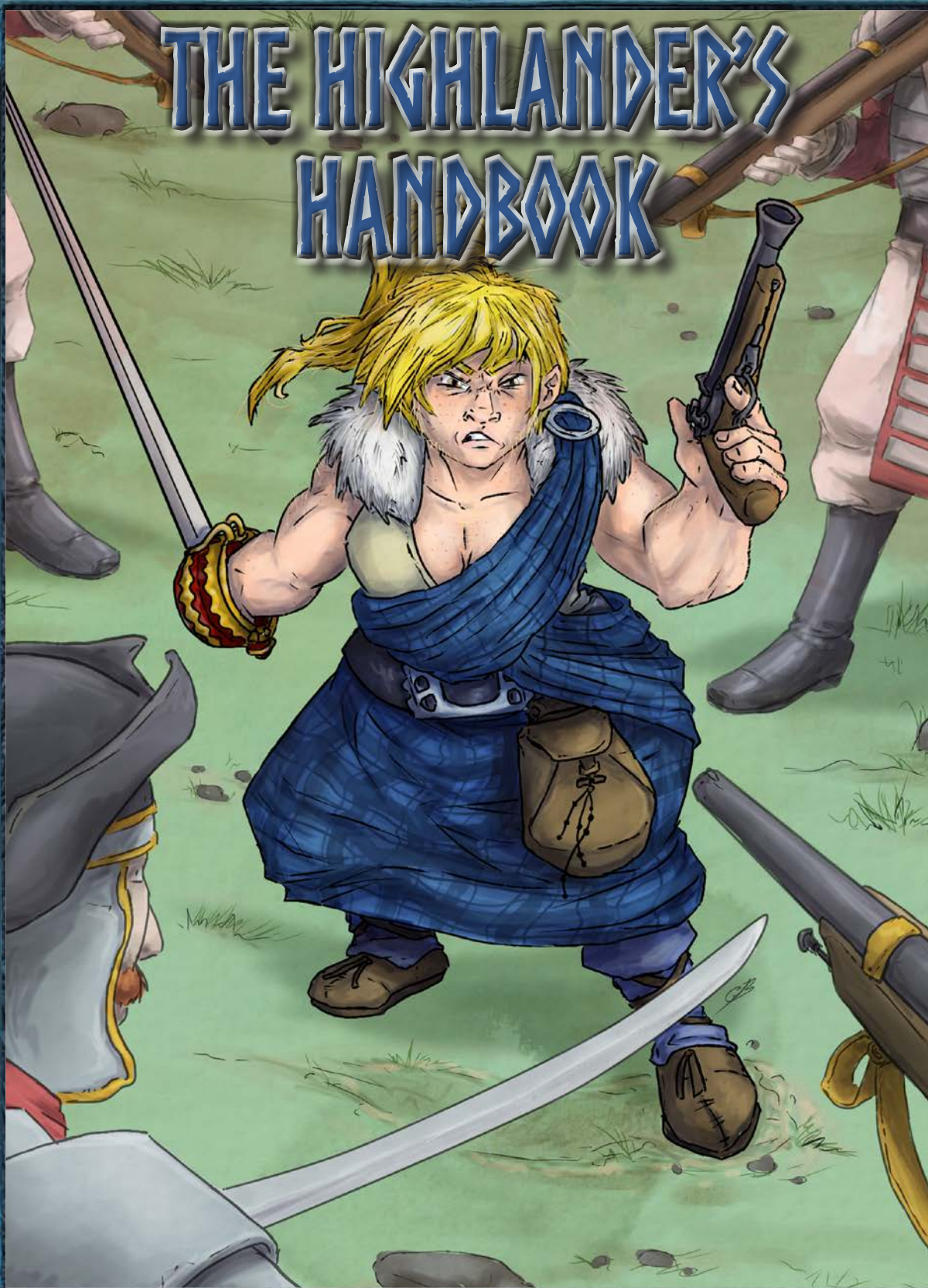


THE HIGHLANDER'S HANDBOOK



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Section 1

INTRODUCTION

FORWARD

While fantasy RPGs have a long history of battling dragons and pulling adventures from films and literature, the real world and its history can inspire its fair share of adventures as well.

The history of the Scottish highlands and the highlanders who dwelt there is a fascinating study in clans, warriors, and the battles of empire.

Whether you are looking for adventures inspired by the history of the highlands or simply want to model an adventurer after the great warriors of this era of history, the *Highlander's Handbook* includes tools, terminology, talents, and more to help bring these adventures to your table.

NAVIGATING THIS BOOK

Chapter 2 - Archetypes and Class Features: This section of the book details new archetypes for Pathfinder classes and for practitioner classes from *Spheres of Might*.

Braveheart - A commander archetype, that is focused on leading the charge into battle with enthusiastic rage, and rallying cries for freedom.

*Garrison** - This sentinel archetype is an elite highland soldier, who is rewarded for their service with military jurisdiction over land or settlements, which they defend with the same fervor as their comrades in arms.

**Requires the Leadership sphere (The General's Handbook)*

Painted Savage - A barbarian or unchained barbarian archetype specializing in fighting unburdened by armor or protective clothing.

Sovereign Piper - A bard archetype specializing in using their wind instruments to lead armies or entertain high nobility.

Chapter 3 - Basic Combat Talents: This section includes a number of highlander themed talents from a variety of combat spheres, including Alchemy, Equipment, and Warleader.

Chapter 4 - Advanced Magic: This section includes a number of legendary talents based off of highland folklore and legends, as well as rituals and incantations found in the highlands.

Chapter 5 - Player Options: This section includes a new martial tradition, as well as new feats and traits for the highlander character.

Chapter 6 - Equipment: New equipment, magical and mundane that lets you deck out your highlander in appropriate gear.

Chapter 7 - Highlander Guide: This section contains information on highlanders and highlander settings.

Section 2

ARCHETYPES AND CLASS FEATURES

Braveheart (Commander Archetype)

Fierce revolutionary leaders and freedom fighters, the bravehearts of the highlands are well known for their role in unleashing the power of their troops' rage.

Battle Fanfare: A braveheart gains Battle Fanfare as a bonus feat, which he may use even if he doesn't meet the feat's prerequisites. This replaces lingering commands.

Raging Song (Su): A braveheart gains the raging song class feature, which functions as the skald class feature. As a standard action, the braveheart may inspire his allies to feats of strength and ferocity. At 1st level, a braveheart can use this ability for a number of rounds per day equal to 3 + his Charisma modifier. For each level thereafter, he can use raging song for 2 additional rounds per day. At 7th level, a braveheart can start a raging song as a move action instead of a standard action. At 13th level, a braveheart can start a raging song as a swift action instead.

The braveheart treats his class levels as skald levels when determining the power of his raging songs, as well as determining what rage songs he knows. However, when a raging song calls for a Perform check, the braveheart may substitute a check with a Diplomacy check; the braveheart may use rallying cries, shouts, and screams in place of the Perform skill. If the braveheart possesses skald levels, these levels stack when determining the power of the raging songs he possesses, as well as determining what rage songs he knows.

This replaces battlefield specialist and logistic specialty.

Garrison (Sentinel Archetype)

Rewarded with military jurisdiction and influence, these highland or empire soldiers can defend and secure not only individuals, but entire communities.

Military Jurisdiction (Ex): At 1st level, a garrison gains the Leadership sphere (followers) package as a bonus talent, as well as the Sedentary drawback. If the garrison already possesses the Leadership sphere, then the Base of Operations talent is gained as a bonus talent with no drawback. If both the Leadership sphere and Base of Operations talent are already possessed, then she may choose any talent from the Leadership sphere as a bonus talent.

Establishing a settlement with your Base of Operations talent creates an area of military jurisdiction. All NPCs in a settlement with military jurisdiction have a starting attitude toward her that is one category better, as long as each person's initial attitude would have at least been indifferent (see the Diplomacy skill description). Once she has gained jurisdiction in a settlement, she gains a +4 circumstance bonus on Intimidate checks, and a +1 circumstance bonus on Diplomacy checks to recruit with the Leadership sphere. These bonuses apply only while she is within 1 mile per garrison level of a settlement in which she has gained jurisdiction. This replaces sentinel's resolve.

Military Entourage (Ex): Beginning at 3rd level, the garrison gains the service of a number of loyal allies who can help her gather information or perform minor tasks. Inside her area of military jurisdiction, a garrison gains a competence bonus on Diplomacy checks to gather information equal to half her garrison level. In addition, if the garrison wants, she can task her friends to help cover for her by spreading false tales of her location and activities to others. This has the effect of increasing the DC of Diplomacy checks to gather information about the garrison and Survival checks to track her by an amount equal to her level. This lasts for 1 day, and can be used only once per week. Finally, once per day, the garrison can ask her allies to perform a minor task for her. This usually involves delivering a message, purchasing a piece of mundane gear worth 100 gp or less (which the garrison must pay for), or retrieving an object owned by the garrison (that would be easily accessible by the ally). This task might take other forms as well, subject to GM discretion, but can never involve combat or danger. This replaces second wind.

Greater Jurisdiction (Ex): At 7th level, the garrison is rewarded with jurisdiction on a broader scale. She can reduce the time it takes to establish a settlement with Base of Operations from 1d4 months to 1d4 weeks. The circumstance bonus on Intimidate checks from her jurisdiction increases to +6 and her circumstance bonus on Diplomacy checks increases to +2. This replaces defender's determination.

Fortified Residence (Ex): Beginning at 13th level, the garrison can establish a fortified residence in each of her areas of military jurisdiction, and she can change it every time she changes her area of jurisdiction. This fortified residence must be an area no larger in volume than a

cube that is a number of feet per side equal to 10 feet per garrison level. The residential residence can be arranged any way she likes and it can be part of a larger building, like a secret room or an underground cave. Objects and creatures within this fortified residence can't be located by any effect that is less powerful than a discern location spell, and is protected from scrying effects (though not mundane snooping) like a mage's private sanctum. This replaces sentinel's poise.

