

BLOODFORGE INFUSIONS



◆ ESOTERIC ENERGIES ◆

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ESOTERIC ENERGIES

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FOREWORD

Fantasy races are always a bit weird to use, for me. I find it easiest to empathize with a *human*, so that tends to be what I choose to roleplay in games, but I still love the varied races and oddball different beings that exist in RPG settings. I always find it interesting to think about what sorts of differences a non-human race might have to make them, well, *inhuman*. Mindset, senses, outlook on life based on their abilities...

The most interesting thing to me about a fantasy race is how well they manage to be made *different* while still being similar enough to humanity for people to be able to play them. I'm not sure if I achieved that goal with my work here, but I certainly tried! This has been a really fun project, and the fact that we've been able to implement new takes on classic fantasy concepts such as animate suits of armor, people imbued with the energy of life and death, and even an old monster, has been amazing. I hope you enjoy our work as much as we did.

—Forrest Heck, contributing author

I've always had a bit of a broad taste when it comes to fantasy races. Maybe it comes from having read Paul Kidd when I started out as a gamer and a reader, and maybe it's just because I've always been a little in love with the ideas of strange intelligences, odd heritage, and families who don't so much have skeletons in their closets as they do clown suits. Either way, I got to explore a lot of that in the first *Bloodforge*, but it didn't quite scratch the itch the way I wanted it to. Difficulties with the work order and certain logistics made it very much a book about combinations of two particular species, and there's so much more we could do there in exploring how the strange, magical world of the *Pathfinder Roleplaying Game* can influence and define heritage and nature.

I won't lie either, the chance to be the first to update one of my favorite classic monsters—the ravid—into the game was too good to pass up. The writing team was so sure it had already been done that we wrote the ethumions thinking it was already present. Getting the chance to clean the old boy up and bring him into the modern era was a pleasure, and I hope you enjoy the direction in which we took him.

Here's to another book of heritage, legacy, and strange romances. Happy adventures, folks.

—Jade Ripley, contributing author

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1 USING THIS BOOK

2 This book is divided into two chapters. The overview of each chapter is given below.

2 **Chapter 1 (New Races):** This chapter details three new races, the atstreidi, eiremian, and ethumion.

2 **Chapter 2 (Character Options):** This chapter includes an expansive new trait, as well as several new feats related to the races in this book.

3 **Chapter 3 (The Ravid):** This chapter brings a classic monster, the ravid, to the *Pathfinder Roleplaying Game*.

8 BOOKS NEEDED

12 To use this book, we recommend that you have the *Pathfinder Roleplaying Game Core Rulebook* on hand. In addition, some of the options presented herein, such as racial favored class options reference rules found in *Akashic Mysteries*, *Path of War*, *Path of War: Expanded*, and *Ultimate Psionics*.

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CHAPTER 1: NEW RACES

HALF-BLOOD SUBTYPES

The following subtypes, representing a unique body, through heritage or mutation, were originally printed on *Bloodforge*, and can be gained either through a character's race or through the Mixed Blood trait.

Aberrant Subtype: Aberrant creatures are related to aberrations and have unusual qualities or mutations. They count as aberrations in addition to their other types and subtypes for effects and prerequisites relating to type. They do not gain any other qualities of the type unless another source grants it.

Gearblood Subtype: Gearblood creatures are partially constructed beings, or somehow inherited mechanical traits when they were born. They count as constructs in addition to their other types and subtypes for effects and prerequisites relating to type. They do not gain any other qualities of the type unless another source grants it.

Drakeblood Subtype: Drakeblood creatures are related to dragons and have draconic qualities or aspects. They count as dragon in addition to their other types and subtypes for effects and prerequisites relating to type. They do not gain any other qualities of the type unless another source grants it.

Feyblood Subtype: Feyblood creatures are related

to fey and have fey-like qualities. They count as fey in addition to their other types and subtypes for effects and prerequisites relating to type. They do not gain any other qualities of the type unless another source grants it.

Beastblood Subtype: Beastblood creatures are related to magical beasts and have bestial qualities as well as magical abilities. They count as magical beasts in addition to their other types and subtypes for effects and prerequisites relating to type. They do not gain any other qualities of the type unless another source grants it.

Crossblood Subtype: Crossblood creatures are related to monstrous humanoids and have monstrous aspects to an otherwise normal anatomy. They count as monstrous humanoids in addition to their other types and subtypes for effects and prerequisites relating to type.

Slimeblood Subtype: Slimeblood creatures are related to slimes and typically have odd, squishy anatomy or are unnaturally malleable. They count as oozes in addition to their other types and subtypes for effects and prerequisites relating to type. They do not gain any other qualities of the type unless another source grants it.

Earthblood Subtype: Earthblood creatures are related to plants and have odd colorations to their otherwise normal anatomy. They count as plants in addition to their other types and subtypes for effects and prerequisites

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relating to type. They do not gain any other qualities of the type unless another source grants it.

Graveblood Subtype: Graveblood creatures are related to undead and have bony, pale, or gaunt bodies. They count as undead in addition to their other types and subtypes for effects and prerequisites relating to type. They do not gain any other qualities of the type unless another source grants it, and are still healed by positive energy and harmed by negative energy.

ATSTREIDI

There are many odd beings in the world that seem to defy all explanation regarding their purpose and role within an ecosystem. Things like mimics, gelatinous cubes, ropers, owlbears, flumphs... These creatures tend to either have grown to fill a unique niche or have been created through experimentation by the insane, foolish, or bored. The atstreidi (or “living armor,” as they are known outside of scholarly circles) are somewhere in-between. Theories abound on the atstreidi’s origin; some think that the initial atstreidi fungus was created in a lab accident or the result of magical contamination, while others believe that it evolved to its current form over time. Regardless, the phenomenon of living armor getting up and walking around on its own presents a perplexing existence to scholars and adventurers alike.

APPEARANCE

Atstreidi appear as their nickname would imply: as suits of armor, apparently animated by magic or other means. The truth is far stranger; each atstreidi is a colony of microscopic organisms similar to slime molds that naturally produces a hard, steel-like shell around itself, and controls its “body” through a combination of shifting its slimelike body and inherent psionic power. In the wild, atstreidi form complex spirals and geometric arrays as they grow. However, if an atstreidi colony expands onto metal armor (even a small piece), it begins to resonate with the psychic imprints left within that object and reform its shape as it grows further.

An animate atstreidi always takes the appearance of a full suit of armor of some sort, although the exact details are as varied as one might imagine. Longer-lived atstreidi tend to become more ornate over time. Some assimilate different pieces of armor into themselves to modify their look, and others learn to freely alter the color of their shells as they grow. Their bodies are partially hollow; inside the living armor, the colony grows similarly to a wild atstreidi, forming spirals, spikes, and jagged, geometric patterns, but never enough to inhibit its movement (though there isn’t room for another creature inside). Though they do not appear to have the necessary organs, atstreidi have similar senses to humanoid creatures. Atstreidi eat by dumping food into their armor to absorb its nutrients, and claim that each individual part of their colonies can taste when doing so. Strangely for hiveminded beings, atstreidi do have souls, and respond to *raise dead* and similar magic in the same way as normal living beings. Some theorize that this is the result of the fungus copying the “template” for a soul, left in its armor, but thus far the truth has not been pinpointed.

DEMEANOR

The most defining concept for a suit of living armor is curiosity. A wild atstreidi colony is unintelligent—it is not until it happens across a suit of armor and inhabits it that it grows a consciousness. From the day it is “born,” an atstreidi is filled with an instinctive wonder at seemingly-simple things like thought, sensation, and emotion. Atstreidi do not see the world in the same way that other living beings do. For them, every interaction, every feeling, every piece of knowledge is a gift. Initially, merely being alive is enough for the living armor, and many young atstreidi find themselves spending weeks or months after being born laying still, taking in their newfound life. Eventually, though, an atstreidi desires more; to move, to live, to feel.

