough and resilient.

**Prerequisites:** Magical beast type or akashic subtype.

**Benefit:** You gain a +2 natural armor bonus; if you already have a natural armor bonus of +1 or greater you instead increase your existing natural armor bonus by +1. In addition, you gain DR 2/- against nonlethal damage. You may invest essence into this feat to increase your natural armor bonus by an additional +1 and increase the nonlethal damage reduction by 2. You gain 1 point of essence.

## Weapon Fusion

Your unique physiology allows you to fuse manifested constellations with your own natural weapons.

**Prerequisites:** Quadrupedal racial trait or nameer\*, sobek\*, or solhofaat\*.

**Benefit:** Whenever you would manifest the weapon form of a constellation, you may choose to channel the constellation directly into one of your natural attacks instead. The chosen natural attack gains all the benefits the weapon form of the constellation normally would, including being treated as a masterwork weapon, gaining any enhancement bonus or weapon special abilities the weapon form of the constellation would normally be entitled to (though these do not stack with enhancement bonuses or weapon special abilities from an *amulet of mighty fists* or similar item, or from spells like *magic fang*; you must choose whether to receive the constellation's enhancements or those from another source), gaining any special abilities that would normally be available to the weapon form of the constellation (such as the bonus bludgeoning damage and water blast attack offered by the weapon form of Leviathan), and benefiting from effects that require you to wield the weapon form of a constellation (such as the solar zodiac's increased base attack bonus). You cannot channel more than one constellation into a given natural attack, though you can have multiple constellations



channeled into natural attacks of the same type (for example, a wolger of 6th level or higher could channel the Sultan of Flame into one of his claws and Leviantan into the other claw).

\*Options marked with an asterisk are from *Akashic Mysteries*.

## Animal Companions

### Strider

#### STARTING STATISTICS

**Size** Medium; **Speed** 60 ft.; **AC** +1 natural armor; **Attack** 2 talons (1d6); **Ability Scores** Str 12, Dex 15, Con 12, Int 2, Wis 11, Cha 10; **Special Qualities** low-light vision.

#### 4TH-LEVEL ADVANCEMENT

**Size** Large; **AC** +2 natural armor; **Attack** 2 talons (1d8); **Ability Scores** Str +6, Dex -2, Con +6; **Special Attacks** sudden charge.

### Snapping Turtle

#### STARTING STATISTICS

**Size** Medium; **Speed** 20 ft., swim 20 ft.; **AC** +10 natural armor; **Attack** bite (1d6); **Ability Scores** Str 8, Dex 10, Con 9, Int 1, Wis 13, Cha 6; **Special Qualities** low-light vision, hold breath, scent.

#### 7TH-LEVEL ADVANCEMENT

**Size** Large; **AC** +2 natural armor; **Attack** bite (1d8 plus grab), **Ability Scores** Str +8, Dex -2, Con +4

### Roc

#### STARTING STATISTICS

**Size** Medium; **Speed** 20 ft., fly 80 ft.; **AC** +5 natural armor; **Attack** 2 talons (1d4), bite (1d6); **Ability Scores** Str 12, Dex 19, Con 9, Int 2, Wis 13, Cha 11; **Special Qualities** low-light vision.

#### 7TH-LEVEL ADVANCEMENT

**Size** Large; **AC** +3 natural armor; **Attack** 2 talons (1d6 plus grab), bite (1d8); **Ability Scores** Str +8, Dex -2, Con +4.

### Weasel, Giant

#### STARTING STATISTICS

**Size** Small; **Speed** 30 ft., climb 10 ft.; **AC** +1 natural armor; **Attack** bite (1d4); **Ability Scores** Str 10, Dex 19, Con 13, Int 2, Wis 12, Cha 10; **Special Attacks** blood drain (1 Con), grab; **SQ** low-light vision, scent.

#### 4TH-LEVEL ADVANCEMENT

**Size** Medium; **Attack** bite (1d6); **Ability Scores** Str +4, Dex -2, Con +2.

## Creature Appendix

Reprinted here are a number of creature statistics to facilitate play with this supplement:

### DRAGON, SKY

*Although wingless, this dragon twists gracefully though the sky, its scales reflecting the shifting hues of the heavens.*

#### Wyrmling Sky Dragon CR 5

**XP** 1,600

LG Small [dragon](#) ([air](#))

**Init** +2; **Senses** [dragon senses](#); [Perception](#) +14

#### DEFENSE

**AC** 19, [touch](#) 13, [flat-footed](#) 17 ([Dex](#) +2, [natural](#) +6, [size](#) +1)

**hp** 45 (6d12+6)

**Fort** +6, **Ref** +7, **Will** +7

**Immune** electricity, [paralysis](#), [sleep](#)

#### OFFENSE

**Speed** 40 ft., fly 150 ft. (good)

**Melee** bite +8 (1d6+1), 2 claws +8 (1d4+1)

**Special Attacks** [breath weapon](#) (20 ft. cone, 2d8 electricity, DC 14)

#### STATISTICS

**Str** 13, **Dex** 14, **Con** 13, **Int** 14, **Wis** 15, **Cha** 14

**Base Atk** +6; **CMB** +6; **CMD** 18 (22 vs. [trip](#))

**Feats** [Flyby Attack](#), [Hover](#), [Skill Focus](#) ([Perception](#))

**Skills** [Diplomacy](#) +11, [Fly](#) +17, [Heal](#) +11, [Knowledge](#)(religion) +11, [Perception](#) +14, [Perform](#) (sing) +8, [Sense Motive](#) +11, [Spellcraft](#) +11

**Languages** Auran, Common, Draconic

**SQ** borne aloft

#### SPECIAL ABILITIES

Borne Aloft (Su)

Old or younger sky dragons fly with good maneuverability while all older sky dragons have perfect.