Expansive Jurisdiction (Ex): At 16th level, the military jurisdiction of the garrison is expanded even further. She can reduce the time it takes to establish a settlement with Base of Operations from 1d4 weeks to 1d4 days. The circumstance bonus on Intimidate checks from her jurisdiction increases to +8 and her circumstance bonus on Diplomacy checks increases to +3. This replaces diamond aegis.

Returning Jurisdiction (Ex): At 17th level, the garrison's influence is never truly forgotten. This makes it easier to establish her military jurisdiction in a place she has established it before. In any settlement where the garrison previously gained military jurisdiction, it takes only 1d4 hours, rather than 1d4 days, to gain jurisdiction again.

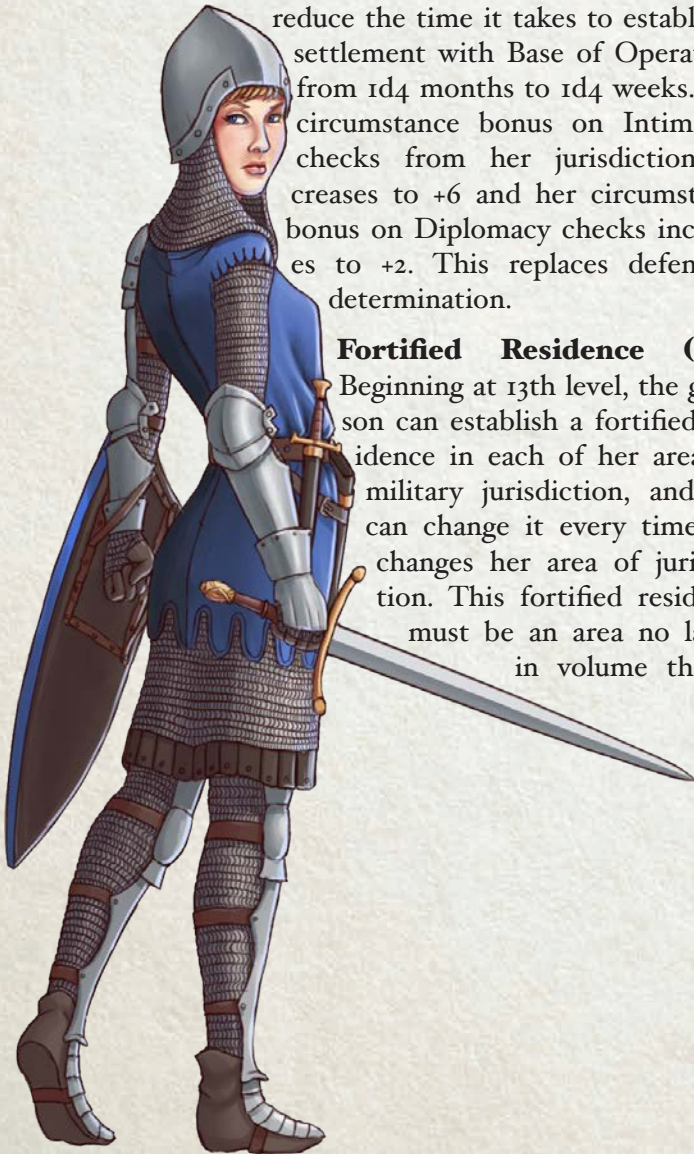
PAINTED SAVAGE (BARBARIAN OR UNCHAINED BARBARIAN ARCHETYPE)

Nearly wiped out by the empire, these tribal warriors who have forsaken armor are becoming a dying breed, forced to abandon their customs with the expansion of civilization.

Proficiencies: Painted savages are proficient with simple weapons, as well as bucklers. In addition, if this is the character's first level in any class, they may select a martial tradition of their choice. This modifies weapon and armor proficiencies.

Combat Training (Ex): A painted savage is considered a Proficient practitioner, gaining spheres and talents as appropriate. Painted savages use Constitution as their practitioner modifier. This ability replaces trap sense for barbarians and danger sense for unchained barbarians.

Muscles of Steel: When wearing no armor and unencumbered, the painted savage adds her Strength bonus (if any) as a natural armor bonus to her AC; this bonus cannot exceed her class level. (A 1st level painted savage with 16 Strength gains only a +1 natural armor bonus to her armor class from this class feature.) This bonus to AC does



not stack with other sources of natural armor, but stacks with the armor bonus granted from the Unarmored Training talent. She loses these bonuses when she wears light, medium, or heavy armor, or when she carries a medium or heavy load.

Enduring Temper: At 1st level, a painted savage gains Berserker as a bonus sphere and Combat Stamina as a bonus feat. If the painted savage already possess the Combat Stamina feat from another source, she instead gains either an additional talent from the Berserker sphere, or a feat that has Combat Stamina as a prerequisite as a bonus feat. This replaces fast movement.

Mystical Tattoos (Sp): A painted savage is recognized by the full-body tattoos that she has inked on her body. While many of the tattoos are purely decorative, others have mystical power to them. At 1st level the painted savage gains the ability to unlock certain tattoos granting herself increased strength, speed, and endurance. As a swift action, the painted savage may grant herself a +2 bonus to either her Strength, Dexterity, or Constitution

score for a number of rounds equal to her Constitution modifier, or for 1 minute if the painted savage spends 5 points from her stamina pool when activating the ability. At 3rd level, and every 3 levels thereafter, the bonus granted by this ability increases by an additional +2. The painted savage may apply all of this bonus to a single physical ability score, or divide it in units of +2 between multiple physical ability scores; regardless of how the painted savage assigns this bonus, she cannot add more than +10 to a given ability score. The painted savage may take (enhance) talents from the Enhancement sphere without possessing the Enhancement base sphere and may use them as a swift action, though they may only be used to target her own body or tattoos she possesses and their effects last for only a number of rounds equal to the painted savage's Constitution modifier, or for 1 minute if the painted savage spends 5 points from her stamina pool when activating the ability. The effective caster level of (enhance) talents or abilities used this way is equal to her painted savage level, this does not stack with caster levels from other sources. The save DC for (enhance) talents used this way is $10 + 1/2$ her painted savage level + her Constitution modifier. For every 4 class levels the painted savage possesses, she gains one (enhance) talent as a bonus talent. This replaces rage, mighty rage, greater rage, and tireless rage.

Rage Powers (Ex): A painted savage may spend 2 stamina points from her stamina pool when under the effect of mystical tattoos. This allows the painted savage to be treated as if under the effects of a rage, though she gains none of the other benefits or drawbacks of raging. This effect lasts for the remaining duration of the mystical tattoos effect. New instances of mystical tattoos will require additional stamina to be spent. Rage powers, that require additional rage rounds, may instead use 5 points from her stamina pool per required rage round. In addition, whenever the painted savage would gain a rage power from her class levels, she may instead gain a bonus talent from the Berserker sphere. This modifies rage powers.



SOVEREIGN PIPER (BARD ARCHETYPE)

Entertainers to high nobility during times of peace, and pipe majors during times of conflict, a sovereign piper does not shirk at the opportunity to step up as a leader and morale booster, becoming an ensign to the troops when they hear the call.

Proficiencies: A sovereign piper is proficient with all simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

This modifies proficiencies.

Casting: The sovereign piper may combine spheres and talents to create magical effects. The sovereign is considered a Mid-caster and uses Charisma as his casting ability modifier. (Note: All casters gain 2 bonus talents and a casting tradition the first time they gain the casting class feature.) This replaces the spells class feature.

Spell Pool: The sovereign piper gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Blended Training (Ex): A sovereign piper gains a combat or magic talent every time he gains a class level. A sovereign piper uses his casting ability modifier as his practitioner modifier. This replaces well-versed, suggestion, and jack of all trades.

Masterpiece Hymnal: Whenever, the sovereign piper would gain a magic talent from his class levels (not including any bonus talents gained from other class features, such as the 2 talents gained when first gaining the casting class feature), he may instead gain a masterpiece as if sacrificing a spell known. As always, to determine the effective spell level of sphere talents and abilities, simply divide his caster level by 2, and round down.

Art of War: A sovereign piper gains the War sphere as a bonus magic talent. The sovereign piper uses his class level as his caster level with the War sphere. This stacks normally with caster levels from other sources. This replaces bardic knowledge.

Martial Lore: At 1st level the sovereign piper gains the Warleader sphere as a bonus combat talent. At 5th, 10th, and 15th level, the sovereign piper gains an additional bonus talent from the Warleader sphere. This replaces fascinate and lore master.

Enduring Motivation: Beginning at 18th level, while wielding a wind instrument, all non-instantaneous masterpieces, performances, *rallies*, *shouts*, *tactics*, and *totems* last 2 additional rounds after their duration would normally end. This replaces mass suggestion.

OTHER CLASS OPTIONS

COMBAT SPECIALIZATIONS

This combat specialization is added to the list of specializations any conscript may select.

Squadron Commander (Ex): (2 points) Starting at 1st level, and again at 10th and 18th level, the conscript gains 1 squadron feat for which he qualifies as a bonus feat. For the purpose of squadron feat abilities and effects, the conscript has a minimum War caster level equal to 1/2 his class level (minimum 1), using his practitioner modifier as his casting ability modifier. In place of spending a spell point when using squadron feat abilities and effects, he may expend his martial focus. After any rest of 8 hours or longer, the conscript may choose to retrain the squadron feats granted by this ability for any other squadron feat he qualifies for.

MAINTENANCE

This maintenance is added to the list of maintenances that any blacksmith may use.

Swarm Proofing: The blacksmith sews durable, yet flexible material into the gaps of the clothing and armor; all creatures affected by this maintenance gain DR 2/- against swarms of any size; at 5th level and every 5 levels thereafter the DR increases by 2.