Interactions with a suit of living armor can be strange for others. Their thoughts are at once familiar and

alien; the initial state of an atstreidi’s mind is informed by the last wearer of the armor they grew from, but only partially. Atstreidi tend to learn mannerisms and behaviors from people they interact with, for better or for worse, and decide for themselves



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over time how they think is best to act. They do share a core belief though, tied to their heritage and instincts: death is a horror, and life is a gift. Most do not kill easily; as the cessation of action and sensation is their greatest fear, they find it incredibly difficult to inflict. However, when faced with life-or-death situations, or situations where deadly force will result in less deaths than the alternative, an atstreidi's wrath can be terrifying to behold.

BACKGROUNDS

Atstreidi don't have typical childhoods, nor do they really have homes. There are some that are born as groups, but they share little kinship based on their race. A colony of wild atstreidi that becomes a suit of living armor stops reproducing its spores outside of the armor and has no way to propagate itself or its species, so there is little instinctive reason for the atstreidi to interact with one another. Thus, atstreidi tend to scatter after exhausting the things they can learn from each other shortly after their creation, ever searching for new experiences and sensations to find. The only known way for an atstreidi to reproduce is to die—once its soul has left the its body, the fungal colonies begin growing freely again.

ADVENTURES

A suit of living armor adventures because it can. Atstreidi have nowhere they truly belong, and there's still everywhere to see. They enjoy meeting new people (although initially they have much difficulty with the process), and they love learning new things. They do not dislike violence, but generally loathe death, and aggress against those who kill wantonly whenever they meet them. At times, an atstreidi may be able to blend into a civilization if it has adapted itself well, but these moments tend not to last. Eventually, the atstreidi decides that it needs to see and experience more than where it is.

RACIAL TRAITS

Atstreidi possess the following racial traits.

- **+2 Strength, +2 Wisdom, -2 Intelligence:** Atstreidi are much stronger than their hollow bodies would lead one to conclude, and they are very sensitive to their surroundings. However, their minds do not store information efficiently, and atstreidi often need to study intensely to learn what others pick up easily.

ATSTREIDI AEGII

Atstreidi with the form astral suit class feature can form their astral suit over their armor shell, as an exception to their normal inability to wear armor. When they do so, they temporarily lose the benefits of their armor shell and any armor they've assimilated, gaining the benefits of their astral suit instead.

- **Medium:** Atstreidi are Medium creatures and have no bonuses or penalties due to their size.
- **Aberration (psionic, slimeblood):** Atstreidi are aberrations with the psionic and slimeblood subtypes.
- **Normal Speed:** Atstreidi have a base speed of 30 feet.
- **Darkvision (Ex):** Atstreidi can see perfectly in the dark up to 60 feet.
- **Aberrant Physiology (Ex):** Though they may not look it, atstreidi are still vulnerable to many sorts of attacks that would harm or disable a normal creature. They do, however, have a modicum of resistance to such effects. This ability gives an atstreidi the following traits:
 - Atstreidi are immune to disease and poison.
 - Atstreidi gain all the benefits of 8 hours of sleep in only 2 hours. This allows an atstreidi spellcaster who must rest to prepare spells to do so after only 2 hours, but does not allow an atstreidi to prepare spells more than once per day.
 - Whenever a critical hit, sneak attack, or called shot is scored on an atstreidi, there is a 25% chance that the critical hit, sneak attack, or called shot's additional effects are negated and damage is instead rolled normally. This stacks with fortification or similar effects, increasing the negation chance of those effects by 10%.
- **Armor Shell (Ex):** An atstreidi's metallic shell affords it great durability. An atstreidi gains a +4 armor bonus to its AC. An atstreidi's shell is not considered to be worn armor, but atstreidi cannot wear armor except with their assimilate armor ability (see below). Its shell or its assimilated armor can be enchanted as if it were a suit of masterwork armor. The atstreidi must be present for the entire time necessary to enchant its armored shell. An atstreidi's original shell is not considered to be metal armor for the purposes of druidic vows or similar abilities, although its assimilated armor may be (see below).
- **Assimilate Armor (Ex):** An atstreidi has the ability to move itself from its shell to a new suit of metal armor by spending 24 hours migrating across the two and assimilating it into its form. This is a time of great vulnerability, and the atstreidi is considered helpless for the duration of the process. As such, it nearly always done when under the watch of someone the atstreidi trusts. After the process is complete, the atstreidi is always considered to be wearing the suit of armor it assimilated, and cannot be removed from it unless it is dead. It loses the +4 armor bonus to its AC from its armor shell ability. If the atstreidi had already enchanted its shell, it can choose to keep the magic imbued within it, overriding that of the armor it assimilated (even if the armor is not masterwork). Otherwise,

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any magic on its original shell is lost (although if it moves from one suit of assimilated armor to another, the old one is undamaged, albeit dirty, and resumes its magical properties). An atstreidi is never fatigued or otherwise hampered from resting in its assimilated armor. An atstreidi's slam attack and unarmed strikes are considered to be made of the same material as the atstreidi's assimilated armor (if any).

- **Naturally Psionic:** Atstreidi gain Wild Talent as a bonus feat. If they gain levels in a psionic class, this feat is immediately exchanged for the Psionic Talent feat.
- **Psionic Aptitude:** When an atstreidi takes a level in a favored class, it can choose to gain an additional power point instead of a hit point or skill point.
- **Psychic Speech (Su):** An atstreidi's voice has two forms: a guttural sloshing sound that can only be considered intelligible speech by the barest of margins, and a surprisingly pleasant mental noise that differs from listener to listener, but unmistakably originates from the atstreidi. An atstreidi gains a +2 racial bonus on Diplomacy checks against creatures that are not immune to mind-affecting effects. Deaf creatures who are not immune to mind-affecting effects can hear the voice of an atstreidi as if they weren't deaf.
- **Unreadable (Ex):** It is incredibly difficult to understand an atstreidi's body language at times. Atstreidi gain a +2 racial bonus on Bluff checks and take a -2 penalty on Intimidate checks.
- **Slam (Ex):** Atstreidi have a natural slam attack. This is a primary attack that deal 1d4 points of damage plus 1-1/2 times the atstreidi's Strength modifier.
- **Languages:** Atstreidi begin play speaking Common. Atstreidi with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

ALTERNATE RACIAL TRAITS

Atstreidi have access to the following alternate racial traits.

- **Hate Seed (Su):** Some die peacefully. Others die with violence in their hearts, rage in their souls, and revenge on their minds. When an atstreidi is born from the cast-off armor of the latter, it is sometimes influenced by the strong emotions imbued in the armor's psychic imprint at the time of death. Such an atstreidi tends to become malevolent easily, and the sound of their psychic voice is off-putting to listeners. An atstreidi with this racial trait gains a +4 racial bonus on Intimidate checks. It also takes a -2 penalty on Diplomacy checks. Deaf creatures who are not immune to mind-affecting effects can hear the voice of the atstreidi as if they weren't deaf. This racial trait alters psychic speech's skill bonuses and replaces unreadable.

- **Instinctive Warrior (Ex):** Some atstreidi resonate especially well with the imprint in their initial shell, leaving them with a natural inclination towards weaponry and armed combat. An atstreidi with this racial trait is proficient with a single weapon of their choice. This racial trait replaces slam.
- **Small Stature (Ex):** This sort of atstreidi grew out of armor sized for a smaller humanoid. An atstreidi with this racial trait is Small-sized, and gains +2 Dexterity, +2 Wisdom, and -2 Intelligence. This racial trait replaces the normal atstreidi's ability modifiers and size.

RACIAL FAVORED CLASS OPTIONS

Atstreidi can select from the following alternate favored class options.