#### Young Sky Dragon CR 9

**XP** 6,400

LG Large [dragon](#) ([air](#))

**Init** +1; **Senses** cloud sight, [dragon senses](#); [Perception](#) +22

#### DEFENSE

**AC** 22, [touch](#) 10, [flat-footed](#) 21 (+1 [Dex](#), +12 [natural](#), -1 [size](#))

**hp** 95 (10d12+30)

**Fort** +10, **Ref** +10, **Will** +10

**Immune** electricity, [paralysis](#), [sleep](#)

#### OFFENSE

**Speed** 40 ft., fly 200 ft. (good)

**Melee** bite +14 (2d6+7), 2 claws +14 (1d8+5), gore +14 (1d8+7), tail slap +12 (1d8+7)

**Space** 10 ft.; **Reach** 5 ft. (10 ft. with bite and gore)

**Special Attacks** [breath weapon](#) (40-ft. cone, 6d8 electricity damage, DC 18)



# AKASHIC REALMS

Spell-Like Abilities (CL 10th; [concentration](#) +13)

At will—[detect evil](#)

Spells Known (CL 1st; [concentration](#) +4)

1st (4/day)—[obscuring mist](#), [shocking grasp](#)

0 (at will)—[disrupt undead](#), [mending](#), [message](#), [read magic](#)

## STATISTICS

Str 21, Dex 12, Con 17, Int 16, Wis 17, Cha 16

Base Atk +10; CMB +16; CMD 27 (31 vs. [trip](#))

Feats [Flyby Attack](#), [Hover](#), [Lightning Reflexes](#), [Multiattack](#), [Skill Focus](#) ([Perception](#))

Skills [Diplomacy](#) +16, [Fly](#) +16, [Heal](#) +16, [Knowledge](#) (arcana, religion) +16, [Perception](#) +22, [Perform](#) (sing) +16, [Sense Motive](#) +16, [Spellcraft](#) +16

Languages Auran, Common, Draconic

SQ borne aloft, [change shape](#)

## SPECIAL ABILITIES

### Borne Aloft (Su)

Old or younger sky dragons fly with good maneuverability while all older sky dragons have perfect.

### Change Shape (Su)

A young or older sky dragon can assume any [humanoid](#) form three times per day as if using [polymorph](#).

### Cloud Sight (Su)

A very young or older sky dragon's sight is not impeded by clouds or fog, or by spells that create areas of fog.

## Young Adult Sky Dragon CR 12

XP 19,200

LG Huge [dragon](#) ([air](#))

Init +4; Senses cloud sight, [dragon senses](#); [Perception](#) +27; Aura [frightful presence](#) (150 ft., DC 21)

## DEFENSE

AC 26, [touch](#) 8, [flat-footed](#) 26 ([natural](#) +18, [size](#) -2)

hp 147 (14d12+56)

Fort +13, Ref +11, Will +13

DR 5/magic; Immune electricity, [paralysis](#), [sleep](#); SR 23

## OFFENSE

Speed 40 ft., fly 200 ft. (good)

Melee bite +19 (2d8+10/19-20), 2 claws +19 (2d6+7), gore +19 (2d6+10), tail slap +17 (2d6+10)

Space 15 ft.; Reach 10 ft. (15 ft. with bite and gore)

Special Attacks [breath weapon](#) (50 ft. cone, 10d8 electricity, DC 21), [crush](#) (DC 21, 2d8+10)

Spell-Like Abilities (CL 14th; [concentration](#) +18)

At will—[detect evil](#), [feather fall](#)

Spells Known (CL 5th; [concentration](#) +9)

2nd (5/day)—[glitterdust](#) (DC 16), [invisibility](#)

1st (7/day)—[expeditious retreat](#), [magic missile](#), [obscuring mist](#), [shocking grasp](#)

0 (at will)—[detect magic](#), [disrupt undead](#), [mage hand](#), [mending](#), [message](#), [read magic](#)

## STATISTICS

Str 25, Dex 10, Con 19, Int 18, Wis 19, Cha 18

Base Atk +14; CMB +23; CMD 33 (37 vs. [trip](#))

Feats [Flyby Attack](#), [Hover](#), [Improved Critical](#) (bite), [Improved Initiative](#), [Lightning Reflexes](#), [Multiattack](#), [Skill Focus](#) ([Perception](#))

Skills [Acrobatics](#) +14, [Diplomacy](#) +21, [Fly](#) +17, [Heal](#) +21, [Knowledge](#) (arcana, religion) +21, [Perception](#) +27, [Perform](#) (sing) +18, [Sense Motive](#) +21, [Spellcraft](#) +21

Languages Auran, Celestial, Common, Draconic, Infernal

SQ borne aloft, [change shape](#)

## SPECIAL ABILITIES

### Borne Aloft (Su)

Old or younger sky dragons fly with good maneuverability while all older sky dragons have perfect.