Section 3

BASIC COMBAT TALENTS

ALCHEMY SPHERE TALENTS

IMPROVED BLANCH BOMB (FORMULAE)

You create a single use bag of fine metallic powder you can throw as a ranged touch attack with a range increment of 10 feet that drastically deteriorates the defenses—both manufactured and natural—of those affected. Anyone standing on the square of impact or in adjacent squares must attempt a Fortitude save; targets 10 feet away must also succeed a Fortitude save but gain a +5 circumstance bonus. Creatures that fail the save have a specific form of damage reduction reduced by 2 + 1 per 5 ranks in Craft (alchemy) for 1 minute, or until they wash the powder off (which ends the effect). While a creature may have multiple types of damage resistance reduced with different blanch bombs, multiple applications of this formulae (even from multiple sources) to reduce a specific type of damage reduction do not stack, only the most potent applies. You can increase the Craft DC for this item in increments of 10; each time you do so, the area of effect increases by 5 ft., and all saving throw DCs increase by +2. The types of damage reduction that may be reduced are determined by the Craft DC used for its creation:

DC 20: damage reduction/magic

DC 25: damage reduction/cold iron or damage reduction/silver (chosen at the time of creation)

DC 30: damage reduction/adamantine

DC 35: damage reduction/alignment-based (chosen at the time of creation)

THREE WISE MONKEYS (TOXIN)

You may choose for your poison to make the creature deafened instead of fatigued. Creatures who fail two consecutive saving throws against this poison are also blinded, and creatures who fail three consecutive saving throws are also silenced, becoming unable to speak or provide verbal components for spells or abilities.

WAR PAINT (FORMULAE)

Craft DC: 15

You gain the knowledge of two types of war paint when you gain this talent; you may create any one type of war paint you know, chosen at the time the formulae is crafted. There are eleven common variations of war paint, each providing a specific benefit to aid their hunters, warriors, and heroes in a variety of tasks. War paint can be applied to any visible part of the body—typically the face, shoulders, legs, or arms. While normally applied to the skin, it can be applied to armor or clothing. Applying a dose of war paint is a full-round action that provokes an attack of opportunity. War paint does not take up an item slot, but you can only benefit from one color of war paint at a time—applying a dose of a different color replaces the effects of the previous application. Once applied, the effects granted by the war paint last for 2 hours. You may select this talent multiple times; each time you gain knowledge of two more types of war paint. War paint have the following effects based on their color:

Black: You gain a +5 competence bonus to Stealth checks, +1 per 4 ranks in Craft (alchemy).

Blue: You gain a 5-foot enhancement bonus to your base move speed. The bonus to speed increases by 5 feet per 4 ranks in Craft (alchemy).

Green: Increase the duration of all morale bonuses received by 1 round, +1 round per 10 ranks in Craft (alchemy).

Indigo: You gain electricity resistance 5, +1 per 4 ranks in Craft (alchemy).

Olive: You gain acid resistance 5, +1 per 4 ranks in Craft (alchemy).

Orange: You gain damage reduction 1/—, this damage reduction increases by 1 per 10 ranks in Craft (alchemy). This effect stacks with similar forms of damage reduction (such as that granted by the barbarian class).

Red: You gain fire resistance 5, +1 per 4 ranks in Craft (alchemy).

Silver: You gain a +1 deflection bonus to AC, +1 per 5 ranks in Craft (alchemy).

Turquoise: You gain cold resistance 5, +1 per 4 ranks in Craft (alchemy).

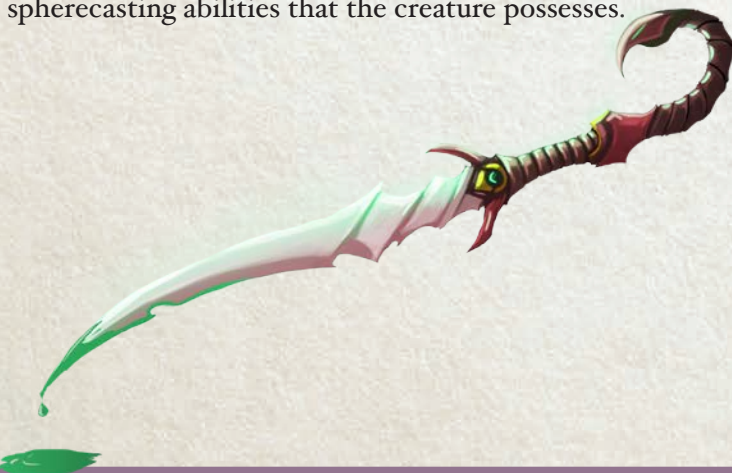
White: You gain a +1 resistance bonus on all saving throws against level drain, negative energy, Death sphere and other magical death effects. The resistance bonus increases by +1 per 4 ranks in Craft (alchemy). As soon as you would fail a saving throw from such an effect, you may end the white war paint's effect as an immediate action to reroll the saving throw.

Yellow: Grants a +5 competence bonus on Perception checks, +1 per 4 ranks in Craft (alchemy).

You can increase the Craft DC for this formulae in increments of 5 to increase the duration of the war paint's effects by 2 additional hours.

WITCHBANE (TOXIN)

You may choose for your poison to make the creature suffer 10% spell failure instead of fatigue. Creatures who fail two consecutive saving throws against this poison instead suffer 20% spell failure, and creatures who fail three consecutive saving throws suffer 50% spell failure. If a creature is suffering spell failure chance from another source (such as spell failure from the Somatic Casting general drawback), add this spell failure to the other source to get a single spell failure source. This spell failure applies to all spells, spell-like, supernatural, and spherecasting abilities that the creature possesses.



ATHLETICS SPHERE TALENTS

ARMORED ATHLETE

When you attempt a check for a skill associated with an Athletics sphere package you possess, your armor check penalty on that check for wearing armor you are proficient in is reduced by 2. For every 4 ranks in the skill associated with the package you possess, the penalty is further reduced by 1 (this cannot reduce your armor check penalty below 0). The benefits granted by this talent do not stack with those provided by the Armored Athlete feat.

Associated Feat: Armored Athlete.

BARROOM SPHERE TALENTS

POSTPRANDIAL MAUDLIN

You may eat a meal instead of imbibing an alcoholic drink to gain the *drunk* status, but you gain the status for double the duration (twice Constitution modifier rounds + 1 per 2 points of base attack bonus). When using hard drinker, you may as a move action, retrieve and eat a poor quality meal (or a meal created by an iron chef) instead of an alcoholic drink. If you possess the Iron Liver talent, you also double the number of meals you can consume before gaining the sickened condition.

Food

Just as a character can only consume a number of alcoholic beverages before being sickened, so too can one by eating too many meals. In general, a character can consume a number of poor quality meals equal to 1 plus double his Constitution modifier before being sickened for 1 hour per the number of meals above this maximum. Each common meal is the equivalent of 2 poor quality meals, good quality meals are the equivalent of 4 poor quality meals, and banquet quality meals are the equivalent of 8 poor quality meals.

The table below are suggestions for how long it takes to consume meals of various qualities:

Meal Quality	Consumption Time
Poor	Full-round action
Common	1 minute
Good	10 minutes
Banquet	1 hour

BEASTMASTERY SPHERE TALENTS

ARMORED CHARGE

While mounted, you and your mount suffer no penalties for squeezing (down to half your mount's space). You also don't take the usual armor check penalty on Ride checks. In addition, while mounted, you and your mount gain a +1 bonus to CMD against bull rush, overrun, and trip combat maneuvers. At 10 ranks in Ride, this bonus increases to +2.

EQUIPMENT SPHERE TALENTS

ARMOR EXPERT

You increase the armor bonus to AC of any armor you are wearing by +1. When your base attack bonus reaches +8, you lower the armor check penalty of any armor you wear by 1. For every 8 points of base attack bonus you gain thereafter, you reduce the armor check penalty of your worn armor by a further 1 (this cannot reduce your armor check penalty below 0). The benefits granted by this talent do not stack with those provided by the Armor Focus and Improved Armor Focus feats.

Associated Feat: Armor Focus.

CABER TOSS (DISCIPLINE)

You are considered proficient with thrown cabers, which are normally used for breaking up military formations. You can hurl cabers up to two size categories larger than you. A "caber" is any long, thick, and relatively cylindrical shaped object made of any material with a hardness of 5 or less, that is at least 5 feet in length, such as a wooden beam or massive leg bone. Cabers are considered two-handed exotic thrown weapons and deal quadruple damage on a critical hit. You can hurl the caber as a thrown weapon with a range increment of 5 feet + 5 feet per size category it is smaller than you, targeting a square (AC 5) within range. Success means that you create a line of difficult terrain originating from the target square (in the direction of your choice), and everyone in the line's area must attempt a Reflex save or take bludgeoning damage as if hit by the caber. The difficult terrain lasts as long as the caber remains in the area; moving, picking up, or destroying the caber similarly affects the difficult terrain. Failing to hit the target square results in the caber taking the damage itself, the GM randomly determines the direction of the line of difficult terrain using a d8, and everyone in the line's area automatically succeed their Reflex save.

As long as you have martial focus and a suitable caber in your reach, you may pick them up as part of your attack. At +7 and +14 base attack bonus increase the maximum size caber you can throw by one size category.

Cabers: Affected Area and Damage by Size

<i>Caber Size</i>	<i>Affected Area</i>	<i>Damage</i>
Medium	5-ft. line	1d6
Large	10-ft. line	1d8
Huge	20-ft. line	1d10
Gargantuan	50-ft. line	2d6
Colossal	100-ft. line	2d8

COLD-WEATHER ADAPTATION

With 10 minutes of work, you may treat any set of clothing you wear as a cold-weather outfit, granting a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather. When using the outfit in this fashion, you may wear it in addition to another outfit or armor. Additionally, while wearing a great kilt or cold-weather outfit, you gain cold resistance 2. At +6 base attack bonus the cold resistance increases to 5. At base attack bonus +12 the cold resistance increases to 10. At base attack bonus +18 the cold resistance increases to 20.

