

Worlds of Power



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Jable of Contents

Grimoire4	(
History 4	
The Cataclysm	
Pirium	
Running Grimoire	
Alternate Experience Progression: Chapters 6	
Magic and Technology7	
Character Creation	
Races	C
Classes 11	
Mage (Incanter alternate class)	
Wunderkind (alternate fey adept) 14	
Shaman (alternate soul weaver)17	
Dendrite (druid variant)	
Exemplar (alternate incanter)	
NPCs	

Erda	
Setting	23
Mechanics	
Character Creation	
Races	
Traditions	29
Classes	
Important NPCs	
Irhardt	
Setting	
Magic	
Character Creation	
Races	
Classes	

Grimoire

written and illustrated by Wm Jay Carter III

Athanasia is a young world leveraged by the ambitious humans, cared for by anthropomorphic animals, and influenced by powerful otherworldly visitors. Magic is everywhere, and depending upon how one learns to tap into its potential—it can be a source of limitless knowledge, a means of relentless self-expression, a path of honorable tradition, a force akin to nature, or an opportunity for greatness.

History

In the beginning, the animals of Athanasia knew of neither humans nor spellcasting and all animals were considered zoe ("alive"). Then, the Strangers—semi-divine beings from another world—came and taught the animals how to harness mana and bend it to their will. Since that time magic has criss-crossed the land in rivers called ley-lines, fueling magic for both good and ill.

Very deliberately, the Strangers introduced a new skill that would divide the zoe from one another: Transfiguration (the Alteration sphere). Thus empowered, the animals all began changing their shapes to look more like the Strangers, each to varying degrees of success. Those who achieved the transformation perfectly became known as humans, a race favored by the Strangers. Since the Cataclysm, however, the knowledge of how to change one's shape has begun to fade, and the animal races remain in their hybrid states.

Magic is still available, however, waiting for those who discover their connection to it. Some seek out writings of Strange Wisdom and words of power; these are known as mages. Others find that magic literally flows from their souls like the ley-lines; these call themselves wunderkinder. Shamans commune with the world of spirits, especially those of their ancestors who learned wisdom from the Strangers. The dendrites believe they are the Strangers' literal children, and are reborn century after century to ensure that Athanasia's fate is guided by the Strangers' will. Finally, exemplars make oaths to powerful beings in exchange for their magic, whether they devote themselves to a Stranger of Light or Darkness, or to the World Soul—the very spirit of Athanasia—thus harnessing its primal elements.

Athanasia itself is a young world, full of new beginnings. The first kingdom, Euzoria, was formed only a few hundred years ago. Euzoria is the home of humans, with the rest of Athanasia's animal races living in their own communities. Thanks to the wisdom of the Strangers the denizens of Athanasia have enjoyed relative peace. But that peace is not without growing pains.

The córeans roost at Bristlebane, at the height of Mount Córea. Meanwhile their rivals, the seraphim, occupy the Pirium Spire, floating over the Eye of the World. The leonians roam the Ranai Forest, the sirens swim the Siren's Sea, and the bóreans remain secluded in their tunnels near the outskirts of the Eye of the World. Many other animal races dot the planet, such as the merrows, draconians, ranai, and fenrir.

While none of the animal races share the organized government peculiar to humans, they are no less loyal to their own kind. Members of the animal races follow communally-respected leaders for as long as they remain relevant, and then govern their own local tribes internally when there is no immediate need for regional coordination. This has resulted in most of the animal races remaining localized to their own homelands, while the humans explore and expand year after year, spreading across most of the known world.

The Cataclysm

Thought to have been the result of a Stranger's single word of condemnation, Athanasia was cracked like an egg roughly 400 years ago, creating a chasm from the Siren's Sea to the North Axis, forming an ever-descending river into the Great Chasm's depths. The North Axis itself was scooped away from the rest of the planet and flung into orbit where it now serves as Athanasia's only moon. The resulting crater is now known as the Eye of the World.

The Cataclysm resulted in more than just devastation, however. The Eye of the World itself contains hundreds of miles of exposed pirium ore, a relatively rare substance in Athanasia.

Pirium

Known to turn black in the presence of daylight and shine with a silvery golden glow in the darkness, pirium is closely guarded by the seraphim, who only permit the bóreans to mine it. Magical experiments have revealed that pirium's raw form shares a similar relationship with mana as it does with light, creating negative magic zones where mana is plentiful, and shedding forth an abundance of mana where none would normally be available.

Pirium is most often cold-forged to retain its special properties.

Cold-forged Pirium

Pirium's raw form naturally drains magic, possessing the same attributes as cold iron, making it especially lethal to fey and demons. While hot-forging pirium robs it of this property, it can be forged at a lower temperature to craft a variety of items that retain its magic-draining properties. Most notably, peace-keepers in Euzoria often use cold-forged pirium manacles to apprehend rogue spellcasters, and wunderkinder are expected to wear pirium torcs within city limits.