### Change Shape (Su)

A young or older sky dragon can assume any [humanoid](#) form three times per day as if using [polymorph](#).

### Cloud Sight (Su)

A very young or older sky dragon's sight is not impeded by clouds or fog, or by spells that create areas of fog.

## Adult Sky Dragon CR 13

XP 25,600

LG Huge [dragon](#) ([air](#))

Init +4; Senses cloud sight, [dragon senses](#); [Perception](#) +30; Aura [frightful presence](#) (180 ft., DC 23)

## DEFENSE

AC 29, [touch](#) 8, [flat-footed](#) 29 (+21 [natural](#), -2 [size](#))

hp 184 (16d12+80)

Fort +15, Ref +12, Will +17

DR 5/magic; Immune electricity, [paralysis](#), [sleep](#); SR 24

## OFFENSE

Speed 40 ft., fly 200 ft. (good)

Melee bite +22 (2d8+12/19-20), 2 claws +22 (2d6+8), gore +22 (2d6+12), tail slap +20 (2d6+12)

Space 15 ft.; Reach 10 ft. (15 ft. with bite and gore)

Special Attacks [breath weapon](#) (50-ft. cone, 12d8 electricity damage, DC 23), [crush](#) (DC 23, 2d8+12)

Spell-Like Abilities (CL 16th; [concentration](#) +21)

At will—[detect evil](#), [feather fall](#), [gust of wind](#) (DC 17)

Spells Known (CL 7th; [concentration](#) +12)

3rd (5/day)—[blink](#), [lightning bolt](#) (DC 18)

2nd (7/day)—[glitterdust](#) (DC 17), [invisibility](#), [resist energy](#)

1st (8/day)—[endure elements](#), [expeditious retreat](#), [magic missile](#), [obscuring mist](#), [shocking grasp](#)

0 (at will)—[detect magic](#), [disrupt undead](#), [mage hand](#), [mending](#), [message](#), [ray of frost](#), [read magic](#)

## STATISTICS

Str 27, Dex 10, Con 21, Int 20, Wis 21, Cha 20

Base Atk +16; CMB +26; CMD 36 (40 vs. [trip](#))

Feats [Flyby Attack](#), [Hover](#), [Improved Critical](#) (bite), [Improved Initiative](#), [Iron Will](#), [Lightning Reflexes](#), [Multiattack](#), [Skill Focus](#) ([Perception](#))

Skills [Acrobatics](#) +19 (+23 when jumping), [Diplomacy](#) +24, [Fly](#) +19, [Heal](#) +24, [Knowledge](#) (arcana, geography, religion) +24, [Perception](#) +30, [Perform](#) (sing) +24, [Sense Motive](#) +24, [Spellcraft](#)



+24

**Languages** Auran, Celestial, Common, Draconic, Infernal, Sylvan  
**SQ** borne aloft, [change shape](#)

## SPECIAL ABILITIES

### Borne Aloft (Su)

Old or younger sky dragons fly with good maneuverability while all older sky dragons have perfect.

### Change Shape (Su)

A young or older sky dragon can assume any [humanoid](#) form three times per day as if using [polymorph](#).

### Cloud Sight (Su)

A very young or older sky dragon's sight is not impeded by clouds or fog, or by spells that create areas of fog.

Old Sky Dragon CR 16

**XP 76,800**

LG Gargantuan [dragon](#) ([air](#))

**Init** +3; **Senses** cloud sight, [dragon senses](#); [Perception](#) +35; **Aura** [frightful presence](#) (240 ft., DC 26)

## DEFENSE

**AC** 32, [touch](#) 5, [flat-footed](#) 32 ([Dex](#) -1, [natural](#) +27, [size](#) -4)

**hp** 250 (20d12+120)

**Fort** +18, **Ref** +13, **Will** +20

**DR** 10/magic; **Immune** electricity, [paralysis](#), [sleep](#); **SR** 27

## OFFENSE

**Speed** 40 ft., fly 250 ft. (good)

**Melee** bite +27 (4d6+15/19-20), 2 claws +26 (2d8+10), gore +26 (2d8+15), tail slap +24 (2d8+15)

**Space** 20 ft.; **Reach** 15 ft. (20 ft. with bite and gore)

**Special Attacks** [breath weapon](#) (60 ft. cone, 16d8 electricity, DC 26), [crush](#) (DC 26, 4d6+15), primal lightning, [tail sweep](#) (DC 26, 2d6+15)

**Spell-Like Abilities** (CL 20th; [concentration](#) +26)

At will—[call lightning storm](#) (DC 21), [detect evil](#), [feather fall](#), [gust of wind](#) (DC 18)

**Spells Known** (CL 11th; [concentration](#) +17)

5th (5/day)—[cloudkill](#) (DC 21), [teleport](#)

4th (7/day)—[dimension door](#), [greater invisibility](#), [rainbow pattern](#) (DC 20)

3rd (7/day)—[blink](#), [lightning bolt](#) (DC 19), [sleet storm](#) (DC 19), [wind wall](#)

2nd (8/day)—[daze monster](#) (DC 18), [fog cloud](#), [glitterdust](#) (DC 18), [invisibility](#), [resist energy](#)

1st (8/day)—[endure elements](#), [expeditious retreat](#), [magic missile](#), [obscuring mist](#), [shocking grasp](#)