GALLOWGLASS TRAINING (DISCIPLINE)

You gain proficiency with the deer horn knife, greatsword, halberd, light shields, longbow, longsword, musket, pistol, shortbow, and shortsword, and may wield the bastard sword as a two-handed martial weapon.

SCOUNDREL SPHERE TALENTS

HIDDEN BLADE

As part of the same action made to sheathe a light weapon, you may attempt a Sleight of Hand check to conceal or hide the weapon, which is made against the Perception checks of creatures observing or frisking you.

NO HONOR AMONG THIEVES

You can always take 10 on Perception checks made against Sleight of Hand checks made within 10 feet. The range of this talent increases by 5 feet per 2 Sleight of Hand ranks you possess. In addition, creatures who successfully use the steal maneuver against you become battered for 1 round.

OPPORTUNE DRAW

Whenever you succeed at a dirty trick or steal combat maneuver, you may immediately sheathe your weapon as a free action.

In addition, you may threaten with a hidden weapon as long as you have enough free hands to wield it, drawing the weapon as part of any attack of opportunity a creature may provoke from you.

STEAL CONFIDENCE

Once per round, as part of the same action used to draw a hidden weapon, you may attempt a feint in combat using Sleight of Hand instead of Bluff. Other feats and abilities that affect a feint still apply to your feint.

Associated Feat: Sly Draw

SUBTLE POISONER

Once per round, as part of the same action used to draw a hidden weapon, you can apply poison to the weapon. To do so, you must already have the poison in hand and must succeed at a DC 20 Sleight of Hand check. Success means the dose of poison is expended and you poison the weapon without drawing attention to your act. Failure means any creatures present can immediately attempt opposed Perception checks to notice your poisoning attempt. If you fail the check by 5 or more, you also expose yourself to the poison unless you have an ability that would prevent accidental poisoning, such as the (poison) package of the Alchemy sphere, or the poison use ability.

Associated Feat: Subtle Poisoner

SHIELD SPHERE TALENTS

TARGE RIPOSTE

You can use the hand wielding a light shield to also wield a light or one-handed weapon, as if it were a buckler, but you take a -2 penalty on attack rolls (instead of -1). If the hand wielding the light shield is wielding a weapon from the close or light blades fighter weapon group, you only take a -1 penalty on attack rolls. Whenever you would attempt a melee attack with a shield bash, you may instead attempt a melee attack with a light or one-handed weapon from the close or light blades fighter weapon groups wielded in your shield hand.

You may take this talent a total of twice. If taken a second time, whenever you would attempt a melee attack with a shield bash, you may instead attempt a melee attack with any light or one-handed weapon (not just those from the

close or light blades fighter weapon groups) wielded in your shield hand.

WARLEADER SPHERE TALENTS

BANDMASTER

When using a *shout* with an auditory component, you may choose to use a musical instrument (such as bagpipes or drums) as the medium for your *shouts*. In addition, when adding such an auditory component, the normal radius of effect of the *shout* increases by 15 feet.

LASTING ORATION

You may choose to increase the time required to use a *shout* to 1 minute. If you do, the effects of your *shout* instead last for a number of minutes equal to 1 + 1 for every 4 ranks in Diplomacy you possess.

SEMAPHORE

You may use a *shout* with a visual component, using a form of choreography or signaling devices (such as dance or flags) as the medium for your *shouts*; this allows creatures who are deaf, but not blind, to be affected by your *shouts*. In addition, when adding such a visual component, the normal radius of effect of the *shout* increases by 15 feet.

UNIFIED MORALE (TACTIC)

Allies who are benefiting from a spell or effect that grants a morale bonus on a particular type of roll may also grant that morale bonus with other allies within range of this tactic. Once during that effect's duration, each ally can apply that morale bonus on a roll they attempt of that type. For instance, if an ally benefiting from this tactic is also benefiting from *heroism*, once during the duration of the spell another ally could gain a +2 morale bonus on one saving throw, attack roll, or skill check. An individual ally can borrow someone's morale bonus once per round, and only once per spell or effect. Changing in and out of this tactic does not allow for a bonus from the same spell or effect to be used additional times.

Section 4

ADVANCED MAGIC

LEGENDARY TALENTS

SCOUT SPHERE

ALCHEMY SPHERE

HEMORRHAGING POISON

Prerequisites: Alchemy sphere (Painful Venin).

The damage suffered by the target from Painful Venin becomes bleed damage. Creatures who are immune or not subject to bleed damage instead take damage as per Painful Venin.

BERSERKER SPHERE

FLAMING RÍASTRAD

Prerequisite: Berserker sphere.

You are not subject to fatigue or exhaustion that is the result of taking damage from environmental heat. In addition, while *berserking* or using the rage class feature, your body puts off an aura of heat affecting all creatures and objects within reach (including yourself). Each round that you continue *berserking* or raging, the heat severity level in the affected area increases by 1 step (maximum heat severity 4 + 1 step per 7 points of base attack bonus). Any round that you are not *berserking* or raging, the heat severity level in the affected area decreases by 1 step, until it has reached normal heat levels. For the purpose of *control weather*, you are considered to have a magic skill bonus equal to your base attack bonus.

WARP SPASM

Prerequisites: Berserker sphere, base attack bonus +5.

While *berserking* or using the rage class feature, your anatomy becomes aberrant and horrid, making it difficult, if not impossible, to be affected by critical hits or precision damage. There is a 25% chance that you negate any critical hits or precision damage used against you. At +10 base attack bonus and every 5 base attack bonus thereafter, the percentage increases by 25% (maximum 100%).

SPELL SCENT

Prerequisites: Knowledge (arcana) 6 ranks, Perception 6 ranks, Scout sphere (Heightened Awareness, Magehunter's Vision).

After spending three rounds using Heighten Awareness to examine a magic aura, you may track the creature or object that created the magic aura. You gain a circumstance bonus to follow tracks based upon the strength of the examined aura (dim +1, faint +2, moderate +4, strong +8, overwhelming +16). The bonus lasts until you have traveled a number of miles or made a number of Survival checks equal to half your ranks in Perception, or until you use Heighten Awareness to examine another magic aura.

RITUALS

ILL WISH [CURSE]

Sphere Fallen Fey or Fate; **Ritual Level** 0

Casting Time 1 minute

Components V, S, F (a wooden fetish worth 1 gp)

Description

This ritual creates a fetish that curses the womb of the first female humanoid who sleeps within 10 feet of the cursed object (Fortitude negates). An individual woman can only be affected by one *ill wish* at a time, regardless of how many fetishes she sleeps near. If the cursed woman does not have the curse removed before giving birth, she has a 5% chance of having their offspring dying in childbirth, a 5% of being born as a changeling (regardless of their parentage), and a 10% chance of being stolen away by fey. Once the cursed woman has given birth, the curse on the woman's womb ends. If the humanoid does not give live birth, instead this affects the eggs or other offspring as appropriate to that race.

INCANTATIONS

TEMPORAL MENHIR

Sometimes a druid requires knowledge lost to the passage of time. This incantation allows druids to use their hallowed druid circles to travel 200 years into the past to acquire this information first hand, and then return to their own century. Many others have attempted to instead use this incantation to change history, but more often than not found the task difficult, if not impossible, as most time travelers end up putting events in motion that create the timeline they wished to prevent in the first place.

Sphere Time; **Level** 9th

Skill Check in order Knowledge (geography) DC 26; Knowledge (religion) DC 26, Knowledge (history) DC 26, 3 successes each.

Casting Time 90 minutes

Components S, F, M (gemstone worth 500 gp)

Range touch

Target primary performer

Duration instantaneous

Saving Throw Fortitude negates; **SR** yes

Description This incantation can only be used in a stone circle (with Knowledge (geography)). Failing to locate an appropriate area, causes the incantation to fail without any backlash or material components expended. Once found, the primary performer must ensure that the stone circle has been hallowed by druids (with Knowledge (religion)). If the stone circle has not been appropriately hallowed, the land must be consecrated before the incantation may continue. The primary performer may choose to abandon the incantation at this time, without any backlash or material components expended. Once it has been determined that the location is a hallowed druid stone circle, the performer must verify that the stone circle is at least 200 years old (with Knowledge (history)). If the hallowed druid stone circle is not that old, the incantation cannot continue, and must be abandoned (but without any backlash or material components expended).

If the performer can locate a hallowed druid stone circle that is at least 200 years old, the incantation may continue. All that is required to complete the ritual is to press the material component (a gemstone worth 500 gp or more) into the focus (a magical menhir or trilithon). The performer is then instantaneously transported exactly 200 years to the past. Once the incantation has been successfully performed, the next time the incantation

is attempted by the performer, it instead transports the performer exactly 200 years to the future (even if the performer attempts to use a different hallowed druid stone circle). Time spent in the past affects what year that the performer may return (For example, a 30 year-old druid in the year 500 uses the incantation to travel back to the year 300. After spending 50 years in the past, the druid performs the incantation again, returning to the year 550 as an 80 year-old). Only once the performer returns back to the future may the primary performer attempt to travel back to the past once more through use of this incantation.

The performer is unable to bring any magical or technological equipment when they travel through the stones using this incantation. Any magical or technological equipment melded into their person, or stored in an extra-dimensional storage, will find such objects no longer on their person, having been dropped in the previous timeline. The GM is the final arbiter on what constitutes as a technological item for the purpose of this incantation. In addition, the performer can not bring with them more than a light load. The weight of any equipment stored within an extra-dimensional storage will count against their weight limit, and may prevent their travel through the stones until abandoned.

Backlash Each time that the incantation is used, the performer arrives exhausted.