- **All:** Gain 1/6 of a bonus heritage feat. Any atstreidi character can choose this bonus upon gaining a level in their favored class.
- **Aegis:** When the aegis uses their astral repair ability on an object, they permanently increase its hardness by +1. Multiple uses of this ability do not stack; only the greatest increase applies.
- **Alchemist:** Add one extract formula from the alchemist's list to the character's formulae book. This formula must be at least one level below the highest formulae level the alchemist can create.
- **Barbarian:** Reduce the penalty to the barbarian's AC while raging by 1/3. When this penalty is reduced to 0, further selections of this favored class bonus instead increase the their AC while raging by +1/3.
- **Bard:** Choose one bardic performance; treat the bard as +1/6 level higher when determining the effects of that performance.
- **Druid:** Add +1/3 to the druid's natural armor bonus when using wild shape.
- **Guru:** Increase the essence capacity of the guru's gentle touch class feature by 1/6.
- **Inquisitor:** Add a +1/2 bonus on Diplomacy checks and Knowledge checks to identify creatures. If the inquisitor possesses the hate seed alternate race trait, they gain this bonus on Intimidate checks instead of Diplomacy checks.
- **Monk:** The monk's unarmed strikes treat hardness as 1 less each time this alternate favored class option is taken (to a minimum of 0).
- **Psychic Warrior:** Whenever the psychic warrior deals nonlethal damage with an attack, they deal +1/3 a point of additional nonlethal damage.
- **Soulknife:** Gain 1/6 of a blade skill.
- **Spiritualist:** Add 1 skill rank to the spiritualist's phantom.
- **Stalker:** Gain 1/6 of a stalker art.
- **Wilder:** Add +1/3 to the wilder's AC while they are under the effect of their surging euphoria class feature.
- **Wizard:** Add one spell from the wizard spell list to the wizard's spellbook. This spell must be at least one level below the highest spell level the wizard can cast.

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EIREMIAN

Sometimes, misfortune happens to a person. For eiremians, it happens to them before they were born. The children of mysterious lineages connected to the negative energy plane, eiremians inherit an inner stillness that is both calming and numbing, and which comes to define their lives. Their quieted passions can leave eiremians feeling like they're missing out on something wonderful that the rest of the world has, but, well, it could be worse. They could be dhampir.

After all, sometimes a little peace and quiet isn't such a bad thing.

APPEARANCE

Eiremians favor their human heritage, though they have a tendency to seem pale and a little unhealthy, as though they don't quite get enough to sleep or eat. Eiremians have strength without building muscle and are often much stronger than they look, to the surprise of those who find themselves lifted bodily by someone half their size. Eiremians often have very dark or even black eyes, flecked lightly with a starry light, and their shadows are always far darker than the environment should allow, with outlines that remain distinct even to darkvision.

An eiremian's clothing—and space, such as a bedroom—tends to be neat and orderly. Everything has a place that it comes from and is returned to, and they take care of their possessions as part of their daily routines. Mostly this stems from their need to be aware of their own space, in part to reassure themselves that it is there, and in part because caring for it helps cultivate a positive serenity that is warm and reassuring in place of the numb peace they so often experience.

DEMEANOR

More than anything else, *calm* defines an eiremian. The inner absence and stillness that infuses the race gives eiremians a level-headed perspective; they remain calm in times of crisis, think clearly even when emotional, and are hard to scare, rile, or manipulate. Unfortunately this cuts both ways, as eiremians often have great difficulty feeling strong emotions. They can come across as cold or detached to others

because their reactions are very often (seemingly) much smaller than the stimulus that provokes them. Even such intense events as the birth of a child or a loved one in danger are met with a mild practicality that can seem unnerving.

Eiremians notice things because they pay attention. They feel the need to be aware of their environment because often things can seem to just *vanish* around them if they don't have a firm idea of their place. An eiremian often surprises those close to them with their perspective on the thoughts and feelings of others; indeed, an eiremian often offers help before the beneficiary has realized they need it. For those willing to move past their distant chill, eiremians are attentive and loyal friends.

BACKGROUNDS

No one's quite sure what causes an eiremian to be born, though some factors—such as strong exposure to negative energy during pregnancy, and one or more resurrections in the life of the mother—do seem to make them more common in specific bloodlines. It isn't always immediately obvious to the parents of an eiremian that they've had a supernaturally-touched child, though some realize that the calm and stillness of their infant is not normal. As the eiremian grows older, many parents are at a loss for if, and how, to deal with their seeming distance and most give their child the space they seem to want. In some cases that's true, and the eiremian appreciates having room to live their own life; in others, the eiremian wants a closeness and affection that they don't know how to express, and they grow up lonely without really being able to say why.

Eiremians can have trouble being sociable and often have few, but very close, friends growing up. Many end up being shuffled into apprenticeships that they don't quite ask for because they accept the circumstance with a shrug and move on; an eiremian with attentive parents ends up in a field they enjoy, but ending up in a profession they have little interest in happens depressingly often, and is not helped by the fact that more often



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than not the eiremian simply deals with it. Their natural affinity for negative energy draws eiremians with the luxury to choose their own path towards professions relating to death, destruction, and entropy—they make for talented morticians, demolitions experts, soldiers, and more. Eiremians with an interest in necromancy are more rare than one might think, as entropic animacy often fails to speak to them in the way that stillness does. This tendency to float through their own lives without comment means that a surprisingly large number of eiremians never leave their home towns and settle down to become quiet and productive, if somewhat detached, citizens.

ADVENTURES

If one asks an eiremian how they came to be an adventurer, even money says that their reply is, “It just sort of happened.” Eiremians inclined towards violence for whatever reason (usually soldier’s training, though sometimes because they’ve learned applicable skills during magical studies or as part of joining a priesthood) sometimes end up with a problem that they feel qualified, obligated, or even just interested in solving, and when they’re done putting down the threat or solving the mystery they end up swept along with the companions they gained along the way, never really stopping to object or consider if they actually wanted to leave. Mostly, this is good for the eiremian; the opportunity to broaden their horizons and experience new things helps warm the chill distance in their hearts and puts a shy smile on their lips in the times they get to relax, and the intimacy of an adventuring party can give the eiremian that sense of closeness they may have been missing in their lives.

It’s surprising to some, considering their magical lineage, but many eiremians become warriors; the death involved in the profession draws them into it, and their surprising physical strength causes many of their foes to underestimate the eiremian. Those eiremians with magical inclinations often become clerics, inquisitors, or alchemists, professions in which their attention to detail and cool distance profit them greatly. Their emotional problems and relatively weak force of will mean that despite their highly magical lineage, eiremian bards, sorcerers, and oracles are relatively rare, as are eiremian psionists.

RACIAL TRAITS

Eiremians possess the following racial traits.

- **+2 Strength, +2 Wisdom, –2 Charisma:** Eiremians are stronger than they look and have a strong sense of calm and awareness, but have difficulty expressing their emotions and projecting their will.
- **Medium:** Eiremians are Medium creatures and have no bonuses or penalties due to their size.
- **Outsider (native):** Eiremians are outsiders with the native subtype.