0 (at will)—[detect magic](#), [disrupt undead](#), [mage hand](#), [mending](#), [message](#), [ray of frost](#), [read magic](#)

## STATISTICS

**Str** 31, **Dex** 8, **Con** 23, **Int** 22, **Wis** 23, **Cha** 22

**Base Atk** +20; **CMB** +34; **CMD** 43 (47 vs. [trip](#))

**Feats** [Flyby Attack](#), [Hover](#), [Improved Critical](#) (bite), [Improved Initiative](#), [Iron Will](#), [Lightning Reflexes](#), [Lunge](#), [Multiattack](#), [Skill Focus](#) ([Perception](#)), [Weapon Focus](#) (bite)

**Skills** [Acrobatics](#) +19, [Diplomacy](#) +29, [Fly](#) +20, [Heal](#) +29, [Knowledge](#) (arcana, geography, planes, religion) +29, [Perception](#) +35, [Perform](#) (sing) +26, [Sense Motive](#) +29, [Spellcraft](#) +29

**Languages** Auran, Celestial, Common, Draconic, Elven, Infernal, Sylvan

**SQ** borne aloft, [change shape](#)

## SPECIAL ABILITIES

### Borne Aloft (Su)

Old or younger sky dragons fly with good maneuverability while all older sky [dragons](#) have perfect.

### Change Shape (Su)

A young or older sky dragon can assume any [humanoid](#) form three times per day as if using [polymorph](#).

### Cloud Sight (Su)

A very young or older sky dragon's sight is not impeded by clouds or fog, or by spells that create areas of fog.

### Primal Lightning (Su)

An old or older sky dragon's [breath weapon](#) can affect creatures normally immune or resistant to electricity damage. A creature immune to electricity damage still takes half damage from the [breath weapon](#) (no damage with a successful saving throw). Resistant creatures' [electricity resistance](#) is treated as 10 less than normal.

## Genie, Efreeti

*This muscular giant has crimson skin, smoldering eyes, and small black horns. Smoke rises in curls from its flesh.*

Efreeti CR 8

**XP 4,800**

LE Large [outsider](#) ([extraplanar](#), [fire](#))

**Init** +7; **Senses** [darkvision](#) 60 ft., [detect magic](#); [Perception](#) +15

## DEFENSE

**AC** 21, [touch](#) 13, [flat-footed](#) 17 (+3 [Dex](#), +1 [dodge](#), +8 [natural](#), -1 [size](#))

**hp** 95 (10d10+40)

**Fort** +7, **Ref** +10, **Will** +9

**Immune** fire; **Vulnerability** cold

## OFFENSE

**Speed** 20 ft., fly 40 ft. (perfect)

**Melee** 2 slams +15 (1d8+6 plus 1d6 fire) or mwk [falchion](#)+16/+11 (2d6+9/18-20)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** change size, [heat](#) (1d6 fire)

**Spell-Like Abilities** (CL 11th)

Constant—[detect magic](#)

At Will—[plane shift](#) (willing targets to [elemental](#) planes, [Astral Plane](#), or [Material Plane](#) only), [produce flame](#), [pyrotechnics](#) (DC 14), [scorching ray](#)

3/day—[invisibility](#), [quicken](#) [scorching ray](#), [wall of fire](#) (DC 16)

1/day—grant up to 3 [wishes](#) (to non-genies only), [gaseous form](#), [permanent image](#) (DC 18)

## STATISTICS

**Str** 23, **Dex** 17, **Con** 18, **Int** 12, **Wis** 14, **Cha** 15



# AKASHIC REALMS

Base Atk +10; CMB +17; CMD 31

Feats [Combat Casting](#), [Combat Reflexes](#), [Deceitful](#), [Dodge](#), [Improved Initiative](#)<sub>B</sub>, [Quicken Spell-Like Ability](#) ([scorching ray](#))

Skills [Bluff](#) +19, [Craft](#) (any one) +14, [Disguise](#) +10, [Fly](#) +13, [Intimidate](#) +15, [Perception](#) +15, [Sense Motive](#) +15, [Spellcraft](#) +14, [Stealth](#) +8

Languages Auran, Aquan, Common, Ignan, Terran; [telepathy](#) 100 ft.

**SQ** [change shape](#) ([humanoid](#) or [giant](#), [alter self](#) or [giant form I](#))

## SPECIAL ABILITIES

### Change Size (Sp)

Twice per day, an efreeti can magically change a creature's size. This works just like an [enlarge person](#) or [reduce person](#) spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. A DC 13 [Fortitude](#) save negates the effect. The save DC is [Charisma](#)-based. This is the equivalent of a 2nd-level spell.

### Heat (Ex)

An efreeti's body deals 1d6 points of fire damage whenever it hits in melee, or in each round it grapples.

## Genie, Shaitan

*This being resembles a towering human with skin of polished stone and glittering agate eyes.*

Shaitan CR 7

XP 3,200

LN Large [outsider](#) ([earth](#), [extraplanar](#))

Init +5; Senses [darkvision](#) 60 ft., [tremorsense](#) 60 ft.; [Perception](#) +14

## STATISTICS

AC 20, [touch](#) 10, [flat-footed](#) 19 (+1 [Dex](#), +10 [natural](#), -1 [size](#))

hp 85 (9d10+36)

Fort +10, Ref +4, Will +8

Immune electricity

## STATISTICS

Speed 20 ft., [burrow](#) 60 ft., climb 20 ft.