A creature with a spell pool that wears or holds any cold-forged pirium item is severely limited in her spellcasting abilities. Spending a spell point for any reason while touching a pirium item requires a minimum of a full round action. In addition, any time the bearer would spend a spell point, she must succeed on a DC 17 Will save or that spell point is absorbed into the pirium item instead, wasting the ability or talent it might have been used to cast. For every full minute the bearer remains in contact with the pirium, she must succeed on a DC 17 Will save or the item drains 1 spell point from her spell pool. If a creature is wearing or touching multiple cold-forged pirium items, only one of them induces a Will save at a time.

For each full minute pirium it is exposed to normal light, it stores up 1 minute of photonic energy. For each full minute it is exposed to bright light, it stores up 2 minutes of photonic energy. Pirium can store up to 8 hours of photonic energy.

In dim light, pirium with at least I minute of stored photonic energy automatically sheds light as a torch in a radius of 20 ft and raises the light level by one step to a maximum of normal for 20 ft beyond this. For each minute or part of a minute this effect continues, the pirium loses I minute of stored photonic energy until it has been depleted.

In darkness, pirium with at least 2 minutes of stored photonic energy automatically sheds bright light in a radius of 30 ft and raises the light level by one step to a maximum of normal for 30 ft beyond this. For each minute or part of a minute this effect continues, the pirium loses 2 minutes of stored photonic energy until it has been depleted.

The light shed by pirium is unlike other forms of light and even in its brightest forms does not have any negative effects on creatures with light sensitivity, light blindness or the like.

Pirium is a form of metal with the same hit points and hardness as steel. Metal armor or weapons made from pirium are always considered masterwork. Items made of cold-forged pirium cost twice as much to make as their normal counterparts (after which any other price increases are added). Also, adding any magical enhancements to a cold-forged pirium weapon increases its price by 2,000 gp. This increase is applied the first time the item is enhanced, not once per ability added. A double weapon with one cold-forged pirium half costs 50% more than normal.

Running Grimoire

Grimoire is a story about a world emerging from childhood into the turmoil of adolescence, with anthropomorphic animals, prevalent magic, and wonder discovered on every page. With the help of ambient intelligences, mages are always searching for some lost word or artifact. Ambitious wunderkinder are constantly on a path of self-discovery and self-mastery, and honorable shamans reconnect their tribes with the wisdom of the past. Awakened dendrites shepherd the land through its many changes, while devoted exemplars seek only to transcend Athanasia and become one with the powers they serve. Traditional adventures are a must in Grimoire, and every session should feel like one chapter of a larger story. Those chapters might focus on one or two characters each time, but every character should have their moment to realize his or her ultimate goal before the end of the campaign.

Campaigns should be a combination of a main plot (composed by the GM—even if it closely follows a module!) and sever al character plots (composed by the players for their PCs). Players are encouraged to write an outline for their character's plot from beginning to end and submit it to the GM before the campaign starts. The GM in turn should draw from these outlines to craft a main plot that carries out as many character plots as possible. The GM should also feel free to throw twists into the plot and give the players something they asked for, but not in the way they expected.

Alternate Experience Progression: Chapters

Grimoire is compatible with any XP progression. However, to better serve the larger story Grimoire is built to operate on a Chapter system that focuses on character plots. The following assumes that characters begin at level 1 and play until level 20. The GM can adjust this system as needed for other scenarios.

Before starting the campaign, the GM and players should determine how many chapters everyone is interested in playing. When players write their character plots, they should include one story point (significant event) in their outline for each chapter to be played. Story points might include dueling with a notorious NPC, saving a family member from a tragedy, uncovering the secrets of an ancient ruin, or practically any other significant event in a character's life.

Before each session, GMs should assemble the character plots for the current chapter and plan to meet each character's story points during the session, if possible. Depending on how quickly or slowly story points are met, chapters might take one or more sessions. Once all story points have been met for the chapter, all characters level up and the next chapter begins.

To determine how quickly characters level up, take the number 20 and divide it by the number of chapters. This is the level increment (LI) for each chapter. At the end of each chapter, multiply the LI by the number of chapters completed. Then all characters become that level (rounded up, maximum 20). For example, if the group agrees to 8 chapters, the LI would be 2.5. This means all characters would become level 3 after chapter 1, level 5 after chapter 2, level 8 after chapter 3, and so on until level 20 after chapter 8.

It is assumed that a certain period of time passes in-game during any skip in levels. This period of time might be accounted for by having each player sum up what their character did between chapters. After the final chapter is complete, GMs are encouraged to offer an epilogue session that ties up loose ends and offers the players a chance to show off their 20th level characters.

A story point from each character plot must be met before characters level up. This encourages players to work as a team to accomplish each other's goals.

Magic and Technology

As a relatively young world, most of Athanasia operates in the late Stone and early Bronze Ages. The animal races are little more than primitive tribes, many of which function like humanized versions of their animal counterparts—alpha males lord over the leonians, schools of sirens wander the sea without a dominant leader, and so on. Lacking more complex problems to cope with, the animal races see little need to advance their level of technology. As usual, however, there is an exception to every rule.