- **Normal Speed:** Eiremians have a base speed of 30 feet.
- **Darkvision (Ex):** Eiremians can see perfectly in the dark up to 60 feet.
- **Absence of Self (Su):** Eiremians find it easy to be glossed over and ignored when they wish to be—and sometimes when they don’t. They gain a +2 racial bonus on Disguise and Stealth checks and take a –2 penalty on Diplomacy checks.
- **Empty Serenity (Ex):** Eiremians are naturally calm and have difficulty feeling passionate emotions; they gain a +4 racial bonus on saving throws and checks made against emotion effects (such as cause fear and the Intimidate skill), and the Intimidate DC to demoralize them increases by +4.
- **Silent Desolation (Su):** Eiremians wield negative energy with particular skill and finesse, using it to un-create their victims rather than simply slay them. Negative energy damage dealt by an eiremian deals half damage to creatures and objects that are normally healed by negative energy, such as undead, rather than healing them. The eiremian may still heal such a creature instead, if she wishes.
- **The Terrible Peace (Su):** Eiremians can force their stillness onto others, devouring their intent and leaving them with an awful, dizzying serenity. As an immediate action, an eiremian force an opponent taking an action (other than a free action, such as talking or drawing ammunition) within close range (25 feet + 5 feet per 2 character levels) to halt. That opponent must succeed at a Will save (DC 10 + 1/2 the eiremian’s character level + the eiremian’s Wisdom modifier) or stop their action. The opponent does not move, fails to cast their spell, does not use their item, and so on. The attempted action simply does not happen; any resources that would have been used during the action, such as spell slots, maneuvers, or item charges, are not used, although the action it would have taken is still spent. If this ability is used to stop a full-round action, the target is considered to have spent a standard action, and can continue their turn as normal. They cannot attempt to repeat the action until their next turn, however. After using this ability, an eiremian must wait one minute before doing so again.
- **Void Child (Ex):** Eiremians have negative energy resistance equal to their character level + their Wisdom modifier. In addition, eiremians are immune to energy drain.
- **Languages:** Eiremians begin play speaking Common. Eiremians with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

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ALTERNATE RACIAL TRAITS

Eiremians have access to the following alternate racial traits.

- **Aura of Calm (Su):** An eiremian can project her serenity, dampening strong emotions around herself. Up to three times per day, as a standard action, she can calm a number of creatures equal to $1 + 1$ per four character levels she possesses that she can see within 60 feet. Each of those creatures must succeed at a Will save (DC $10 + 1/2$ the eiremian's character level + the eiremian's Wisdom modifier) or have their attitude towards the eiremian shifted one step towards indifferent (from hostile to unfriendly, for example). Any morale bonuses, fear effects, confusion effects, and emotion effects affecting a creature that fails its save are suppressed for one minute. This effect is not, itself, an emotion effect. This racial trait replaces empty serenity and the terrible peace.
- **Inevitability (Su):** Rather than inflicting their terrible serenity on others, some eiremians use it to devour attempts to restrain them. When the eiremian fails a saving throw against an effect that would prevent her from acting normally (such as hold person or geth's mind control), she can reroll that saving throw. She must keep the result of her reroll, even if it is worse. This ability does not require an action, but once they use it, an eiremian must wait one minute before doing so again. This racial trait replaces the terrible peace.
- **Mostly Human (Ex):** A few eiremians have appearances much closer to those of their human ancestors; in fact, they may not even realize their true race. Such eiremians appear to be human, save perhaps minor features like unusual hair, and they count as humanoid (human) as well as outsider (native) for all purposes (such as humanoid-affecting spells such as *charm person* or *enlarge person*). This ability alters the eiremian's type and subtype.

RACIAL FAVORED CLASS OPTIONS

Eiremians can select from the following alternate favored class options.

- **All:** Gain 1/6 of a bonus heritage feat. Any eiremian character can choose this bonus upon gaining a level in their favored class.
- **Alchemist:** Add +1/2 to the number of bombs per day the alchemist can create.
- **Cleric:** Add +1 to the caster level of any channeling feat used to affect undead.
- **Fighter:** Add a +1/3 bonus on Will saving throws against mind-affecting effects.
- **Guru:** Gain 1/4 of a point of essence that cannot be invested in a receptacle.

- **Harbinger:** Add +1/4 of a maneuver known from the harbinger's dark focus disciplines.
- **Hunter:** Attacks against the hunter's animal companion while it is flat-footed suffer a cumulative 2% miss chance.
- **Inquisitor:** Add a +1 on concentration checks made to cast inquisitor spells.
- **Kineticist:** Gain 1/6 of an Extra Wild Talent feat.
- **Mystic:** Add +1/4 point of animus to the mystic's starting animus pool at the beginning of combat.
- **Occultist:** Gain 1/6 of a new focus power.
- **Slayer:** Gain 1/6 of a new slayer talent.
- **Soulknife:** Gain 1/6 of a new blade skill.
- **Spiritualist:** Add 1/4 to the number of rounds that the spiritualist's incorporeal phantom can be out of sight and line of effect before being sent back to the Ethereal Plane.
- **Vitalist:** Add +1/2 to the damage dealt by and health gained from the vitalist's steal health ability.
- **Warder:** Add +1/5 to the number of uses per day of the warder's extended defense ability.

ETHUMION

There are many lapses in judgement one can level at wielders of magic and psionic power in total safety. Slipshod ethics? Sins against nature? Needlessly destructive side-effects? These and more are present and accounted for.

Combined with the human ability to see beauty in anything, interesting results tend to fall out from sorcerous romance. Aasimars and tieflings are common examples; rarer are the ethumions, descendants of humans and ravid. Carrying the overflowing energy of their extraplanar ancestors, now tempered by human stability and creativity, ethumions move through the world dancing to their own beat.

Everyone else just needs to keep up.

APPEARANCE

Ethumions tend to favor their human ancestry in appearance, though it's almost impossible to find an ethumion that isn't hale, hearty, and athletic. Some touches do reveal their magical lineage; white or silver eyes that occasionally spark or flash and similarly-colored hair that's bright to the point that it seems to glow are both common traits in ethumions. The most obvious sign of their heritage, however, is the way that objects on their person and in their immediate vicinity tend to move in response to the ethumion's moods and desires unless they make an active effort to suppress it.

Ethumions tend to wear form-fitting or tightly buckled clothing and armor; more than one has ended up in a feedback loop where their annoyance at their clothes constantly moving has only made them move more and caused even more irritation. Those with a flair for the dramatic—and a solid sense of self-control—sometimes go the opposite route, wearing loose or billowing clothes

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that move on their own to accent the ethumion's actions and words.

DEMEANOR

Ethumions overflow with verve; their emotions run hot and close to the surface, and their highs are high and their lows *low*. They tend to be enthusiastic, confident, optimistic, talkative, and eager to help. Their swift healing and native toughness also means that ethumions can come off as suicidally reckless to others, an accusation that is more accurate than it should be in most cases. Ethumions sometimes forget that others aren't as wild as they are and leave their friends or loved ones in the dust as they go chasing after something that's caught their interest.

Ethumions can seem distracted much of the time as well. Their connection to positive energy means that they experience the world in a vastly different way than other races; colors are richer and layered, sounds twist and linger in their ears, smells tickle the memory in odd ways. Living in a world that seems so much different from the one described to them by their peers can be frustrating for ethumions, who take to art to try and express what they see and hear to others with more conventional senses. This, combined with the obedience of their possessions and environment (to say nothing of the way objects in the ethumion's vicinity express their inner thoughts and feelings) can give them an alien air that is not immediately obvious when a person first meets them. For some people, it's too much, and friendships can grow chilly—or fall out entirely.

BACKGROUNDS

Like many others with extraplanar heritage, ethumions are generally a surprise to their parents, who are often not quite prepared for the energetic, enthusiastic, and recklessly suicidal child that has entered their life. Keeping up with an ethumion child requires either saint-like patience or similar levels of energy; as a result, most ethumions tend to grow up a little out of control, a little spoiled, and with a faint but persistent tendency to react poorly to being told to calm down.

Being confident, energetic, and generally conventionally attractive means that ethumions tend to make friends easily. *Keeping* them can be another matter; matching an ethumion's boundless energy can be difficult, and they don't always stop to consider if others need them to slow down. Once an ethumion sounds out their hobby or interest of choice—often, though not always, something magical in nature—they throw themselves into it with verve and prove to be dedicated, if distractible, students. Regardless of their profession, many, perhaps even most, ethumions take up some kind of art in an attempt to express to others the world the ethumion sees and their peers do not.