Melee 2 slams +13 (2d6+5) or mwk [scimitar](#) +14/+9 (1d8+7/18-20)

Space 10 ft.; Reach 10 ft.

Special Attacks earth mastery, [metalmorph](#), [stone curse](#)

Spell-Like Abilities (CL 9th)

At will—[meld into stone](#), [plane shift](#) (willing targets to [elemental](#) planes, [Astral Plane](#), or [Material Plane](#) only), [soften earth and stone](#), [stone shape](#), [veil](#) (self only)

3/day—[quicken](#) [glitterdust](#) (DC 14), [stoneskin](#), [rusting grasp](#), [stone tell](#), [wall of stone](#)

1/day—[transmute mud to rock](#), [transmute rock to mud](#)

## STATISTICS

Str 20, Dex 13, Con 19, Int 14, Wis 14, Cha 15

Base Atk +9; CMB +15; CMD 26

Feats [Combat Casting](#), [Improved Bull Rush](#), [Improved Initiative](#)<sub>B</sub>, [Greater Bull Rush](#), [Power Attack](#), [Quicken](#)

[Spell-Like Ability](#) ([glitterdust](#))

Skills [Appraise](#) +14, [Bluff](#) +14, [Climb](#) +25, [Craft](#) (gem-cutting) +14, [Knowledge](#) (engineering) +14, [Perception](#) +14, [Sense Motive](#) +14, [Spellcraft](#) +14

Languages Aquan, Auran, Common, Ignan, Terran; [telepathy](#) 100 ft.

**SQ** [stone glide](#)

## SPECIAL ABILITIES

### Earth Mastery (Ex)

A shaitan gains a +1 bonus on attack and damage rolls and a +2 bonus on opposed [Strength](#)-based checks if both it and its foe are touching the ground. It takes a -4 penalty on attack and damage rolls against airborne or waterborne opponents.

### Metalmorph (Su)

As a [standard action](#), a shaitan may touch a single metal object of no more than 10 pounds and transform it into any other metal for 1 day.

### Stone Curse (Su)

If a shaitan wins a [bull rush](#) check by 5 or more and pushes its target into a stone barrier, the target must make a DC 19 [Reflex](#) save or be forced into the barrier as if the target had cast [meld into stone](#) until the victim makes a successful DC 19 [Fortitude](#) save as a [full-round action](#) to exit the stone. The save DCs are [Strength](#)-based.

### Stone Glide (Su)

This functions as the [earth elemental's earth glide](#) ability, except the shaitan can move through stone, dirt, crystal, or metal.

## Golem, Stone

*This towering stone automaton bears the likeness of an archaic, armored warrior. It moves with ponderous but inexorable steps.*

Stone Golem CR 11

XP 12,800

N Large [construct](#)

Init -1; Senses [darkvision](#) 60 ft., low-light vision; [Perception](#) +0

## DEFENSE

AC 26, touch 8, flat-footed 26 (-1 [Dex](#), +18 [natural](#), -1 size)

hp 107 (14d10+30)

Fort +4, Ref +3, Will +4

DR 10/adamantine; Immune [construct traits](#), magic

## OFFENSE

Speed 20 ft.

Melee 2 slams +22 (2d10+9)

Space 10 ft.; Reach 10 ft.

Special Attacks slow

## STATISTICS

Str 28, Dex 9, Con —, Int —, Wis 11, Cha 1

Base Atk +14; CMB +24; CMD 33

## SPECIAL ABILITIES

### Immunity to Magic (Ex)

A stone 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 [transmute rock to mud](#) spell slows a stone golem (as the [slow](#) spell) for 2d6 rounds, with no saving throw, while [transmute mud](#)



[to rock](#) heals all of its lost hit points.

A [stone to flesh](#) spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

**Slow (Su)**

A stone golem can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet in a burst centered on the golem and a duration of 7 rounds, requiring a DC 17 Will save to negate. The save DC is Constitution-based.

## Veela, Air

*This lithe, androgynous humanoid has unusually colored skin and an otherworldly grace.*

Air Veela CR 7

**XP 3,200**

N Medium [outsider](#) (air, [extraplanar](#))

**Init** +3; **Senses** [darkvision](#) 60 ft.; [Perception](#) +12

DEFENSE

**AC** 19, [touch](#) 13, [flat-footed](#) 16 (+3 [Dex](#), +6 [natural](#))

**hp** 85 (9d10+36)

**Fort** +10, **Ref** +9, **Will** +6

**DR** 10/magic; **Immune** electricity; **SR** 18

OFFENSE

**Speed** 30 ft., fly 30 ft. (perfect)

**Melee** mwk [dagger](#) +13/+8 (1d4+5/19–20 plus 1d6 electricity), mwk [dagger](#) +13/+8 (1d4+5/19–20 plus 1d6 electricity) or 2 slams +14 (1d4+5 plus 1d6 electricity)