The most advanced technology comes from the teachings of the Strangers, which has been scarce since most of them left Athanasia's surface (around the time of the Cataclysm). Their Strange Wisdom was primarily recorded and kept by the humans, which affords them technology well into the Iron Age, despite the Strangers' absence.

Mages are the most organized and curious among the spellcasting classes, and are the most likely to know about and use technology. Shamans and dendrites have access to Strange Wisdom, but they do not use it for technological purposes on a regular basis; only when needed. Exemplars of the Light or Dark may be gifted some level of technological proficiency by their eldritch patron, but devotees of the World Soul shun technology in favor of raw elemental forces. Wunderkinder are often too preoccupied with the challenges posed by their magic to contribute to technological advances, but they are more than willing to take advantage of every edge they can get.

Magic, on the other hand, is used by mages on a professional basis to accomplish many tasks at the level of modern-day convenience. Where the appropriate Mage's Guild is present, coaches can be enchanted to drive without horses, stone bowls can warm food, and alchemical products can be purchased like medicine from a pharmacy. While other spellcasters might come up with similar conveniences, none are so interested in distributing their inventions as mages.

Necromancy (the Death sphere) has been formally forbidden by the Wizard's Tribunal, so consorting with undead and raising the dead is taboo in the kingdom of Euzoria. While Restoration (the Life sphere) is not frowned upon, the Resuscitate talent resembles Necromancy so closely to the lay observer that no professional practitioner will perform it; once a PC is dead, it's extremely problematic to bring them back within the boundaries of Euzoria. This doesn't stop those outside Euzoria from practicing the necromantic arts, however. Leonians, seraphim, shamans, and dendrites are the most reliable sources of this sort of magic.

Among NPCs, advanced talents and rituals are only available to the elite members of a class; archmages (mage), magisters (wunderkind), mystics (shaman), elders (dendrite), and avatars (exemplar) have spent more time and devoted more resources to perfecting their craft. PCs should have access to advanced talents no sooner than 5th level, and even then must learn them from NPCs who know them. Their scarcity or prevalence is entirely within the hands of the GM.

Some spheres are more thematically appropriate for specific races and classes. These are discussed in the Races and Classes sections, below.

Character Creation

Races

Humans and any of the animal races work best in Grimoire. Stats for halflings could be used, but they would be culturally accepted as very short humans (transformed from smaller animals) rather than as a separate race. Use the substitutions listed below for the races of Athanasia. Consult the Advanced Race Guide for details on substituted racial abilities.

Humans

Humans are predominantly located in the Kingdom of Euzoria, though they have many towns and villages throughout Athanasia. Euzoria is governed by a human king and queen as well as the Athanasian Council—a board of advisors from each of Athanasia's most prominent animal races. The Athanasian Council elects and replaces the king and queen as often as it deems necessary. The council members in turn are appointed by popular consent by the members of their race. Notable exceptions are the draconians, fenrir, and merrows, who reject human government, and thus do not have members on the Athanasian Council.

Being elected to their positions rather than inheriting them from noble family members, Euzoria's king and queen are rarely married to each other.

Adapting Humans

There are no special rules for using humans in Grimoire, except that players may use the stats for halflings and still count as human. When used this way, Halfling still functions as a distinct language, but is culturally accepted as a pidgin of Common, used among "the wee ones." Human spellcasters are equally likely to use any sphere of magic.

Bóreans

Bóreans (pronounced: bor'-ee-uns) are mole-folk who keep mostly to their tunnels and mines, known collectively as Bórea Caverns. They spend the vast majority of their time crafting useful items from earth, stone, and metal.

They are notably the only race permitted to mine pirium from the Eye of the World, and manufacture pirium circlets for the Seraphim in return. In light of the dangers wunderkinder pose to Euzoria, the human king and queen have a standing order with the Bóreans for pirium torcs and bracelets designed to diminish a wunderkind's unintended magical outbursts.

Adapting Bóreans

Bóreans use stats for duergar, except they have a burrow speed of 20 feet. They lose all Duergar Spell-like Abilities. Bóreans have the bórean subtype and their own language instead of Dwarven. Bórean spellcasters favor the Nature sphere and earth-themed packages and talents.

Córeans

Córeans (pronounced: cor'-ee-uns) are raven-folk who live on the eponymous Mount Córea in a rookery called Bristlebane that sprawls across the mountain range. They are guided by the tenets of a Stranger known by many names, but the córeans call him either the "First Raven" or "Storm Crow."

Before the Cataclysm, the córeans lived in a tundra forest near the North Axis. Due to the prophecies of their seers, the córeans were able to escape before they were cast out into orbit along with the North Axis.

Afterwards, when they attempted to return to their tundra for est, they found the seraphim had already erected the Pirium Spire in its place. Seeing the seraphim as opportunistic squatters, the córeans made a pact with the First Raven to blind the seraphim, a curse which was almost immediately mitigated by the seraphim's eldritch patron.

Enraged that even revenge had been stolen from them, the córeans now seek to confound the seraphim any way they can and eventually reclaim the Eye of the World in the name of the Storm Crow.