ADVENTURES

Ethumions end up adventuring almost by accident at times. They decide to leave home or practice their profession in a new way and end up falling in love with the thrill, danger, and challenge of the adventuring life. Life-or-death combat provides a rush very little else does, and ethumions take to it like a moth to flame, encouraged by their ability to keep going when others would fall from exhaustion or wounds. Others are lead to adventure by their passion for a cause, a religion, or even in an effort to track down their distant ravid ancestor and learn more about their heritage (this rarely ends how either side thinks it will, but such is life).

Ethumions often favor magical or psionic classes and make for talented sorcerers and oracles, though their verve and individualism lead to quite a few in other professions. Their energy and enthusiasm often makes ethumions the heart of joy in an adventuring party, and an ethumion can fit very well into a support role. Though



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they take well to travel, the intimacy of an adventuring party can be grating on an ethumion's compatriots, who have to learn how to tell their companion to moderate themselves without coming across as condemning the ethumion's joy. It doesn't always work out, however, and feelings do get hurt.

RACIAL TRAITS

Ethumions possess the following racial traits.

- **+2 Constitution, +2 Charisma, -2 Wisdom:** As a result of their heritage, ethumions are energetic and strong-willed, to the point that they often drown out the voices of others. However, they tend to be fairly aimless like their ancestors when it comes to long-term goals, and often don't take much care about their surroundings.
- **Medium:** Ethumions are Medium creatures and have no bonuses or penalties due to their size.
- **Outsider (native):** Ethumions are outsiders with the native subtype.
- **Normal Speed:** Ethumions have a base speed of 30 feet.
- **Darkvision (Ex):** Ethumions can see perfectly in the dark up to 60 feet. Unlike other creatures, ethumions can discern colors when using their darkvision.
- **Contagious Enthusiasm (Su):** An ethumion's presence causes small objects to stir and shift, their subconscious desires filling their surroundings with a semblance of life. Although this has no mechanical effect on most objects, items worn and held by an ethumion seem to follow their owner's wishes before they even express them. Ethumions gain Quick Draw as a bonus feat, even if they do not meet the prerequisites. They may use this feat to draw any object they wear or carry, or that is held in a small container on their person (regardless of how it is organized).
- **Minor Telekinesis (Su):** Unlike their ancestors, ethumions have a semblance of control over their outpouring of energy. As a standard action that does not provoke attacks of opportunity, an ethumion can lift an object as if by *mage hand*, with a caster level equal to her character level. She need not concentrate on this ability after activating it, and can propel the object once per round as a free action. This ability lasts as long as the ethumion wishes, but she can only lift a single object at a time; if she uses this ability again while an object is already affected, that object is dropped.
- **Positivity (Ex):** Every hour, an ethumion regains hit points and recovers from fatigue as though they rested for 8 hours. In addition, they recover from ability damage and ability burn at twice the normal rate. Finally, ethumions are well-adapted to positive energy-dominant planes, and never gain temporary hit points above their maximum hit points from such a plane's traits.

- **Uncontainable (Su):** An ethumion's outflow of positive energy is both a blessing and a curse; although they can manipulate objects with a natural ease and grace, their state of mind tends to reflect itself in their surroundings. Ethumions gain a +2 racial bonus on Escape Artist and Sleight of Hand checks and take a -2 penalty on Bluff checks.
- **Wellspring of Life (Ex):** Whenever an ethumion uses a spell, power, item, or other magical, psionic, or supernatural effect that heals another creature, she heals them 1 additional hit point per odd-numbered character level she possesses (+1 at 1st level, +2 at 3rd level, and so on). This is considered to be part of the effect itself, and only occurs once per effect, if the healing happens over time. In addition, whenever an ethumion deals positive energy damage (including when using positive energy to harm undead creatures), she gains a racial bonus on the damage roll equal to her Constitution modifier.
- **Languages:** Ethumions begin play speaking Common. Ethumions with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

ALTERNATE RACIAL TRAITS

Ethumions have access to the following alternate racial traits.

- **Helping Hand (Su):** Some ethumions manifest their connection to the positive energy plane more strongly with objects than they do with creatures. Such ethumions gain the ability to manipulate nearby objects much more proficiently than a normal ethumion's minor telekinesis. They gain a third, invisible "hand" that they can use for anything a normal hand could be used for. This does not give the companion any extra attacks or actions per round, though it can wield weapons and make attacks as part of the ethumion's attack routines just like a normal hand (the ethumion merely cannot attack with a third weapon). The "hand" can manipulate or hold items just as well as the ethumion's normal hands (for example, allowing them to use one hand to wield a weapon, another hand to hold a potion, and the third hand to hold a shield). This hand cannot be bound or hindered conventionally, although it is still affected by the disarm combat maneuver as if it were a normal hand, and is still unusable if the ethumion is stunned, paralyzed, or similarly affected by a condition that removes their actions. This racial trait replaces minor telekinesis and wellspring of life.
- **Lifeguard (Su):** Some ethumions are naturally more in tune with the lives of others than they are with objects. They can perceive the infinitesimal leaks of life from living beings around them, or notice "holes"

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in the world where no positive energy remains. An ethumion with this racial trait can identify the state of beings she can see within the range of her darkvision, as if by a *deathwatch* spell. This racial trait replaces minor telekinesis and reduces the range of the ethumion's darkvision to 30 feet.

- **Mostly Human (Ex):** A few ethumions have appearances much closer to those of their human ancestors; in fact, they may not even realize their true race. Such ethumions appear to be human, save perhaps minor features like unusual hair, and they count as humanoid (human) as well as outsider (native) for all purposes (such as humanoid-affecting spells such as *charm person* or *enlarge person*). This ability alters the ethumion's type and subtype.

RACIAL FAVORED CLASS OPTIONS

Ethumions can select from the following alternate favored class options.

- **Alchemist:** Add one extract formula from the alchemist's list to the character's formulae book. This formula must be at least one level below the highest formulae level the alchemist can create.
- **Antipaladin:** Add +1 foot to the size of all the antipaladin's aura class features. This option has no effect unless the antipaladin has selected it 5 times

(or another increment of 5); an aura of 14 feet is effectively the same as a 10-foot aura, for example.

- **Barbarian:** Add 1 to the ethumion's total number of rage rounds per day.
- **Bard:** Add 1 to the ethumion's total number of bardic performance rounds per day.
- **Daevic:** Gain 1/5 of a point of essence.
- **Fighter:** Gain a +1/2 bonus on Acrobatics, Climb, Jump, and Swim checks.
- **Kineticist:** Gain 1/6 of an Extra Wild Talent feat.
- **Occultist:** Increase the occultist's total number of points of mental focus by 1/2 point.
- **Paladin:** Add +1 foot to the size of all the paladin's aura class features. This option has no effect unless the paladin has selected it 5 times (or another increment of 5); an aura of 14 feet is effectively the same as a 10-foot aura, for example.
- **Rogue:** Gain 1/6 of a new rogue talent.
- **Sorcerer:** Add 1/2 of a conjuration (healing) spell known from the cleric spell list.
- **Soulknife:** Gain 1/6 of a new blade skill.
- **Warder:** Reduce the armor check penalty of worn armor by +1/5.
- **Warlord:** Gain a +1/4 circumstance bonus on all d20 rolls made during a warlord's gambit.
- **Wilder:** Reduce the chance of psychic enervation when using a wild surge by 1/2%.