**Special Attacks** beckoning dance, [elemental veil](#)

**Spell-Like Abilities** (CL 9th; [concentration](#) +14)

**At will**—[gust of wind](#), [resist energy](#) (electricity only)

**3/day**—[cure serious wounds](#), [suggestion](#) (DC 18)

**1/day**—[ball lightning](#) (DC 19), [dispel magic](#)

STATISTICS

**Str** 20, **Dex** 17, **Con** 19, **Int** 14, **Wis** 11, **Cha** 20

**Base Atk** +9; **CMB** +14; **CMD** 27

**Feats** [Ability Focus](#) (beckoning dance), [Combat Reflexes](#), [Double Slice](#), [Improved Two-Weapon Fighting](#), [Two-Weapon Fighting](#)

**Skills** [Acrobatics](#) +15, [Bluff](#) +17, [Diplomacy](#) +17, [Fly](#) +15, [Knowledge](#) (any one) +14, [Perception](#) +12, [Perform](#) (dance) +21, [Sense Motive](#) +11, [Stealth](#) +15;

**Racial Modifiers** +4 [Perform](#) (dance)

**Languages** Auran, Common

**SPECIAL ABILITIES**

**Beckoning Dance (Su)**

As a [standard action](#), a veela can compel a target that it can see to join it in dancing. The target must succeed at a DC 21 [Will](#) save or find herself forced to dance with the veela for up to 1 minute. At the end of each of the target's turns, she must attempt a [Perform](#) (dance) check opposed by the veela's [Perform](#) (dance) check. If the target doesn't meet or exceed the veela's result, she takes 1d4 points of [Constitution](#)

[damage](#) and becomes [fatigued](#). For every point of [Constitution damage](#) a veela deals in this way, it heals 5 [hit points](#). Hit points healed in excess of its maximum become [temporary hit points](#) that last up to 1 hour before dissipating. While engaged in a beckoning dance, both a veela and its target are protected from being attacked as if by a [sanctuary](#) spell (DC 18). Any target of a veela's beckoning dance that exceeds the veela's result on the opposed [Perform](#) check ends the beckoning dance and gains the benefits of the veela's [cure serious wounds spell-like](#) ability (if any uses of that ability remain), which consumes one of the veela's daily uses. Targets that save against a veela's beckoning dance can't be affected by that veela's beckoning dance again for 24 hours. The save DC is [Charisma](#)-based.

**Elemental Veil (Su)**

An air veela's element manifests as an overflow of energy that infuses its [natural attacks](#) and any melee weapons it holds, causing it to deal an extra 1d6 points of electricity damage on any successful melee attack.

In addition, as a [standard action](#) a veela can wreath itself in a luminescent halo of energy. This duplicates the effect of the spell [fire shield](#) ([caster level](#) 9th) but deals damage of the same damage type as the extra melee damage. Ending or resuming this effect is a [standard action](#).

## Winter Wolf

*This bear-sized wolf has white fur and a rime of frost around its muzzle. Its eyes are pale blue, almost white in color.*

Winter Wolf CR 5

**XP 1,600**

NE Large [magical beast](#) (cold)

**Init** +5; **Senses** [darkvision](#) 60 ft., low-light vision, [scent](#); [Perception](#) +11

DEFENSE

**AC** 17, [touch](#) 10, [flat-footed](#) 16 (+1 [Dex](#), +7 [natural](#), –1 size)

**hp** 57 (6d10+24)

**Fort** +9, **Ref** +6, **Will** +3

**Immune** cold

**Weaknesses** [vulnerability](#) to fire

OFFENSE

**Speed** 50 ft.

**Melee** bite +10 (1d8+7 plus 1d6 cold and [trip](#))

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** [breath weapon](#) (every 1d4 rounds, 15–



# AKASHIC REALMS

ft. cone, 6d6 cold damage, Reflex half DC 17)  
STATISTICS

**Str** 20, **Dex** 13, **Con** 18, **Int** 9, **Wis** 13, **Cha** 10

**Base Atk** +6; **CMB** +12; **CMD** 23 (27 vs. trip)

**Feats** [Improved Initiative](#), [Run](#), [Skill Focus](#)

([Perception](#))

**Skills** [Perception](#) +11, [Stealth](#) +4 (+10 in snow), [Survival](#) +5; **Racial Modifiers** +2 [Perception](#), +2 [Stealth](#) (+8

in snow), +2 [Survival](#)

**Languages** Common, Giant

## Yuki-onna

*This beautiful but sad-looking woman wears an ornate robe and is surrounded by a whirling mass of snow.*