Adapting Córeans

Córeans use stats for tengu, except they have a fly speed of 60 feet (average). Córeans lose Swordtrained and Skill Bonus (Stealth) and gain Hatred against seraphim. Córeans have the córean subtype and their own language instead of Tengu. They add Abyssal and Infernal to their list of bonus languages. Córean spellcasters prefer the Weather sphere and electrical-themed packages and talents.



Bóreans

Draconians

There is little one can say to a draconian, as the lizard-folk waste little breath with speaking. Instead, they let their fierce elemental exhalations do the talking. Originally from the Sinha Desert (or as the leonians call it, the Akkedis Desert), they have spread out across Athanasia to subdue every other race they encounter, establishing nomadic camps for weeks to months before moving on. Each tribe tends to roam across one particular region of the world, and this familiarity has made it easy for them to travel quickly through this terrain at need.

Draconians can live for thousands of years (if they are not slain by sword or sickness). Born with vestigial wings, draconians continue to grow in size over the centuries until they become fully-fledged dragons. Every draconian tribe owes its allegiance to the tribe's oldest member, the ajagara (a true dragon), who has grown so enormous that her superiority cannot be questioned. Very few draconians make it to this stage, however, as the ajagara has a tendency to conveniently get hungry around the time one of her descendants becomes a legitimate threat to her superiority.

Adapting Draconians

Draconians use stats for lizardfolk, except they lose Swim and gain Vestigial Wings, Breath Weapon, and Terrain Stride. Draconian spellcasters prefer aggressive magic, and therefore favor the Destruction, Enhancement, and War spheres as well as themed packages and talents that relate to their breath weapon element. Consider using specific alternate racial traits to distinguish between species of Draconians:

Draconian Subspecies	Breath Weapon	Terrain Stride
Vivipari	Line of Cold	Cold Stride
Gila	Cone of Fire	Desert Stride
Varan	Line of Acid	Forest Stride
Chameleon	15' Line (Choose element 1/day)	Jungle Stride
Horned	Line of Fire	Mountain Stride
Skink	Cone of Electricity	Plains Stride
Basilisk	Cone of Acid	Swamp Stride
Salamander (not true draconians)	Toxic (no breath wpn)	Underground Stride
Gecko	Line of Electricity	Urban Stride
Iguana	Cone of Cold	Water Stride
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Fenrir

Although fenrir (singular: fenris) have the appearance of werewolves, they do not suffer from lycanthropy. Instead, they retain the natural magic taught to their kind by the Strangers long ago. This allows them to transform into humans as often as they please, though they see the practice as a further dilution of their true nature as wolves. For this reason, they only transform when they wish to pass among humans unnoticed, and usually for unsavory purposes.

Most fenrir see humankind as a corruption of Athanasia's natural state and seek to purify the world by killing as many as they can. A rare few, however, see humans as a part of the world—creatures who have just as much right to flourish in it as the fenrir. Unfortunately, humans tend to see the violent side of the fenrir more often, and fear them on principle.

Adapting Fenrir

Fenrir use stats for kitsune, except that their ability score bonuses are +2 Strength, +2 Wisdom, and -2 Charisma. They lose Kitsune Magic and gain Fast Shifter. Fenrir have the fenris and shapechanger subtypes. Fenris spellcasters prefer the Alteration sphere, as well as talents that cause fear or misfortune, such as Curse (Fate) and Fear (Mind).

Jeonians

A misleading name, the leonian race is actually made up of many different species of cat-folk, each one part of a different pride. Originally from the Akkedis Desert (or as the draconians call it, the Sinha Desert), the cat-folk were forced out as the draconians become too numerous and violent.

The leonians have since migrated to the Ranai Forest, where they live in relative harmony with the frog-folk. And so long as the ranai stick to their own link in the food chain, it is likely to remain that way.

Adapting Leonians

Leonians use stats for catfolk. Leonian spellcasters have more eclectic tastes than most races, preferring a variety of talents and spheres relating to courage, luck, and life. Consider using specific alternate racial traits to distinguish between species of leonians:

Merrows & Sirens

In fact two separate races, sirens are distinctly human from the waist up and have the tails of swimming mammals from the waist down. They are peaceful, inventive, and selfless.

Merrows, by contrast, are mostly human-sized lionfish, only having the torso and arms of humans and little else. They tend to be reclusive, suspicious, and selfish.

Despite these distinctions, however, most races of the land and sky tend to get the two confused—a fact which the sirens consider offensive as they are clearly not so ugly, and the merrows consider offensive for the same reason. In reality, however, both are breathtaking in their own respects.

Adapting Merrow & Sirens

Merrows and Sirens are similar enough that they both use stats for merfolk. Merrows lose Lowlight Vision and gain Deepsight. They begin play speaking only Aquan. Sirens lose Low-light Vision and gain Seasinger. Merrow and Siren spellcasters both prefer the Mind sphere, as well as Water-themed packages and talents.

Ranai

Little is known about the ranai, except that the frogfolk share a forest with the leonians in evident peace. This is likely due to each race minding their own business—and their own meals.