Failure If the performer fails two consecutive Knowledge (geography) checks, the performer never finds the location of a stone circle. If the performer fails two consecutive Knowledge (religion) checks, the performer fails to determine if the stone circle was consecrated by druids. If the performer fails two consecutive Knowledge (history) checks, the performer fails to verify that the hallowed druid stone circle is at least 200 years old. Attempting to perform this ritual at a location that doesn't meet all three of these prerequisites automatically fails.

Hallowed Druid Stone Circles

For the purpose of this incantation, a hallowed druid stone circle is any area where all the following conditions have been met:

The area has been consecrated by a worshiper of nature (such as a druid or shaman, including any spherecaster who possesses the druidic magic casting tradition) through the *hallow* ritual (or similar spell or ability).

The area has a clearly marked circular perimeter marking the edges of the hallowed area.

The area has a minimum of one magical menhir or trilithon (*The Geomancer's Handbook*, pg 22).

Section 5

PLAYER OPTIONS

MARTIAL TRADITIONS

FEATS

ALL-THROWER

All-throwers are athletic warriors who specialize in sports that involve hurling large and cumbersome objects.

Equipment: Caber Toss, Rock Toss

Berserker sphere

Variable: All-throwers gain either Barroom as a bonus sphere or the Barbaric Throw talent from the Berserker sphere as a bonus talent.

HIGHLANDER

Highlanders are the inhabitants or soldiers who fight for or on behalf of the highlands, a cold, wet, and mountainous terrain. Well adapted to the climate, they make for decent adventurers, being trained in a variety of weapons, which they often dual wield.

Equipment: Gallowglass Training

Duelist sphere

Variable: Dual Wielding or Scout sphere, and one additional talent from the chosen sphere.

IMPERIALIST

Imperialists are the soldiers who fight for or on behalf of the empire. Well trained, and equipped for the part, they make for decent adventurers, being trained in the tools of war.

Equipment: Firearm Training, Knightly Training

Duelist sphere

Variable: Beastmastery (ride) package or Warleader sphere.

BATTLE FANFARE (COMBAT)

Prerequisites: Warleader sphere, bardic performance or raging song class feature.

Benefit: The character gains the ability to attach tactics they create to their songs. While using bardic performance or raging song, the character may maintain an active tactic as part of the song without spending additional actions, this has no effect on the area affected by the tactic. They still must pay any costs associated with the tactic, such as martial focus if required, to use the tactic. Once per round you may recenter an ongoing tactic maintained as part of using bardic performance or raging song at a new location. Whenever the character creates a new tactic, they may attach it to their song or create it normally. Tactics attached to songs can be ended as a free action. Finally, as long as the song continues, the character may *shout* once per round as a swift or move action.

INFANTRY FORMATION (SQUADRON)

Prerequisite: Squadron Commander.

Benefit: As a move action, you may expend your martial focus to give all other squad members within close range (25 feet + 5 feet per 2 ranks in Diplomacy) a free move action that can only be spent to move toward you to create one of three formations.

Cone: Additional allies who choose to use this free movement must end their turn standing adjacent to either yourself or other allies, forming a single cone.

Line: Additional allies who choose to use this free movement must end their turn standing adjacent to either yourself or other allies, forming a single line.

Square: Additional allies who choose to use this free movement must form up into a tight square formation. The first ally to move must move adjacent to at least one other squad member, the second ally to move must be adjacent to at least two other squad members, and any additional allies must either move adjacent to at least three other squad members, or move to be adjacent to an ally already adjacent to at least three other squad members.

TROOP COMMANDER (SQUADRON)

Prerequisite: Warleader sphere.

Benefit: You have a squadron of allies who experience greater benefits from your tactics. Your squadron includes yourself and up to 3 additional allies, plus an additional ally for every 5 ranks in Diplomacy. You can change membership any time you get a full-night's rest, but you must touch the ally to add it to your squadron. You must spend 1 minute every day renewing the links between you and your squad members. You must have access to each member you wish to include.

Squad member allies must be specific individuals. Allies can include summoned companions that are effectively the same creature being *summoned* each time (such as the companion summoned with the Conjuration sphere), but not spontaneously created creatures. Alternatively, instead of adding any additional allies, you may include one crew or troop. For example, if you have 5 ranks in Diplomacy your squad may be made up either yourself and four additional allies, or yourself and one crew or troop.

Members of your squadron gain increased bonuses from your tactics. If a tactic grants a bonus to any d20 roll or any number that is the target of a d20 roll (such as AC, attack rolls, saving throws, CMB, CMD, ability checks, skill checks, concentration checks, or spell penetration checks), that bonus increases by +1, and an additional +1 for every 10 ranks in Diplomacy you possess.

For the purpose of determining how many additional allies you may have in a squadron, this feat doesn't stack with Squadron Commander, but this feat counts as Squadron Commander for the purpose of feats and other elements with Squadron Commander as a prerequisite.

TRAITS

HIGHLAND CLANSMAN (SOCIAL)

You were born into a particular highland clan or a sept family that follows a particular clan. Alternatively, you were adopted into a clan due to meritorious service or through marriage. Pick two colors from the War Paint formulae talent from the Alchemy sphere. Those are your clan colors, and you may benefit from having both war paint colors if applied simultaneously.

Normal: You can only have one war paint color active at a time.

WELL-PROVISIONED ADVENTURER (EQUIPMENT)

Select and gain one of the equipment packages found in *Pathfinder Player Companion: Adventurer's Armory 2*. If you select this trait during character creation, you do not receive any starting gold.

Instead of one of the equipment packages found in the *Pathfinder Player Companion: Adventurer's Armory 2*, you may select a tradition package if you also possess the relevant martial tradition (for example, the highlander tradition package requires the highlander martial tradition). Unlike other equipment packages, tradition packages like these may not be purchased.

Highlander Tradition Package

The highlander tradition package is less standardised than most other packages, but may be tailored to the individual who acquires it. In adventures or campaigns where firearms are nonexistent or very rare, the firearm option is unavailable, and instead the character must choose the masterwork bow option. The highlander tradition package includes the following equipment:

Armor: Great kilt, studded leather armor, light wooden shield

Primary Melee Weapon: Bastard sword, greatsword, halberd, longsword, or shortsword

Secondary Melee Weapons: Dagger, deer horn knife

Ranged Weapon: Firearm (musket or a pistol) w/ a full powder horn and 10 firearm bullets, or a masterwork bow (composite longbow or composite shortbow) w/ 20 arrows.

Other Gear: Backpack, belt pouch, flask, flint and steel, mess kit, silk rope (50 ft.), trail rations (5 days), waterskin, whetstone, 15 gp.

Total Weight: 73 lbs. (39-1/2 lbs. for a Small character).

Imperialist Tradition Package

The imperialist tradition package is less standardised than most other packages, but may be tailored to the individual who acquires it. In adventures or campaigns where firearms are nonexistent or very rare, the firearm option is unavailable, and instead the character must choose the masterwork crossbow option. The highlander tradition package includes the following equipment:

Armor: Masterwork chain shirt

Primary Melee Weapon: Masterwork halberd, longsword, rapier, shortsword, or warhammer

Ranged Weapon: Firearm (musket or a pistol) w/ a full powder horn and 10 firearm bullets, or a masterwork crossbow (heavy crossbow or light crossbow) w/ 20 bolts.

Other Gear: Backpack, belt pouch, flask, flint and steel, mess kit, silk rope (50 ft.), trail rations (5 days), waterskin, whetstone, 15 gp.

Total Weight: 67 lbs. (33-5/8 lbs. for a Small character).

Tattooed Warrior Tradition Package

The tattooed warrior tradition package is less standardised than most other packages, but may be tailored to the individual who acquires it. The tattooed tradition package includes the following equipment:

Tattoo: +1 weapon enhancement on your Dragon Tattoo or +1 armor special ability on your Zodiac Tattoo.

Armor: Light wooden shield or buckler

Melee Weapon: Masterwork weapon (any simple melee weapon)

Ranged Weapon: Javelin (5) or a masterwork sling w/ 20 sling bullets

Other Gear: Backpack, belt pouch, flask, flint and steel, mess kit, silk rope (50 ft.), trail rations (5 days), waterskin, whetstone, 15 gp.

Total Weight: 43 lbs. (21-5/8 lbs. for a Small character).

SPHERE-SPECIFIC DRAWBACKS

CONDUCTOR (REQUIRES WARLEADER SPHERE)

Whenever this sphere uses or grants ranks in Diplomacy or calls for a Diplomacy check, you instead gain ranks in Perform or attempt a Perform check. You use your ranks in Perform instead of Diplomacy when determining saving throws. This drawback does not grant a bonus talent; removing this drawback does not require spending a talent, but requires GM permission. You use Perform ranks in place of Diplomacy ranks for prerequisites for feats and talents that require the Warleader sphere.

GOURMAND (REQUIRES BARROOM SPHERE)

You do not gain the *brutal breaker* ability. You cannot possess this drawback if you have already traded away your *brutal breaker* or *hard drinker* abilities with other sphere-specific drawbacks. You gain Postprandial Maudlin with this drawback.

Section 6

EQUIPMENT

ADVENTURING GEAR

◀ GREAT KILT

Price 40 gp; **Weight** 5 lbs.

Unlike the kilt which is normally used by common highlanders, the great kilt is a garb of position and power, usually reserved for clan leaders, lords, and officers. While originally, the great kilt was made of wool with a solid color, eventually many kilts were made from other fabrics and with tartan patterns to signify association with a particular clan or sept. The great kilt doubles as a variant cold-weather outfit, granting a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather. While not worn, the great kilt may be used as cold-weather bedding for outdoor use. While the great kilt may be worn as an accessory to armor or other outfits, the great kilt is more often than not worn alongside the other articles of the highlander outfit, replacing the kilt with the great kilt.

◀ OUTFIT, HIGHLANDER

Price 1 gp; **Weight** 5 lbs.