**Yuki-onna** CR 8

**XP** 4,800

**LE Medium** [undead](#) ([cold](#), [incorporeal](#))

**Init** +8; **Senses** [darkvision](#) 60 ft.; [Perception](#) +17; **Aura** *snowstorm* (200 ft.)

**DEFENSE**

**AC** 21, [touch](#) 21, [flat-footed](#) 16 (+6 [deflection](#), +4 [Dex](#), +1 [dodge](#))  
**hp** 94 (9d8+54)

**Fort** +9, **Ref** +7, **Will** +11

**Defensive Abilities** [incorporeal](#); **Immune** *cold*, [undead traits](#)

**Weaknesses** [vulnerable](#) to fire, snow dependency

**OFFENSE**

**Speed** fly 30 ft. (*perfect*)

**Melee** 2 touches +10 (4d6 cold plus chilling touch)

**Special Attacks** *chilling touch*, *fascinating gaze*

**Spell-Like Abilities** (CL 10th; [concentration](#) +16)

**Constant**—[blur](#)

**3/day**—[cone of cold](#) (DC 21), [eyebite](#) (*comatose* and [panicked](#) only, DC 22), [ice storm](#)

**STATISTICS**

**Str** —, **Dex** 18, **Con** —, **Int** 17, **Wis** 21, **Cha** 22

**Base Atk** +6; **CMB** +10; **CMD** 27

**Feats** [Combat Casting](#), *Combat Reflexes*, [Dodge](#), [Improved Initiative](#), [Mobility](#)

**Skills** [Bluff](#) +15, [Fly](#) +12, [Intimidate](#) +18, [Perception](#) +15, *Perform (dance)* +6, [Sense Motive](#) +17, [Spellcraft](#) +15, [Stealth](#) +16, [Survival](#) +14

**Languages** Common

**SPECIAL ABILITIES**

**Chilling Touch** (Su)

A yuki-onna's touch causes 4d6 cold damage. Whenever a creature takes cold damage in this manner, it must make a DC 20 [Fortitude](#) save to avoid being [staggered](#) by the supernatural cold for 1 round. This duration stacks. The save DC is [Charisma](#)-based.

**Fascinating Gaze** (Su)

[Fascinated](#) for 1d4 rounds, 30 feet, [Will](#) DC 20 negates. The save DC is [Charisma](#)-based.

**Snow Dependency** (Ex)

A yuki-onna is [staggered](#) if she is ever in an area without snow while her snowstorm aura is suppressed or otherwise not functioning.

**Snowstorm** (Su)

A yuki-onna is surrounded by whirling blasts of snow, even in areas that wouldn't allow for such weather, that comprise a 200-foot-radius spread. Within this area, the snowfall and

wind gusts cause a -4 penalty on [Perception](#) checks and ranged attacks. The wind itself blows in a clockwise rotation around the yuki-onna, and functions as [severe wind](#). A yuki-onna is unaffected by snowstorms or blizzards of any kind. Any effect that causes these winds to drop below severe (such as [control weather](#) or [control winds](#)) cancels the snowstorm effect entirely.

## AKASHA AND MAGIC INTERACTIONS

While veilweaving is quite different from standard spellcasting, the basic rule for the interactions of veils and magic is very straightforward: veils interact with spells and vice versa in the same way that spells normally interact with other spells or spell-like abilities.

Spell resistance is effective against most veils that directly target a creature or emulate an enchantment effect, but unless otherwise specified does not apply against area of effect abilities or auras. Veils that grant or enhance natural attacks or weapons, such as the Horns of the Minotaur, are never subject to spell resistance. A veilweaver's veil effects always overcome their own spell resistance.

Veils are mostly physical constructs of akasha, and as such can be targeted by effects like a sunder attack; a veil that takes more than twice the veilweaver's level in damage in a single attack is suppressed and does not function for 1d4 rounds. Veils have a Hardness score equal to the veilweaver's level and gain a bonus to saves vs. targeted effects equal to the amount of essence currently invested. Veils can also be targeted by *dispel magic*, *mage's disjunction*, or similar spell effects, and are treated as a magic item when determining the effects. A veil successfully affected by a *mage's disjunction* is suppressed for the duration of the spell and any essence invested in a suppressed veil becomes unavailable until the effect ends. Veils are nearly invisible until invested with at least one point of essence; a veilweaver gains a +5 circumstance bonus to Disguise checks to hide the fact that they have an uninvested veil shaped, though *detect magic*, *true seeing*, or similar effects automatically reveal their presence. As soon as a point of essence is invested in a veil they flare into tangibility and are easily noticeable, imposing a -5 penalty on Disguise checks to hide their presence or function.

**Binding Essence:** Some feats and veils will require you to bind, rather than invest, essence into them. When essence is bound into a receptacle, it cannot be recovered or reassigned to another receptacle until 24 hours have passed, or until the next time the user shapes their veils for the day, whichever comes first. If the receptacle is sundered or disjoined, the user immediately takes essence burn equal to the total essence invested in the veil. Once the burn has recovered, they can reinvest the essence normally.

**Bonuses from shaped veils:** Note that the general rules for stacking still apply; two bonuses of the same type do not stack, even if they come from two different veils or a veil and a spell or spell-like effect.

**Companions:** Some veils grant the veilweaver the ability to conjure, create, or summon companion creatures, such as angels, treants, and zombies. Whenever a creature is granted



or created by a veil ability, it is able to understand the veilweaver's commands and always follows their instructions to the best of its ability. Creatures granted by veils cannot be banished or dismissed since they are tied to the veilweaver's life force, but any effect that sunders, dispels, or otherwise unshapes a veil immediately dismisses the companion creature unless specifically noted otherwise.

**Descriptors:** Veils use many of the same descriptors as spells. Whenever a veil contains a descriptor, it carries all the same connotations as the spell descriptor of the same name. Since veils do not have schools, subschools, domains, or disciplines, these descriptors are the primary way to categorize and identify a veil and its effects.

**Essence Burn:** Some spells and abilities cause essence burn. Essence that has been burned cannot be used again for any other purpose until the veilweaver has had a chance to rest in a calm environment. Essence burn naturally recovers at a rate of 1 point of essence per minute.