Many ranai are dendrites, and they predominantly observe the goings on of the Ranai Forest, subtly supporting the forest's natural defenses so visiting species cause as little lasting damage as possible. This also makes the forest less tame and hospitable, encouraging travelers to move on, and discouraging refugee races—such as the leonians—from making it a permanent home.



Adapting Ranai

Ranai use stats for gripplis. Ranai have the ranai subtype and speak Sylvan instead of Grippli. Ranai prefer the Nature and Weather spheres and plant- and water-themed packages and talents.

Seraphim

Also known as noctangeli ("angels of the night"), the seraphim (singular: seraph) are, in truth, descendants of bats. Their mastery over Strange Wisdom, however, has made it possible for them to appear entirely human except for the pair of wings sprouting from under their shoulder-blades. Their own legends tell how the Strangers called them seraphim after the angels of the Strangers' home world.

Sometime after the Cataclysm, the seraphim discovered the pirium fields in the Eye of the World and went to investigate this new metal. Their search revealed a citadel made entirely out of pirium, buried almost to the top of the tallest spire. With the help of the bóreans, they excavated it and discovered its secrets, eventually raising it up out of the ground to float many miles above the surface.

The córeans, jealous of the seraphim's new home, made a pact with the First Raven to curse their rivals with blindness. Fortunately, however, the seraphim pleaded to their eldritch patron, a Stranger of the Dark, and the curse was mitigated. Instead of outright blindness, the eyes of the seraphim became sensitive to the light of day and their skin and hair were turned pure white so that they would always remember their patron's intercession.

Adapting Seraphim

Seraphim use stats for strix, except their wings are bat-like instead of feathered and they have white skin and hair. They gain Hatred against córeans instead of humans, and Light Sensitivity. Seraphim have the seraphim subtype and speak their own language instead of Strix. They add Celestial to their list of bonus languages. Seraphim spellcasters prefer the Dark and Life spheres, as well as talents that prevent or avoid conflict, such as Peacebound and Repel Evil/Good/Law/Chaos (Protection).

Fey Races

The Fey Realm is also known as the Otherworld, and is both composed of and is the literal source of all magic. The Fey Realm bleeds into the Material Plane through ley-nodes, and the rivers of magic that pour forth are called ley-lines, which provide Athanasia's spellcasters with the raw mana necessary to perform magic.

The denizens of the Fey Realm are constantly in a state of flux, taking on forms and playing roles depending on their game of the moment. Those who play games of lighthearted mischief are collectively known as the Seelie Court. Those who seek to do actual harm with their games are known as the Unseelie Court.

Fey can sometimes become stranded in Athanasia from the Fey Realm by passing too close to one of the many ley-nodes scattered across the land. A fey's form is set the moment she passes into the material plane, and it cannot be changed until she returns to the Fey Realm (although that has rarely been known to happen, as magic only flows into Athanasia, and not the other way around).

This is where the various fey races come from, including dwarves, elves, and fairies (the Seelie Court), and gnomes, goblins, and hobgoblins (the Unseelie court). All fey races prefer the Alteration and Illusion spheres. Use the following special rules for these races:

Grimoire

Dwarves lose Defensive Training and have the Fey type instead of humanoid. Dwarf spellcasters favor the Nature sphere and earth-themed packages and talents.

Elves are tiny instead of medium. They lose Elven Magic and have the Fey type instead of humanoid. Elf spellcasters prefer the Nature sphere and plant-themed packages and talents. Half-elves are a genetic impossibility in Athanasia.

Fairies use the stats for gathlain from the Advanced Race Guide, except they are tiny instead of small. They lose Natural Armor and Spell-like Abilities (entangle, feather step), and gain Light as a bonus sphere. Fairies favor the Telekinesis sphere and air-themed packages and talents.

Gnomes use the stats for svirfneblin from the Advanced Race Guide. Gnome spellcasters prefer the Dark sphere and earththemed packages and talents.

Goblins Goblin spellcasters prefer the Destruction sphere and fire-themed packages and talents. Due to remaining in the Material Plane for so long, goblins have lost their fey nature and are considered humanoids instead of fey.

Hobgoblins are small instead of medium. Hobgoblin spellcasters also prefer the Death and War spheres. Due to remaining in the Material Plane for so long, hobgoblins have lost their fey nature and are considered humanoids instead of fey.



Classes

All non-magical classes are allowed in Grimoire, but any spellcaster should use one of the five Grimoire-specific spellcaster classes: mage (alternate incanter), wunderkind (alternate fey adept), shaman (alternate soul weaver), dendrite (alternate hedgewitch), and exemplar (alternate incanter). Multi-classing is permitted, but should be directly linked to a PCs character plot, a plot-twist, or other story device.

Although each of these classes possesses their own casting tradition, the fluid nature of magic in Athanasia allows individual casters to further refine a custom tradition as they master their own individual style. A caster must possess the drawbacks and boons associated with their classes, but may take additional drawbacks and boons if they so choose.