This set of clothes consists of a wool kilt (plain or clan tartan), belt, sporran, knee socks, ghillies, tam o' shanter, and a shirt (perhaps with a vest or jacket).

FOOD AND DRINK

Below are some traditional food and drink common to the highland setting.

◀ IDER

Price 6 cp (mug), 3 sp (gallon); **Weight** 1 lb (mug), 8 lbs. (gallon)

An alcoholic drink made from fermented apples originating from the empire, but has grown in popularity among some highland residents.

◀ FRUITCAKE, LOAF OF

Price 1 sp; **Quality** poor; **Weight** 1/2 lbs.

Highlanders eat a variety of different fruitcakes, each for a special occasion. For example, the black bun is usually served in celebration of the new year, the cloutie dumpling is usually boiled and served in a more common capacity, while another fruitcake is served in celebration of the winter solstice.

◀ MEAT PIE

Price 4 sp; **Quality** common; **Weight** 1/2 lbs.

In the highlands, these pies are common in two varieties: The forfar birdie, a pastry that is filled with finely ground beef and onions; and the scotch pie, which is filled with minced beef, bread crumbs, and gravy. Individually, each pie is large enough to be a meal.



PASTRY

Price 1 cp; **Quality** poor; **Weight** 1/2 lbs.

Unlike the empire, highlanders are generally not as skilled at making sweet biscuits and tarts. Traditional highland pastries include shortbread cookies and scones, which while more appetizing than a loaf of bread, is nowhere near as filling.

RATIONS, TRAIL

Price 5 sp; **Quality** good; **Weight** 1 lbs.

Trail rations come in a variety of forms in the highlands, but it usually consisted of some form of smoked meat complemented with cooked grain or tubers.

SAUSAGE

Price 1 sp; **Quality** poor; **Weight** 1/2 lbs.

There are three common types of sausage found in the highlands: Black pudding, a blood sausage made from pork blood, pork fat, and a common grain such as oats; Haggis, a highland sausage made of the minced lungs, heart, and liver of a sheep, encased in the stomach along with beef or lamb, onions, and spices; and Lorne sausage, made with beef, breadcrumbs and spices and served with any meal.

SOUP

Price 2 sp; **Quality** poor; **Weight** 1 lb

Soups in come in a large variety, but two stand out as highland dishes: Cullen skink, a fish soup made of smoked haddock; and Scotch broth, made from vegetables and lamb. A bowl of either soup is individually large enough to be a meal.

WHISKEY

Price 1 sp (cup), 2 gp (bottle); **Weight** 1/2 lbs (cup), 8 lbs. (bottle)

Whiskey is a distilled alcoholic beverage made from fermented grain mash (typically barley, corn, malt, rye, or wheat) aged in a wooden cask. The longer the drink ages in the cask, the smoother the final product. Each bottle contains upto 17 servings of whiskey, usually referred to as a shot or jigger.

MAGIC WEAPONS

ETERNAL BLADE

Price 450 gp; **Slot** none; **CL** 3rd; **Weight** varies; see text; **Aura** moderate Creation and Nature; **Scaling** prize

The life of a highlander's sword is not an easy one, especially for the *eternal blade*.

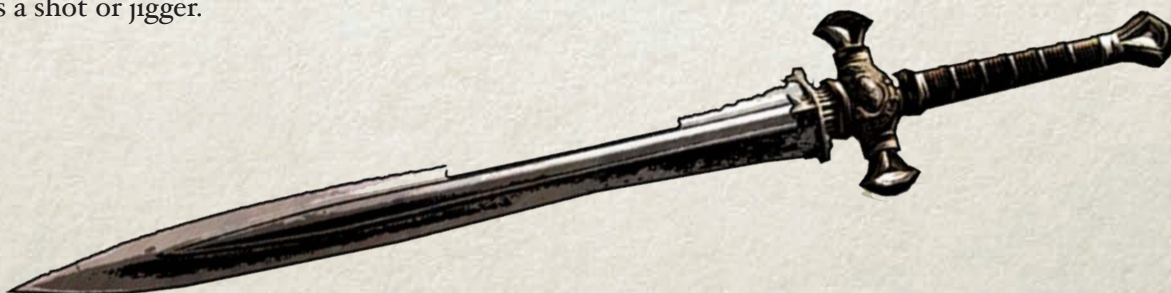
When first created, the *eternal blade* takes the form as a greatsword, and is of masterwork quality in all its various forms. Once an *eternal blade* in greatsword form is damaged enough to gain the broken condition, it changes form into a masterwork bastard sword with full hit points. Similarly, the *eternal blade* continues to change form each time this happens; changing form from bastard sword to longsword to shortsword and finally to dagger. Only once an *eternal blade* has reached dagger form can it be broken and destroyed.

Whenever you would score a critical threat against an opponent using the *eternal blade*, you can give the *eternal blade* the broken condition to automatically confirm the critical hit. The *eternal blade* changes form to a smaller blade, if applicable, only after damage has been dealt.

An *eternal blade* can be returned to an earlier form by spending 1/3rd of the *eternal blade's* current price in raw materials and 8 hours of work, 4 hours of work if you possess the Smith Magical Weapons and Armor feat (or similar ability) or have levels in blacksmith, or 2 hours if you have both the feat and the levels in blacksmith.

6th Level – 2,400 gp: The *eternal blade* in all of its forms gains a +1 enhancement bonus.

8th Level – 4,900 gp: The *eternal blade* in all its forms turns a shade of green as it becomes made of the living steel special material. Being made of living steel causes the *eternal blade* to regain 2 hit points each day (or 1 hit point each day if it is in dagger form and with the broken condition). Each day that the *eternal blade* begins the morning with full hit points, it returns 1 step closer to its original form as a greatsword.



10th Level – 9,300 gp: The *eternal blade* in all its forms gains the impervious weapon special ability, which makes it immune to rust, doubles the normal bonus to its hardness and hit points for each point of its enhancement bonus, and gain a +2 bonus to the *eternal blade's* break DC and the wielder's combat maneuver defense against sunder maneuvers.

Cost 4,650 gp; **Feats** Smith Magical Weapons and Armor; **Spells** Creation sphere (Expanded Materials), or Nature sphere (Living Steel).

IMPERVIOUS

Price +3,000 gp; **Aura** moderate Protection; **CL** 7th; **Weight** –

Description

An *impervious* weapon is warded from damage and decay. A metallic weapon cannot rust and a wooden weapon cannot rot or warp, even by magical or supernatural means. An *impervious* weapon gains double the normal bonus to its hardness and hit points for each point of its enhancement bonus. The break DC for an *impervious* weapon and the wielder's combat maneuver defense against sunder maneuvers against the *impervious* weapon each gain a bonus equal to twice the weapon's enhancement bonus.

Construction Requirements

Smith Magical Weapons and Armor, Protection sphere, Iron Shield

LIVING STEEL

hp/inch 35; Hardness 15; Cost see table

Type of Item	Price Modifier
Ammunition	+10 gp per item
Light armor	+500 gp
Medium armor	+1,000 gp
Heavy armor	+1,500 gp
Weapon	+500 gp
Shield	+100 gp
Other items	+250 gp/lb.

Some trees suck up potent minerals through their roots the same way others draw water from the ground. Though these trees blunt saws and axes used to hew them and shrug off fire, they eventually succumb to time or the elements. When properly harvested, these fallen trees produce nuggets of a metal called living steel. This glossy green metal slowly repairs itself. An

item made from living steel repairs damage to itself at a rate of 2 hit points per day, or 1 hit point per day if it has the broken condition. Items not primarily of metal are not meaningfully affected by being partially made of living steel.

Armor and shields made from living steel can damage metal weapons that strike them. Whenever the wielder of a metal weapon rolls a natural 1 on an attack roll against a creature wearing living steel armor or wielding a living steel shield, the item must attempt a DC 20 Fortitude save or gain the broken condition. If the weapon already has the broken condition, it is instead destroyed. Living steel cannot damage adamantite weapons in this way.

Source: *Pathfinder Roleplaying Game: Ultimate Equipment* (OGL) © 2012, Paizo Publishing, LLC

GÁE BULG

Price 2360 gp; **Slot** none; **CL** 4th; **Weight** 9 lbs.; **Aura** moderate Blood and Death; **Scaling** wonder

The *gáe bulg* is a weapon from the spear weapon group (such as a javelin or longspear) with a +1 enhancement bonus.

6th Level – 4,800 gp: The *gáe bulg* grants its wielder the Lancer sphere as a temporary bonus sphere. If the wielder already possesses the Lancer sphere, they instead gain a bonus talent from the sphere as a temporary bonus talent, which can be traded out for a different talent from the Lancer sphere as a 4 hour ritual.

8th Level – 9,900 gp: The *gáe bulg* grants its wielder the Duelist sphere as a temporary bonus sphere. If the wielder already possesses the Duelist sphere, they instead gain a bonus talent from the sphere as a temporary bonus talent, which can be traded out for a different talent from the Duelist sphere as a 4 hour ritual.

10th Level – 18,600 gp: In addition to its other enhancements and abilities, the *gáe bulg* gains the *wounding* weapon special ability.

12th Level – 32,400 gp: In addition to its other enhancements and abilities, the *gáe bulg* gains the *bloodsong* weapon special ability.

14th Level – 55,500 gp: In addition to its other enhancements and abilities, the *gáe bulg* gains the *heartseeker* weapon special ability.

Cost 27,750 gp; **Feats** Smith Magical Weapons and Armor; **Spells** Blood, Death, and Mind sphere

BLOODSONG

Price +1 bonus; **Aura** moderate Mind; **CL** 6th; **Weight** –

Description

This special ability can be placed only on slashing or piercing melee weapons. While the wielder benefits from a raging song performance (whether her own or from an ally), this weapon gains the *keen* weapon special ability. If the wearer confirms a critical hit while under the effects of a raging song, she gains 1d10 temporary hit points that last until the raging song ends. If the weapon's critical multiplier is $\times 3$, add 2d10 temporary hit points instead; if the multiplier is $\times 4$, add 3d10 temporary hit points instead. While its powers are active, the weapon vibrates and makes a barely audible hum that rises to a shriek of triumph when it confirms a critical hit.