TABLE 1-1: STARTING AGES

Race	Adulthood	Intuitive	Self-Taught	Trained
Atstreidi	0 years	+1d2	+2d6	+1d8
Eiremian	15 years	+1d4	+1d6	+1d8
Ethumion	15 years	+1d4	+1d6	+1d8

TABLE 1-2: LIFESPANS

Race	Middle Age	Old Age	Venerable Age	Maximum Age
Atstreidi*	—	—	—	—
Eiremian	35 years	53 years	70 years	+2d20 years**
Ethumion	150 years	300 years	350 years	+6d% years***

* Atstreidi receive no physical penalties or mental benefits from age and are functionally immortal with respects to age.

** Eiremians tend not to age so much as *with*. An old eiremian may appear corpse-like, and near their end could be confused with a lich.

*** Ethumions tend to age far better than most races, appearance-wise. Their bodies do slowly break down internally, however. They tend to simply expire when their time is up, rather than slowly drifting into old age.

TABLE 1-3: HEIGHT AND WEIGHT

Race	Base Height	Base Weight	Modifier	Weight Multiplier
Atstreidi	4 ft. 10 in.	80 lbs.	2d6	× 3 lbs.
Eiremian, female	4 ft. 5 in.	85 lbs.	2d10	× 5 lbs.
Eiremian, male	4 ft. 8 in.	120 lbs.	2d10	× 5 lbs.
Ethumion, female	5 ft. 0 in.	90 lbs.	2d10	× 5 lbs.
Ethumion, male	5 ft. 2 in.	130 lbs.	2d10	× 5 lbs.

CHAPTER 2: CHARACTER OPTIONS

Race is not the only thing found in one's heritage. Through strange legacies, deliberate mutation, or forays into blood magic, characters can unlock more capabilities from their ancestry and wield the magic of their race in battle against their foes. This chapter presents new trait and feat options for characters themed around race in all of its forms—as paragons, freaks, or rebels.

NEW TRAIT

The following trait, originally printed in *Bloodforge*, allows characters to gain access to the new subtypes presented in this book.

Mixed Blood (Race, any): Either through lineage, accident, or deliberate intent, you have unlocked latent power in your blood. Choose one of the creature types or subtypes listed on Table 2-1: Mixed Blood Options. You gain the benefits listed for your selection. This trait represents a nonstandard heritage, and unlike other race traits, you can take this trait regardless of your race, and can even take it multiple times (allowing you to take a different race trait alongside it), representing a particularly unique power. You do not recalculate your Hit Dice, skill points, or saving throws, even if you gain a subtype that normally calls for it. Unless noted in the benefit, you do not count as the chosen race for prerequisites.

TABLE 2-1: MIXED BLOOD OPTIONS

Heritage	Benefit
Aberration	You gain the aberrant subtype and a +1 trait bonus on saves against mind-affecting effects.
Air	You gain the air subtype. You do not gain a fly speed from this subtype, but the maneuverability of any fly speeds you have or gain increase by one step.
Chaotic	You gain the chaotic subtype and a +2 trait bonus on saves against effects with the lawful descriptor.
Cold	You are treated as having the cold subtype for the purposes of requirements and prerequisites, and you gain cold resistance 10. In addition, you become partially vulnerable to fire—whenever you take fire damage, you take an extra 50% damage, up to a maximum of 10 additional points of damage. If you are immune to fire, you still take damage from fire up to 5 points (after which your immunity applies and negates the rest of the damage).
Construct	You gain the gearblood subtype. In addition, you gain a +1 bonus on saves against disease and poison effects.
Dragon	You gain the drakeblood subtype and a +2 trait bonus on saves against paralysis and sleep effects.
Dwarf	You gain the dwarf subtype and a +1 trait bonus to your CMD when resisting a bull rush or trip attempt while standing on the ground. Choose a race that normally possesses the dwarf subtype, such as dwarves or duergar—you can choose favored class options specific to that race (and only that race, even if that race normally can choose other races' favored class options).
Earth	You gain the earth subtype and your natural armor bonus to your AC increases by +1.
Elf	You gain the elf subtype and a +1 trait bonus on Perception checks. Choose a race that normally possesses the elf subtype, such as elves or drow—you can choose favored class options specific to that race (and only that race, even if that race normally can choose other races' favored class options).
Evil	You gain the evil subtype and a +2 trait bonus on saves against effects with the good descriptor.
Fey	You gain the feyblood subtype and a +2 trait bonus on saves against compulsion effects.
Fire	You are treated as having the fire subtype for the purposes of requirements and prerequisites, and you gain fire resistance 10. In addition, you become partially vulnerable to cold—whenever you take cold damage, you take an extra 50% damage, up to a maximum of 10 additional points of damage. If you are immune to cold, you still take damage from cold up to 5 points (after which your immunity applies and negates the rest of the damage).
Giant	You gain the giant subtype, granting you low-light vision. If you already had low-light vision or later gain it from another effect, you gain a +1 trait bonus on Perception checks. Despite having the giant subtype, you do not necessarily have racial Hit Dice, and can still substitute your first Hit Die for a class level, like normal creatures of your type.

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Heritage	Benefit
Gnome	You gain the gnome subtype and a +1 trait bonus on Craft checks. Choose a race that normally possesses the gnome subtype, such as gnomes or svirfneblin—you can choose favored class options specific to that race (and only that race, even if that race normally can choose other races' favored class options).
Goblinoid	You gain the goblinoid subtype and a +1 trait bonus on Stealth checks. Choose a race that normally possesses the goblinoid subtype, such as goblins or hobgoblins—you can choose favored class options specific to that race (and only that race, even if that race normally can choose other races' favored class options).
Good	You gain the good subtype and a +2 trait bonus on saves against effects with the evil descriptor.
Halfling	You gain the halfling subtype and a +1 trait bonus on Acrobatics checks. Choose a race that normally possesses the halfling subtype, such as halflings or kestrel—you can choose favored class options specific to that race (and only that race, even if that race normally can choose other races' favored class options).
Human	You gain the human subtype and a +1 trait bonus on Knowledge (local) checks. Choose a race that normally possesses the human subtype, such as humans or maenads—you can choose favored class options specific to that race (and only that race, even if that race normally can choose other races' favored class options).
Lawful	You gain the lawful subtype and a +2 trait bonus on saves against effects with the chaos descriptor.
Magical Beast	You gain the beastblood subtype and a +2 trait bonus on Survival checks. Survival is always a class skill for you.
Monstrous Humanoid	You gain the crossblood subtype and your natural armor bonus to your AC increases by +1.
Orc	You gain the orc subtype and a +1 trait bonus on Intimidate checks. Choose a race that normally possesses the orc subtype, such as orcs or half-orcs—you can choose favored class options specific to that race (and only that race, even if that race normally can choose other races' favored class options).
Ooze	You gain the slimeblood subtype, and any time you would take extra damage from a critical hit or sneak attack, you have a 10% chance of negating the extra damage. This stacks with fortification or similar effects, increasing the negation chance of those effects by 10%.
Outsider	Your type changes to outsider and you gain the native subtype in addition to any other subtypes you possess.
Plant	You gain the earthblood subtype and low-light vision. In addition, you do not need food to survive, provided you spend at least 1 hour a day in sunlight.
Reptilian	You gain the reptilian subtype and a +1 bonus on saves against disease and poison effects. Choose a race that normally possesses the reptilian subtype, such as lizardfolk or ophidians—you can choose favored class options specific to that race (and only that race, even if that race normally can choose other races' favored class options).
Undead	You gain the graveblood subtype and negative energy resistance 5.
Water	You gain the water subtype, allowing you to breathe underwater. You do not gain a swim speed from this subtype.

HERITAGE FEATS

The feats presented here, originally printed in *Bloodforge*, are heritage feats—feats that represent unlocking the latent potential in your mixed blood, or even differences, deliberate mutations, or divine gifts within creatures of pure blood. These capabilities might appear over time, as the result of exposure to magic that awakens the blood (even on accident) or deliberately, as the creature trains their capabilities. Heritage feats usually require a creature to have one or more creature types or subtypes in order to gain their benefits.