Mage (Incanter alternate class)

The mage finds her truest self in the possession and wise use of knowledge. She prizes information above most other treasures and pities the fools who do not have enough sense to use what knowledge they have. To her magic is a science; empirical and exact. For this reason the mage's approach to magic is a practical, methodical, and exhaustive.

A mage in Athanasia begins as a scholar magician in Elementary School where she learns how to harness the classical elements from arcane textbooks called grimoires. There, she also learns the Wizard's Creed, a set of ideological tenets that are intended to guide a mage's actions when using magic. The next step is Dueling College where she learns the form and function of the Wizard's Duel, and focuses her arcane learning toward one or more specializations (spheres). After graduating she is known as a mage, and she may wish to join a mage's guild focused in her specialization, or further her education pursuant to becoming an archmage.

Those mages who learn the arcane arts outside of Euzoria's educational system are known as hedge-mages. Hedge-mages make up for their shallow education in breadth of experience. They might train with a solo practitioner, trade goods or services with a guild in exchange for the use of their grimoires, or simply reverse engineer the magical techniques they encounter through their own private research.

Among spellcasters, archmages are the academic elite, regarded as the foremost authorities in their specializations, even taking part in composing grimoires for the up-and-coming generation of scholar magicians. Archmages may choose to teach in institutions of arcane learning, or establish their own guild. An archmage's journey is not complete, however, until she one day becomes a fully-fledged wizard.

Wizards are spellcasters appointed by the Wizard's Tribunal to be the steward of some powerful magical artifact or crucial ley-line. A wizard is granted a tower in order to better safeguard her magical charge, and she receives a personalized staff from the Tribunal as a symbol of her position. Should a wizard ever fail to follow the Creed or dishonor the Tribunal and her craft, her appointed stewardship is revoked, she is dismissed from her tower, and her staff is broken.

A mage is an incanter, with the following changes:

Casting Ability Modifier: A mage usess Intelligence as their casting ability modifier.

Tradition: Grimoire

As a mage's ability to use magic comes from study, she must always refer to a book of instructions—called a grimoire (grim'wär)—in order to use sphere talents and abilities. The grimoire must be held in one hand, which can become tiresome if the mage is wearing anything heavier than light armor. Without her grimoire, she can only use sphere talents and abilities if she succeeds on a concentration check, and even then only if she replaces the magical diagrams from her grimoire with ar cane hand gestures. All mages possess the Focus Casting and Somatic Casting drawbacks.

In addition, the cut-throat nature of academia means that scholar magicians become accustomed to modifying their spells to eke out every last bit of potential, making them experts of metamagic. All mages possess the Metamagic Expert boon.

A mage may refine their tradition further at 1st level.

Duel Training: Scholar magicians are taught defensive magic from the first year of their education. At 1st level, the mage gains Counterspell as a bonus feat.

This replaces the bonus feat gained at 1st level.

Magical Education: Mages learn the tenets of magic use by attending an institution of arcane learning. During her time there, she is required to choose a specialization. At character creation, the mage chooses one sphere as her specialization. She gains this as a bonus sphere at level 1 and has a +1 bonus to her caster level when using abilities, talents, and powers from this sphere. This choice cannot be changed.

This replaces the incanter's ability to choose specializations.

Guild Training: Mages have the option to train with a mage's guild. Each guild is built around a particualr sphere, and so long as the mage has access to a guild, each time she would gain a bonus feat between 2nd and 14th level she may instead take guild training in a sphere she already possesses. The first time a mage takes guild training in a sphere she gains the minor power from the corresponding guild. Whenever the mage takes guild training in a cess to the next higher power from a guild she has already trained with (lesser, greater, or master). A guild must have a member who already possesses a guild power before it may be taught to a PC.

A mage cannot gain a lesser power before 4th level, a greater power before 8th level, or a master power before 10th level (unless specified otherwise). You may only gain a maximum of 7 guild powers total, and you can never take guild training after 14th level.

The more a mage dedicates herself to a guild, the less time she has for private research. The first time a mage gains a lesser guild power she loses her 20th level bonus feat, the first time she gains a greater guild power she loses her 18th level bonus feat, and the first time she gains a greater guild power she loses her 16th level bonus feat. However, each time the mage gains a power from a given sphere, she also gains a +5 circumstance bonus on all concentration checks made to use magic from that sphere without the use of a grimoire.

When a mage gains a master guild power in a sphere, she may begin to choose that sphere's advanced talents as magic talents. Thereafter she is known as an archmage and is eligible by Euzorian law to start her own guild, where she may begin teaching others her knowledge, and selling grimoires.

Hedge-mages don't join guilds and typically only dabble in guild training, if they seek it out at all. They might take minor guild powers, but never take lesser, greater, or master guild powers. Due to this, they have more time to devote to private research (bonus feats).

Large urban centers commonly have mage's guilds for every sphere except Death, Conjuring, and War. Necromancy (the Death sphere) is forbidden by the Wizard's Tribunal, and is only practiced by hedge-mages who refuse to follow the Wizard's Creed. Conjurers and war mages tend to be solo practitioners and do not congregate in guilds. Smaller towns may only have a handful of unique guilds, while villages might only have a solo practitioner who can train in one or two guild powers.