Construction Requirements

Smith Magical Weapons and Armor, Mind sphere, creator must have the raging song class feature

HEARTSEEKER

Price +1 bonus; **Aura** moderate Death; **CL** 7th; **Weight** –

Description

This special ability can only be placed on melee weapons. A *heartseeker* weapon is drawn unerringly toward beating hearts. A heartseeker weapon ignores the miss chance for concealment against most living targets, though the attack must still target the proper square. This special ability does not apply against aberrations, oozes, outsiders with the elemental subtype, plants, or any creature specifically noted to lack a heart.

Construction Requirements

Smith Magical Weapons and Armor, Death sphere, Killing Curse

Source: *Pathfinder Roleplaying Game: Ultimate Equipment* (OGL) © 2012, Paizo Publishing, LLC

OTHER MAGIC ITEMS

FOUR WINDS BAGPIPE

Price 150 gp; **Slot** none; **CL** 2nd; **Weight** 8 lbs.; **Aura** moderate Nature and Weather; **Scaling** prize

This great highland bagpipe has four reeds, each one dedicated to a different wind guardian or spirit. Such musical instruments are often found in the possession of highland bards and skalds, many with druidic traditions. While the specific names or directions associated with each of these winds may differ from culture to culture or druid circle to druid circle, they generally include four similar elemental winds: air, earth, fire, and water.

The *four winds bagpipe* is considered a masterwork musical instrument, granting a +2 bonus on all Perform (wind instrument) checks. The bonus is also added to the DC of any bardic performances or raging songs made using the *four winds bagpipe*.

4th Level – 900 gp: 1/day as a standard action, a character may spend 2 rounds of bardic performance or raging song to grant themselves the Nature or Weather sphere for 1 minute. If the character already possesses the base sphere, they instead gain a temporary talent from the chosen sphere. Advanced talents may not be temporarily acquired through this item. Instead of using their own caster level and levels in casting classes (to determine magic skill bonus and defense), the character may use their ranks in Perform (wind instrument). The character must still pay any spell points required, if any, to use these sphere talents or abilities.

8th Level – 4,950 gp: The *four winds bagpipe* may now instead be used 2/day as a standard or move action. Multiple uses of this item do not stack. If you use this item again before the previous duration has expired, it replaces the previous use.

12th Level – 16,200 gp: The *four winds bagpipe* may now be used 4/day as a standard, move, or swift action.

Cost 8,100 gp; **Feats** Craft Spell Engine; **Spells** Nature sphere, Expanded Nature, Weather sphere

MOORLAND RUNNER GHILLIES

Price 150 gp; **Slot** feet; **CL** 2nd; **Weight** 2 lbs.; **Aura** moderate Nature; **Scaling** prize

These leather highland dancing shoes allow those wearing them to pass through swamp terrain without leaving a trail, making tracking impossible (though they may leave a trail if they so choose).

3rd Level – 450 gp: A character wearing the *moorland runner ghillies* gain a +2 competence bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks. These competence bonuses only apply when the character is in swamp terrain.

8th Level – 4,900 gp: The competence bonus increases to +4. In addition, a character wearing the *moorland runner ghillies* do not have their movement hindered from non-magical difficult terrain in swamps.

13th Level – 21,000 gp: The competence bonus increases to +6. In addition, a character wearing the *moorland runner ghillies* gain a +2 bonus on saving throws against poison and disease.

18th Level – 79,500 gp: The competence bonus increases to +8. In addition, a character wearing the *moorland runner ghillies* gain immunity to poison and disease, and are no longer impeded by magical difficult terrain in swamps.

Cost 39,750 gp; **Feats** Craft Charm; **Spells** Nature sphere, creator must have the favored terrain class feature

MUTCHKIN FLASK

Price 1,600 gp; **Slot** none; **CL** 2nd; **Weight** 1/2 lbs.; **Aura** faint Creation

A highland hip flask, usually made of wood, bone or metal with a belt attachment allowing for quick accessibility from a belt. The *mutchkin flask* can contain up to 1 ounce of liquid, and while it traditionally is used as a vessel for whiskey, the hip flask may contain other beverages. 1/day on command, the mutchkin flask empties itself, only to instantaneously refill itself with 12 shots of single malt whiskey. Each shot consumed counts as an alcoholic beverage when determining how many drinks a character can consume before being sickened.

Cost 800 gp; **Feats** Craft Marvelous Item; **Spells** Creation (Alchemical Creation)

SPORRAN OF RATIONS

Price 400 gp; **Slot** belt; **CL** 1st; **Weight** 1/2 lbs.; **Aura** faint Nature

A highland leather pouch, normally worn with a kilt around the waist. 1/day on command, the *sporrán of rations* provides enough poor quality food to feed three Medium-sized creatures or a horse for one day. The food take the form of bland oats.

Cost 200 gp; **Feats** Craft Marvelous Item; **Spells** Nature sphere

Section 7

HIGHLANDER GUIDE

PLAYING IN A HIGHLANDER GAME

This section offers a generic pre-established setting, from which GMs and players may draw from for inspiration, whether it's adapting an adventure to be set in the highlands, or character background for player character or NPC. The information on this 'sample world' includes primary and secondary factions, as well as information on how each class interacts with the primary factions.

PRIMARY FACTIONS

There are two primary factions in a highland setting, the empire and the highlanders.

Empire: A strong expanding nation determined to gain and maintain control over other "savage" lands, such as the highlands. The empire is generally a lawful domineering force, but is not universally described as good or evil. Those in favor of the empire view the actions of the nation as either educating the ignorant, providing the tools used by civilized society, or as purging traitorous rebels and savages who refuse to pay fealty or obey the laws of their sovereign. Those against the empire, view the actions of the nation as invading forces responsible for the destruction or prosecution of an entire culture, or as the extinction or enslavement of free people who do not accept the empire as their lawful rulers.

Highlanders: A tribe or clan-based nation, who have time and time again fought to maintain control of their native home, the highlands. Highlanders settle most disputes inside their own clans, but otherwise are generally

independent of each other. While generally less structured than the empire, it would not be appropriate to call highland society as chaotic. Like the empire, highlanders are not universally described as good or evil. To the empire, most highlanders are viewed as no more than savages who have not yet entirely abandoned their heathen ways. However, many have regarded highlanders as a people who want nothing more than the freedom to live under their own rule.

Adapting the Highlands to the Skybourne Campaign Setting

Ever since the Walkways that joined the planes shattered, the forest and cryptwood consumed all major nations and empires, leaving only four primary metropolises left on the planet, Andrus, Baemor, Finreche, and Welnachi; none of which make for easily adapted "empire" for the purpose of a highlands game.

However, the cataclysm that brought about the cryptwood happened only 156 years ago. This means that with use of the Temporal Menhir incantation, players may travel 200 years to the past, almost 50 years before the Walkways shattered; a time where most certainly the struggle between a highlands people and an empire existed. It should be noted however that most druid stone circles (post cataclysm) are located deep within the forest, if not at the heart of a cryptwood itself as its power source. This in short, opens the Skybourne setting for a whole slew of adventures that could involve: Cryptwood exploration, time travel, and highland adventures involving climactic battles and witch-hunts.

OTHER FACTIONS

Besides the two primary factions, there are a number of other smaller factions often present in the highland setting.

Druids: With the empire invasion and increased prosecution from inquisitors, the number of active druids have greatly diminished. However, because the highlands as a whole still greatly respect the role druids played in highland society and in past wars, highlanders usually tolerate their presence. When druids are successfully forewarned that inquisitors or imperialists are coming for them, they usually retreat, either into hiding or into a past century where they were less persecuted where they may wait out the invading forces for a decade or two before returning.

Inquisitors: Ever since the empire had first invaded the highlands, imperialist inquisitors have made it their life and religious mission to convert the pagan highlanders and purge the land of heathens (anyone who does not worship their pantheon of deities) and witches (any other spellcaster without a divine casting tradition). For the most part, the inquisitors were successful in converting the highlanders to their religion, except for the druids and travellers, who the inquisitors find difficult to hunt down or convince settlements to persecute. As for their mission to purge all arcane and psychic spellcasters, that has become a more difficult task. For one, bards are too well respected by the common people, and often given sanctuary by clan leaders, while other “witches” have found refuge with travelers, of whom many caravans have not converted to the faith.

Travelers: Roaming individuals or communities who answer neither to highland clans nor empire imperialists. Because of their migratory nature and lack of permanent settlements, enforcing empire rule over them is difficult, if not impossible. In addition, with clans being mostly self contained, there is little need or desire for highlanders to subjugate them. Travelers while usually a separate race or faction of people, sometimes accept and adopt wanderlust highlanders or outcasts into their caravans. Finally, it is common to find practitioners of occult or psychic magic migrating with safe passage in the company of travelers, and not uncommon to see a bard or two to permanently join their caravans.

Painted Warriors: Ever since the last war, most if not all tribes of these barbarians have been wiped out. Even with their eminent extermination, there are individuals who still remember or train their young in their culture inside the safety of a highland clan or sept. While most are forced to abandon their general disdain for clothing, their penchant for full body tattoos and body art make spotting them easy in a crowd.

PATHFINDER CLASSES

While a particular class could be refluffed or renamed to emphasise or detract from certain aspects of presumed theme to fit a particular era or setting, some classes or casting traditions are more appropriate or easily adapted than others.

Alchemist: The study of alchemy is uncommon in the highlands, but is more common in the empire. Alchemists who are in the highlands are generally there as a result of fleeing religious zealots under the empire rule, hoping to pass off their art as druidism (a practice slightly more accepted by highlanders).