Aerial Wings (Heritage)

Your wings have strengthened to the point of allowing flight.

Prerequisites: Vestigial Wings, 7th level or higher.

Benefit: Your wings strengthen; you gain a fly speed equal to double your base land speed with good maneuverability.

Altered Life (Heritage)

Your unusual nature affects your vitality, bolstering you in ways different from other mortals.

Prerequisites: Aberration, fey, ooze, plant, or undead type.

Benefit: Choose Wisdom or Charisma. You calculate your bonus hit points per Hit Die based on the chosen ability score instead of your Constitution.

Feral Fighter (Combat, Heritage)

You were born with—or developed—claws or fangs that you can use in battle.

Prerequisites: Aberration, dragon, fey, magical beast, monstrous humanoid, or undead type and/or reptilian subtype.

Benefit: Choose bite or 2 claws. You gain the natural weapon(s) chosen, as normal for a creature of your size. You may not gain a natural weapon of a type you already

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possess in this fashion.

Special: You may select this feat up to two times.

Greater Sanguine Sorcery (Heritage)

You have honed the magic of your heritage to its peak.

Prerequisites: Improved Sanguine Sorcery, 13th level or higher.

Benefit: Choose *confusion*, *dimension door*, or *shadow conjuration*. You may use the chosen spell as a spell-like ability once per day, at a caster level equal to your character level. At 15th level, and every 5 levels thereafter, you gain an additional use per day of the chosen spell.

Special: You may select this feat more than once. Each time, you choose a different spell from the above list.

Greater Spark of Divinity (Heritage)

Your divine blood reaches its peak of concentration and power.

Prerequisites: Improved Spark of Divinity, 13th level or higher.

Benefit: Choose *death ward*, *divine power*, or *flame strike*. You may use the chosen spell as a spell-like ability once per day, at a caster level equal to your character level. At 15th level, and every 5 levels thereafter, you gain an additional use per day of the chosen spell.

Special: You may select this feat more than once. Each time, you choose a different spell from the above list.

Improved Sanguine Sorcery (Heritage)

Your blood-born sorcery intensifies, offering greater capabilities.

Prerequisites: Sanguine Sorcery, 7th level or higher.

Benefit: Choose *dispel magic*, *haste*, or *invisibility*. You may use the chosen spell as a spell-like ability once per day, at a caster level equal to your character level. At 10th level, and every 5 levels thereafter, you gain an additional use per day of the chosen spell.

Special: You may select this feat more than once. Each time, you choose a different spell from the above list.

Improved Spark of Divinity (Heritage)

You hone your divine connection further, gaining additional capabilities.

Prerequisites: Spark of Divinity, 7th level or higher.

Benefit: Choose *hold person*, *magic circle against alignment* or *resist energy*. You may use the chosen spell as a spell-like ability once per day, at a caster level equal to your character level. At 10th level, and every 5 levels thereafter, you gain an additional use per day of the chosen spell.

Special: You may select this feat more than once. Each time, you choose a different spell from the above list.

Scrambler's Gift (Heritage)

You know how to climb exceptionally well.

Prerequisites: Climb 4 ranks, and claw natural attack and/or aberration, fey, magical beast, monstrous humanoid, ooze, or undead type and/or earth, giant, or reptilian subtype.

Benefit: You gain a climb speed equal to 1/2 your land speed. If you already have a climb speed, it instead improves by 10 ft.

Overflowing Life (Heritage)

You have developed unusual amounts of life force in your body.

Prerequisites: Toughness, and aberration, fey, ooze, or plant type.

Benefit: You gain fast healing 2.

Sanguine Sorcery (Heritage)

Your magical heritage has bestowed limited magical power upon you.

Prerequisites: Aberration or fey type.

Benefit: Choose *charm person*, *mage armor*, or *magic missile*. You may use the chosen spell as a spell-like ability once per day, at a caster level equal to your character level. At 4th level, and every 4 levels thereafter, you gain an additional use per day of the chosen spell.

Special: You may select this feat more than once. Each time, you choose a different spell from the above list.

Spark of Divinity (Heritage)

Your ancestral connection to divine energies permits you to cast certain spells.

Prerequisites: Chaotic, evil, good, or lawful subtype and/or outsider type.

Benefit: Choose *bless*, *command*, or *shield of faith*. You may use the chosen spell as a spell-like ability once per day, at a caster level equal to your character level. At 4th level, and every 4 levels thereafter, you gain an additional use per day of the chosen spell.

Special: You may select this feat more than once. Each time, you choose a different spell from the above list.

Vestigial Wings (Heritage)

You were either born with or developed a pair of weak wings.

Prerequisites: Dragon, fey, magical beast, monstrous humanoid, or outsider type and/or air subtype.

Benefit: You have developed small wings; when you fall you can slow your descent by making a DC 15 Fly check to fall safely without taking falling damage, albeit at a rate of 20 feet a round. When falling safely, you can make another DC 15 Fly check to glide, moving 5 feet laterally every round. You may take ranks in the Fly skill. Fly becomes a class skill for you.

CHAPTER 3: THE RAVID

RAVID

This long, serpentine creature is almost entirely obscured by a mass of whirling, bobbing objects and detritus. It twists curiously and gives you a grin.

RAVID CR 5

XP 1,600 (see the Ravid Encounters sidebar)

N Medium outsider (extraplanar)

Init +4; **Senses** darkvision 60ft.; Perception +1

DEFENSE

AC 25, touch 20, flat-footed 25 (+5 natural, +10 deflection, obedient shell)

hp 26 (4d10+4); 40 temporary hit points (obedient shell)

Immune fire, positive energy damage

Fort +5, **Ref** +1, **Will** +5 (+2 on Fortitude and Reflex and evasion when obedient shell is active)

Defensive Abilities obedient shell

OFFENSE

Speed 20 ft., fly 60 ft. (perfect)

Melee tail slap +5 (1d6+1 plus positive energy lash), 2 claws +5 (1d4+1 plus positive energy lash), tail touch +5 melee touch (positive energy lash)

Special Attacks positive energy lash, shrapnel vortex

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

STATISTICS

Str 13, **Dex** 10, **Con** 13, **Int** 9, **Wis** 12, **Cha** 16

Base Atk +4; **CMB** +5; **CMD** 15

Feats Improved Initiative, Ability Focus (shrapnel vortex)

Skills Appraise +7, Fly +13, Knowledge (Planes) +3, Stealth +4, Survival +5 **Racial Modifiers** +4 Appraise

Languages Draconic

SQ animate objects, flight, positive energy affinity

ECOLOGY

Environment positive energy plane

Organization solitary (1 plus at least 1 animated object)

Treasure standard

SPECIAL ABILITIES

Animate Objects (Su): Ravids constantly pulse with a flow of positive energy that passively animates objects around them. In addition to granting them their obedient shell and shrapnel vortex abilities, this causes larger objects to gain something approximating wills of their own. These objects follow the ravid around, protecting it from harm. Unless a ravid has just recently escaped from a battle or spent time flying in a location with no objects to animate, it is always encountered with at least one animated object alongside it. These animated objects never attack the ravid, and are not included in the ravid's challenge rating. See the Ravid Encounters section on the next page for more details.

Flight (Su): A ravid may cease or resume its flight as a free action. A ravid that loses this ability or has it suppressed (such as by an *antimagic field*) becomes staggered until they regain it or it ceases to be suppressed.