If a mage's guild specializing in a given sphere is not available at the time a mage would choose her next guild power, the GM may rule that choosing a power from that sphere is not possible. Alternatively, hedge-mages or traveling guild representatives might lend grimoires to the occasional adventuring mage...for a price or other favor. The GM is the final arbiter for whether training in a particular sphere is available.

Guild Powers

Guild powers are identical to the specialization abilities offered in the Incanter class from Spheres of Power; the first specialization ability counts as the minor guild power from the same sphere, the second ability counts as the lesser guild power, and the third counts as the greater guild power. Master guild powers are Advanced Talents. If a master power has prerequisite talents, you also gain these prerequisite talents when you gain the master power.

Alteration

Minor: Shapeshifter's Renewal Lesser: Battleshaping Greater: Change Shape Master: Permanent Transformation

Conjuration

Minor: Summoner's Charm Lesser: Unstable Bonds

Grimoire

Greater: Aura of Banishment **Master:** Diagram

Creation

Minor: Creator's Focus Lesser: Create Gear Greater: Forceful Alteration Master: Fabricate

Dark

Minor: Home in the Dark Lesser: Binding Darkness Greater: Shadow Step Master: Shadow Walker

Death

Minor: Power over Undead Lesser: Bolster Greater: Spirit Touch Master: Possession

Destruction

Minor: Intense Magic Lesser: Movement Burst Greater: Elemental Wall Master: Elemental Defense [custom guild power] You gain resistance 10 vs. one chosen energy type—acid, cold, fire, or electricity. This resistance increases to 15 at 14th level and 20 at 18th level. This stacks with other sources of energy resistance.

Divination

Minor: Forewarned Lesser: Diviner's Fortune Greater: Foretell Master: Scrying

Enhancement

Minor: Physical Enhancement Lesser: Augment Greater: Perfection of Self Master: Bestow Life

Fate

Minor: Fated Protection Lesser: Prescience Greater: Tugging Strands Master: Greater Geas

Illusion

Minor: Extended Illusion Lesser: Illusionary Marvels Greater: Invisibility Field Master: Permanent Image

Life

Telekinesis

Light Minor: Lighteyes Lesser: Blinding Ray Greater: Revelation Aura Master: Daylight Mind Minor: Enchanting Smile Lesser: Terror Greater: Aura of Despair Master: Greater Communication Nature Minor: Animal Companion Lesser: Wild Empathy Greater: Empower Companion Master: Rapid Growth (14th level) Protection Minor: Resistance Lesser: Protective Ward Greater: Energy Absorption Master: Anti-Magic Aura

Minor: Life Essence

Lesser: Steal Essence

Master: Resurrection

Greater: Life Sight

Minor: Telekinetic Stability Lesser: Telekinetic Impediment Greater: Great Flight Master: Effortless Telekinesis

Time

Minor: Fast Lesser: Slowing Touch Greater: Retry Master: Temporal Stasis (14th level)

War

Minor: War Mage Lesser: Seize the Initiative Greater: Cooperative Defense Master: Commander

Warp

Minor: Warp Mastery Lesser: Shift Greater: Dimensional Lord Master: Portal

Weather

Minor: Untouched Lesser: Wind Servant Greater: Cloak of the Elements Master: Climate

Wunderkind (alternate fey adept)

Whether the seventh child of a seventh child, a child born on a midsummer's eve in a fairy circle, or a child taken by the fairies as a baby and replaced with a changeling, the wunderkind (plural: wunderkinder) has an innate connection to the Fey Realm, and therefore to magic itself. Wonders and strange happenings follow these magical prodigies from a young age, earning them the epithet "wonderchildren."

Willful to a fault, the wunderkind looks on those who submit themselves to others' commands with disdain. Experiencing the fullest range of emotion and experience for herself is a wunderkind's ultimate goal, and it is therein that she finds her power. A wunderkind's approach to magic is intense, passionate, and personal.

Wunderkinder are shunned by most in Euzoria. The unintentional havoc she is capable of causing at an early age draws the attention of local peacekeepers, who prevent future problematic outbursts by issuing the wunderkinder a pirium torc or bracelet. The magically reactive metal drains the mana from her, thus diminishing her chaotic potential. For this reason, any person wearing pirium is commonly suspected to be a wunderkind and considered "dirty" or "troublesome" by scholarly spellcasters.

A wunderkind's only chance for a normal life lies in a safehouse for her kind, called a kindergarten. Typically located outside city limits, each kindergarten is tended by a wunderkind called a gartner—who is able to help the fledgeling spellcaster harness her emotions and abilities to her benefit, eventually teaching her to control her magic without the use of pirium.

Fortunate wunderkinder are apprenticed to a wanderer (nomadic wunderkind), as a herald, tasked with announcing her master's arrival at each city they visit within Euzoria's boundaries. Without pirium to clearly identify the wanderer as a wunderkind, permission must be obtained from the governor of a city before she may enter. The wanderer's apprentice dons her pirium and negotiates with the governor for her master's entry rights. No matter how gracious a host the governor may be, however, wanderers and their apprentices are typically permitted to stay inside city limits for only days at a time.