Arcanist/Sorcerer/Witch/Wizard: Arcane spellcasting is largely regarded as a mortal sin, punishable by death. Most highlanders actively hunt, persecute, and prosecute characters from these classes, taking the accused before an inquisitor for judgement.

Barbarian: Most purely “barbaric” tribes have been wiped out by the empire. The remaining tribes have been forced to evolve into more “civilized” clans, adopting technology of their oppressors as their own.

Bard/Skald: Musicians and other artists are greatly respected by the highlanders, although most are travelers, staying rarely in any one location. A bard or skald’s magic, while arcane in nature is not viewed with the prejudice as other arcane spellcasting. Even when the magic is clearly overt, it is accepted with the same respect as magic performed by a druid, and less likely to face the harsh punishment for other arcane spellcasters.

Bloodrager: Most bloodragers are treated as somewhere between barbarians and druids. They are rare and generally born or raised within a clan or sept. If the bloodrager ever uses his magic in a settlement outside of the clan jurisdiction, the bloodrager may face persecution as a witch.

Brawler: Most highland brawlers are pugilists which fight for sport.

Cavalier: Most cavaliers are from the empire, and as such are generally disliked by highlanders at first, but may be accepted should they join the fight against their oppressors.

Cleric/Oracle: While highlanders are highly religious, high-casting divine spellcasters like the cleric and oracle are rare. Most clerics and oracles that are found in the highlands come from the empire.

Druid/Shaman: While highlanders remember and respect the power of the druids, most have been hunted down or forced into hiding. Should the presence of a druid be made known in a highland community, they will

normally be left alone until a religious zealot speaks up against them. From there it is a matter of time before the druid must flee or be hunted down as a heretic.

Fighter: There have been many wars in the highlands, and as a result many have been forced to take up the sword and trained to fight, either for or against the empire.

Gunslinger: While the firearm is a weapon adopted from the empire, most highland regiments include the use of firearms, which makes the use of the gunslinger class appropriate.

Hunter: Characters with the hunter class who use covert magic are treated as rangers, while those who use overt magic are treated as druids.

Inquisitor: Probably the most common divine spellcasting class in the highlands, the inquisitor is constantly on the lookout to protect their flock of religious worshipers from the “evils” of heretic worship and witchcraft.

Investigator: There generally isn't much call for an investigator in the highlands as there is in the empire. Even still, some do make their way to the highlands for one reason or another, usually in the employ of larger settlements.



Kineticist: Kineticists are the most rare of the psychic spellcasting classes, and don't fit very well in the highland setting. Those that do make it to the highlands are treated more harshly than others, as they appear to be capable of little else other than destruction. Although with the empire's penchant for slavery, it might not be greatly inappropriate for the empire to kidnap and enslave kineticists to fight in their armies as expendable cannon-fodder.

Magus: Magus are the most rare of the arcane spellcasting classes. Those that do exist, would probably use their magic discreetly, or for the benefit of the empire.

Medium/Mesmerist/Occultist/Psychics: Because of the threat of inquisitors and other witch-hunters, most psychic spellcasters generally avoid entering settlements. Instead, spellcasters who use occult or psychic magic generally travel with groups roaming peddlers, who rarely set up shop in a permanent location.

Monk: Monks using the standard fluff as being monastery warriors do not fit very well within the highland setting. Instead, monks and other similar unarmed combatants work better as pugilists and boxers. Monks who are determined to play as monastery warriors, should be looked upon as outsiders and treated with suspicion and distrust, until they have proven themselves.

Paladin: Paladins as knights in shining armor devoted to the gods are also rare in the highlands. Instead most paladins act as highland clergy and inquisitors. When they do exist as knights in shining armor, they likely hail from the empire, and thus disliked by most of the highland.

Ranger: As huntsmen, guides, and traveling soldiers, the ranger is not an uncommon class in the highlands.

Rogue/Slayer: Highwaymen and scoundrels often roam the roads. Some attack empire supporters, while others don't discriminate.

Samurai: Like the monk, the samurai using the standard fluff does not fit very well within the highland setting. Instead, samurai fit better if refluffed as fighters, rangers, or swashbucklers.

Shifter (Ultimate Wilderness): Characters from this class would be treated in the highland setting in a similar manner as lycanthropes. This may differ greatly based on what races you assign to highlanders. For example, in a setting where highlanders are mostly made up of the skinwalker race, shifters will be greatly accepted not unlike barbarians. If however, highlanders who are mostly made up of a race lacking beastly characteristics (such as halflings or humans), they may be more likely to respond to shifters with fear and distrust.

Spiritualist/Summoner: Characters from these classes are consistently considered and treated as spellcasters of the worst kind, as their companions are often viewed by other highlanders as demons.

Swashbuckler: Characters of this class can be found among highwaymen and soldiers alike.

Vigilante: Vigilantes are common among revolutionary highlanders, who seek to break the empire's rule over their native home.

Warpriest: While highlanders generally employ bards and skalds in battle, the empire makes use of warpriests.

PRACTITIONERS

Most practitioner classes are acceptable within a highland setting, although the technician may have more trouble than others fitting into the setting.

SPHERECASTERS

Most spherecasting classes are regarded not by class but by casting tradition, although the armorer, shifter, and wraith may have more trouble than others fitting into the setting.

Arcane: All arcane casting traditions (except for bardic magic and fey magic) are treated as forms of witchcraft in the eyes of highlanders. Fey magic is treated as druidic magic, and may still be persecuted by religious zealots. Bardic magic is the only arcane casting tradition that isn't met with persecution, of course this may be due to the fact that most bards don't stay in any place long enough to upset settlers.

Divine: All divine casting traditions (except for druidic magic) are treated as acceptable forms of manifestations, called miracles. Druid magic is the only divine casting tradition that isn't entirely accepted, and may be met with persecution by religious zealots.

Psychic: All psychic casting traditions are treated as forms of witchcraft, but they are generally only persecuted if they practice within settlement borders. Most casters using occult magic are travelers moving from settlement to settlement, setting up caravans or camps just outside each settlement.

EQUIPMENT TERMINOLOGY

One minor, but effective way to immersively roleplay a highlander is to use old english spelling or gaelic terminology when speaking in and out of character. Below is

a gaelic lexicon of equipment that might establish or inspire your character to be the highlander they are.

Biodag ~ dirk.

Pronounced (beedak), dirks were often kept sheathed or hung around the waist or on a special belt, the criosan biodag. Many biodags are made from broken or damaged broadswords.

Bowis and Dorlochis ~ bows and quiver.

A common ranged weapon used by highlanders for both hunting and in battles.

Brigantiflis ~ light armor.

A leather jack or brigantine similar to studded leather, which was found effective at reducing firearm shots from causing critical damage.

Broadsword.

Broadswords are one-handed swords, which in length fall between the shortsword and longsword, and are probably the most common of blades used by highlander warriors.

Culverin ~ cannon.

A siege weapon, that while slightly larger, uses the same caliber shot as the common cannon.

Dag ~ pistol.

Pronounced (daag), this flintlock pistol was very popular among highlander warriors. Unlike other flintlock pistols, the dag was made entirely of steel, which allowed the highlander to discard the weapon immediately after being fired. Such firearms would be recovered after combat.

Lochaber Axe ~ halberd.

A polearm often used against mounted enemies, and other foot soldiers due to its reach.

Mailye ~ chain mail.

While less common in the highlander regiment, chain-mail and some other medium armors were sometimes used by calvary and foot soldiers.

Sghian Dubh ~ deer horn knife.

Pronounced (skeen dew), this knife is traditionally kept in a small holster located in the armpit. When a highlander would feel unsafe with current company, he would have his arms folded across his chest, allowing him to draw the blade a moment's notice. Generally, the scabbard is made of dark wood or leather, as black as the knife's name.

Solingen Swerdis ~ longsword.

Commissioned by a gallowglass warrior, which soon grew in popularity. Broken or damaged longswords are often reforged as a broadsword, and fitted with a basket hilt.

Speris of Sex Elnis Land ~ longspear.

Another polearm used by highlanders almost explicitly for war.

Targe or Target ~ shield.

These round wooden shield are usually covered in leather or hide.

Tua Handit Swerdis ~ claymore.

A greatsword, created and used primarily by gallowglass warriors.

ADAPTING PATHFINDER WEAPONS TO THE HIGHLAND SETTING

Highlanders instead of abandoning a broken or damaged sword, often just shaved it down, repurposing the blade for another use. Because of this, refluffing a core weapon to fit a particular highland weapon should be relatively easy, and much simpler than trying to create stats for each individual highland weapon.

See the examples below:

Broadsword: Historically a highland basket-hilt broadsword was 32 inches long (roughly 2-1/2 feet). This means that a particularly long broadsword could use the stats of a longsword (roughly 3-1/2 feet), whereas an older worn down broadsword could use the stats of a shortsword (roughly 2 feet).

Claymore: Historically a highland claymore was 56 inches long (roughly 4-3/4 feet). This means that a particularly long claymore could use the stats of a greatsword (roughly 5 feet), whereas an older worn down claymore could use the stats of a bastard sword (roughly 4 feet).

Dirk: Historically a highland dirk was 20 inches long (roughly 1-1/2 feet). This means that a particularly long dirk could use the stats of a shortsword (roughly 2 feet), whereas an older worn down dirk could use the stats of a dagger (roughly 1 foot).

Longsword: Historically a highland longsword was 40 inches long (roughly 3-1/3 feet). This means that a longsword with a particularly large could use the stats of a bastard sword (roughly 4 feet), whereas an older worn down longsword could use the stats of a longsword (roughly 3-1/2 feet).

When playing as a highland character using these weapons, you should not immediately discard broken or damaged weapons, but use it as a roleplaying opportunity to show other players that when it comes to blades, a broken sword doesn't mean the end of its purpose.

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