**Essence Capacity:** However large their essence pool is, a character can only invest a certain amount of essence into any one veil, feat, class feature, magic item, or other akashic receptacle. The character's total character level determines this essence capacity as shown below, though some feats, class features, magic items, or other abilities or effects may modify their total capacity:

Character Level	Essence Capacity
1st – 5th	1
6th- 11th	2
12th-17th	3
18th-20th	4

**Identifying veils and effects:** Information about a veil's properties or effects can be determined using the Knowledge (arcana) skill according to the following table:

Identify a magical manifestation as akasha or veilweaving	DC 10
Identify a specific veil's basic properties	DC 15
Identify a specific veil's bind effects	DC 20

In areas where akashic magic is uncommon or otherwise unheard of, increase the DC of these checks by 5.

Veilweavers can also disguise the presence or function of their veils using the Disguise skill, disguising their veils as extravagant clothing or even natural extensions of their own body. A creature cannot attempt to identify a disguised veil without first succeeding on a Perception check to notice that it is a veil.

**Ongoing effects and unconsciousness:** Veils do not require conscious action to maintain, but if a veilweaver is rendered unconscious while they have active veils shaped a number of things may occur. Any active aura powers granted by shaped veils are suppressed until the veilweaver regains consciousness, at which

point the veilweaver must spend a move action to reactivate them. Any effects that occur automatically over time, such as the temporary hit point generation of the Stone Giant's Girdle, continue to accrue as normal. Veils that are sundered while the veilweaver is unconscious are not just suppressed, but destroyed completely and cannot be used again until the veilweaver reshapes their veils. The veilweaver may willingly suppress the active effects of any veil they have shaped as a free action and resume them as a move action; the veilweaver may resume the effects of multiple veils as part of the same move action.

**Per Day Abilities:** Some veils grant spell-like abilities that can be used a limited number of times per day. These veils use the same saving throw DC as your other veil abilities. These uses are only refreshed when you reshape your veils for the day; abilities like the vizier's veilshifting do not allow you to reshape the veil and replace it with a new instance of itself for additional uses.

**Temporary essence:** Some abilities may grant the veilweaver temporary essence. Temporary essence points are always burned first, and cannot be recovered through normal rest, though they generally act and can be used in all other ways just like normal essence.

**Temporary hit points and additional Hit Dice:** Temporary hit points and additional HD granted by veils or other akashic effects start at full when essence is first invested and regenerate at a rate of 1 hit point per minute, but cannot be restored by removing and re-adding essence to the veil. Essence invested in a veil or other akashic receptacle that grants up to a certain amount of temporary hit points or bonus Hit Dice after the first time you invest essence for the day instead starts at 1 hit point and regenerates up to its normal maximum amount.

**Weapon-like Veils:** Weapon-like veils are veils that can be wielded and used as a weapon, such as the Loyal Paladin's Spear of Light or the Sword of Justice. These veils use the same damage dice and critical statistics as any weapon they are described as acting as. Veilweavers are always proficient with any weapon-like veil they shape. Veils that grant selectable weapon enhancements, such as the Reaper's Scythe, may choose which weapon enhancements to use each time essence is invested. If a weapon-like veil is disarmed or otherwise removed or released from your grasp, it immediately dissipates and can be reformed as a free action on your next turn; this supersedes the limitations on previously published weapon-like veils, such as Loyal Paladin's Spear of Light, which states that it requires a swift action to recover. Weapon-like veils that can be used as thrown weapons instead return to your grasp as soon as the attack is resolved, so long as you still have a free hand available to receive the thrown weapon.

## REFERENCE - CONDUIT FEATS

### Greater Planar Infusion (Conduit)

You have mastered the powers of another plane.



# AKASHIC REALMS

Prerequisites: Improved Planar Infusion\*, Planar Infusion\*, character level 13th.

Benefit: Choose a plane for which you've gained an improved infusion via Improved Planar Infusion. You gain that plane's greater infusion as well.

## Improved Planar Infusion (Conduit)

Your connection to the planes has grown stronger.

Prerequisites: Planar Infusion\*, character level 7th.

Benefit: Choose a plane you've gained an infusion from via Planar Infusion. You now gain that plane's improved infusion as well.

## Planar Infusion (Conduit)

After enduring hardship on another plane, your body, mind, and soul have become infused with that plane's power.

Prerequisite: You must spend a significant amount of time on a plane other than your home plane or the Material Plane. Typically, this amount of time should coincide with an adventure set on that plane, but at the GM's discretion, you can qualify for this feat in other ways, such as by being subjected to a powerful planar effect via the influence of an artifact associated with that plane, being exposed to raw energies from the plane, or even by dying on another plane and being brought back to life in that reality.

Benefit: Your body, mind, or soul gains a benefit of some sort as a result of your infusion with the plane of your choice for which you meet the prerequisite. Details on planar infusions can be found in each plane's Infusion section, as presented in Chapter 3 of this book. Planar infusions that take actions to activate are supernatural abilities unless they specifically allow for the use of a spell, in which case they are spell-like abilities. Your caster level for spell-like abilities granted by a planar infusion is equal to your Hit Dice (maximum CL 20th). All other planar infusions are extraordinary abilities.

Special: You can take this feat multiple times. Each time you do, you must select another plane for which you qualify. In cases where the specific effects of Planar Infusion are identical, the effects do not stack.

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