Obedient Shell (Su): A ravid travels with an animate shell of whirling, shifting objects ranging from Fine sized to Tiny sized that serves as both armor and weapon. The shell exists within the ravid's space, and does not increase its size. A ravid's obedient shell provides it with up to 10 temporary hit points per hit die which last indefinitely. The ravid gains 2 temporary hit points per round, which stack with other temporary hit points gained through this ability up to that maximum. The ravid gains the following bonuses while it has 1 or more temporary hit points:

- A +10 deflection bonus to armor class.
- A +2 racial bonus on Fortitude and Reflex saves.
- The evasion special ability
- Access to the shrapnel vortex ability

A ravid's treasure is generally found within its obedient shell and calves off from the mass as the ravid takes damage. Objects knocked out of a ravid's obedient shell have half their full normal hit points (and thus possess the broken condition). A ravid may purposefully eject an object from its obedient shell as a move action. The object lands in a space adjacent to the ravid, unharmed.

Positive Energy Affinity (Ex): Ravids can exist comfortably on the Positive Energy Plane and do not benefit (or suffer) from that plane's overwhelming infusions of life-giving energies. Whenever a ravid is subjected to a magical healing effect, that effect heals the maximum number of hit points, as if affected by the Maximize Spell feat (even if it isn't a spell).

Positive Energy Lash (Su): A ravid's natural attacks, as well as its shrapnel vortex ability and attacks made by its animated objects, are infused with positive energy. This positive energy produces an unpleasant tingle in most creatures, dazzling them for 1 round (no save). Creatures damaged by positive energy (such as undead) instead take an additional 2d10 points of damage from those attacks and abilities.

Shrapnel Vortex (Su): As a standard action, a ravid with 1 or more temporary hit points may lash out with its obedient shell, dealing 3d6+3 points of bludgeoning and slashing damage in either a 20-foot burst centered on the ravid or a 40-foot cone. A successful Reflex save (DC 17) halves this damage. The bonus damage and save DC are Charisma-based.

Native to the Positive Energy Plane, ravids are unusual outsiders with a penchant for collecting and animating objects. On their home plane, ravids roam the 'landscape', such as it is, looking for objects that survive the Positive

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Energy Plane's overwhelming, annihilating energies and hoard them. Ravids value these objects both for being a break from the blinding, destructive glory of the Positive Energy Plane, and because their most frequent neighbors—the xenophobic jyoti—seem hellbent on keeping the plane barren and empty.

Things change when and if the ravid enters the Prime Material Plane. The sheer amount and variety of landscapes and environments make ravids giddy with excitement, and they hoard almost everything they can get a hold of before eventually realizing that there are more fascinating objects than the ravid can possibly carry. Some continue to be eclectic collectors, keeping their obedient shells stuffed with anything that strikes their fancy, but most specialize; one ravid moves through the plane surrounded by high-quality cookware, while another defends himself with books he reads in his off time. Though ravids are generally solitary, they are not usually hostile; encountered peaceably, they can be gregarious, if exhausting, conversation and trading partners. Things can become tense if the ravid suspects another creature of trying to steal its precious objects, or if the ravid lusts after something another creature has enough to incite violence to get it, but these cases are, fortunately, rare.

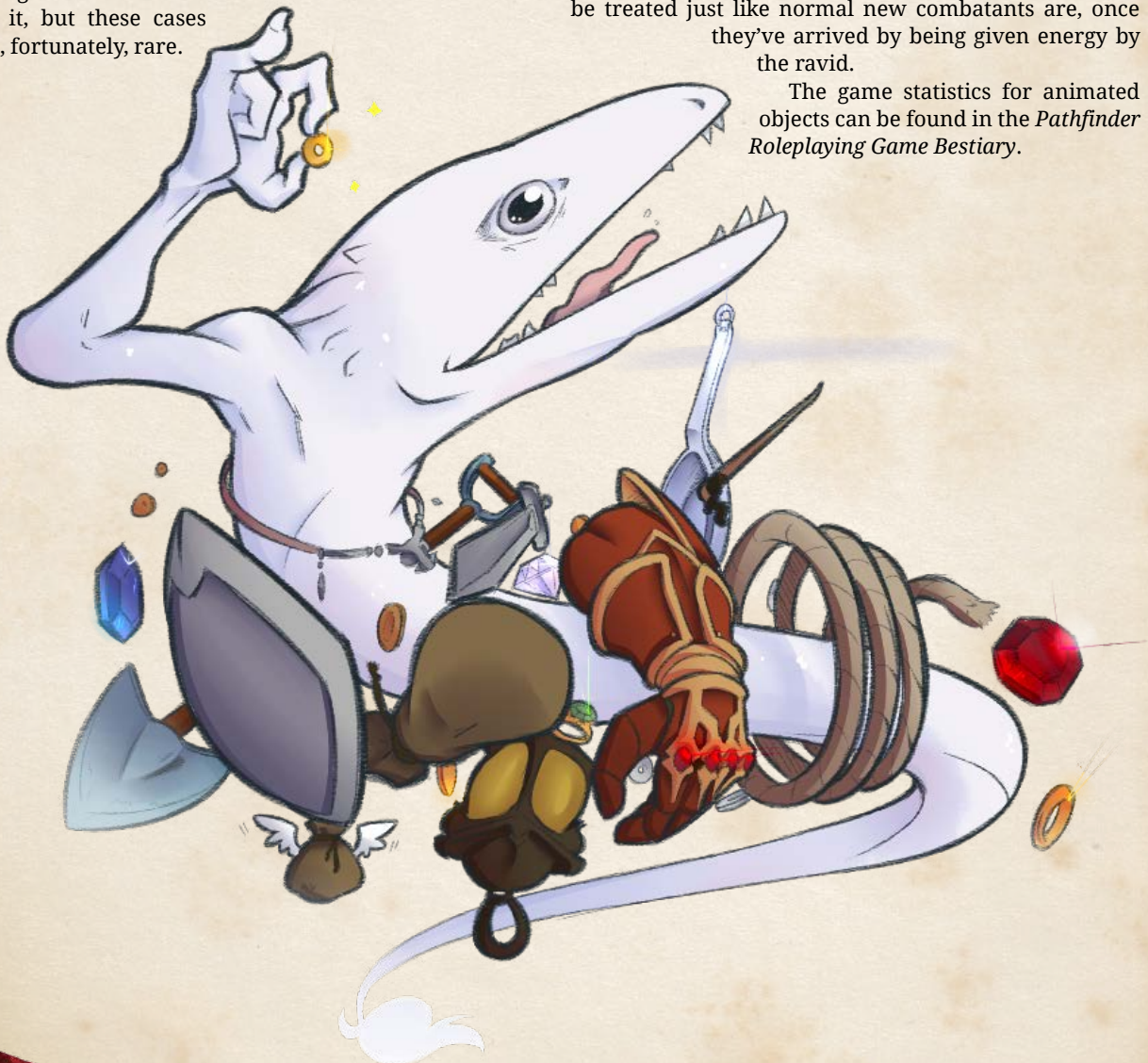
RAVID ENCOUNTERS

As noted in the ravid's animate objects ability, ravids are almost never encountered without animated objects guarding and fighting alongside them. As such, when designing an encounter including a ravid, the GM should generally add in one to three (or, depending on the encounter, more) animated objects of varying sizes and shapes. These animated objects have their own challenge ratings and experience rewards, so the true level of an encounter with a ravid is generally slightly higher than the ravid's CR.

These animated objects are not intelligent and do not follow the ravid's orders. However, they are relatively docile and only fight creatures the ravid is fighting or if they or the ravid is attacked. Otherwise, the animated objects follow the ravid and remain close to it. If the object strays further than 100 feet from the ravid that created it for more than 1 minute, the animated object loses its energy and ceases to be an animated object.

This ability normally doesn't function quickly enough to animate objects in the middle of combat, and isn't actively controlled by the ravid—instead, if animated objects appear while a combat is under way, they should be treated just like normal new combatants are, once they've arrived by being given energy by the ravid.

The game statistics for animated objects can be found in the *Pathfinder Roleplaying Game Bestiary*.



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