The most prestigious wunderkinder, however, are the magisters, and most wunderkinder seek to join the Magisterium. A group of wunderkinder in a league of their own, the Magisterium is known for hosting an annual 3-day event known as the Gathering outside the boundaries of Euzoria. The Gathering

Table: The Wunderkind

Level	BAB	Fort	Ref	Will	Special	CL	Talents
IST	0	0	0	2	Casting, Spell pool, Emotive Magic, Fey Aura, Persistent Illusions	ıst	I (+2)
2nd	I	0	0	3	Fey Will	2nd	2
3rd	I	I	I	3	Emotion	3rd	3
4th	2	I	I	4	The Sight (1/day)	4th	4
5th	2	I	I	4	Emotion	5th	5
6th	3	2	2	5	Mingling Realities	6th	6
7th	3	2	2	5	Emotion	7th	7
8th	4	2	2	6	The Sight (2/day)	8th	8
9th	4	3	3	6	Emotion	9th	9
10th	5	3	3	7	Fey Step	10th	IO
11th	5	3	3	7	Emotion	11th	п
12th	6/1	4	4	8	Mingling Realities (improved), The Sight (3/day)	12th	12
13th	6/1	4	4	8	Emotion	13th	13
14th	7/2	4	4	9	Fey Resistance	14th	14
15th	7/2	5	5	9	Emotion	15th	15
16th	8/3	5	5	ю	The Sight (4/day)	16th	16
17th	8/3	5	5	10	Emotion	17th	17
18th	9/4	6	6	II	Mingling Realities (improved)	18th	18
19th	9/4	6	6	II	Master of Emotion		19
20th	10/5	6	6	12	Taken by the Fey, Permanent Illusions, The Sight 5/day	20th	20

Grimoire

brings together all the wanderers and their apprentices across Athanasia and sets challenges for each to establish a loose ranking system among them, called leagues.

The crowning challenge at the Gathering is the Spectacle, where the most skilled wanderers and apprentices compete for a chance to join the Magisterium, though very few succeed.

Alignment: Any

Hit Die: d8

Starting Wealth: 3d6 x 10 gp (Average 105 gp) In addition, each character begins with an outfit worth 10 gp or less.

Class Skills

The wunderkind's class skills are Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Fly (Dex), Intimidate (Cha), Knowledge (Arcana; Int), Knowledge (Geography; Int), Knowledge (Local; Int), Knowledge (Nature; Int), Knowledge (Nobility; Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int)

Skill Ranks Per Level: 4 + Int modifier

Weapon and Armor Proficiency: The wunderkinder is proficient with simple weapons and light armor.

Casting (Su)

A wunderkind may combine spheres and talents to create magical effects. A wunderkind is considered a High-Caster, and uses Charisma as her casting ability modifier. (Note: all casters gain 2 bonus talents and may refine their tradition the first time they gain the casting class feature. Wunderkinder begin with the Wild Magic and Magical Signs drawbacks (as described in her ability descriptions), as well as the Easy Focus boon.

Spell Pool

A wunderkind gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her level + her Charisma modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Magic Talents: A wunderkind gains a magic talent every level, according to **Table: The Wunderkind.**

Emotive Magic

A wunderkind's connection to the Fey Realm comes from her emotions. This manifests in the form of a single powerful emotion that dominates all others. For example, the wunderkind's first exposure to her powers was likely when she was exceptionally angry, sad, or joyful. Notwithstanding it being the source of her power, a wunderkind's dominant emotion also stands to throw her magic into chaos if she ever loses control.

At character creation, the wunderkind chooses a dominant emotion: Serenity, Courage, Enmity, Fear, Grief, Joy, Love, or Rage. This decision must be made at character creation and cannot be changed. Each time the wunderkind spends a spell point, there is a 10% chance that wild magic manifests. If it does, she must roll on Table: Wild Magic Effects for her dominant emotion. As wild magic effects occur when the wunderkind uses a spell point, the wild magic takes effect prior to any other effects (each treated separately). Wild magic does not interrupt or prevent any other effects that might occur due to the spell point being spent, but it might make things easier or harder, depending on the emotion!

Creatures within the wunderkind's Fey Aura are allowed a Will save to ignore her wild magic effects. The DC for this save is equal to 10 + 1/2 the wunderkind's level + the wunderkind's Charisma modifier. A wunderkind is never subjected to the effects of her own wild magic.

Table: Wild Magic Effects

-upret mild	Magic Directs
Serenity	Wild Magic Effect
1-25%	All in your Fey Aura are stunned for 1 round
26-50%	All in your Fey Aura are dazed for 1 round
51-75%	All in your Fey Aura are staggered for 1 round
76-100%+	All foes in your Fey Aura are stunned for 1 round
Courage	Wild Magic Effect
1-25%	All in your Fey Aura get +3 atk and saves vs. fear for 1 round
26-50%	All in your Fey Aura get +2 atk and saves vs. fear for 1 round
51-75%	All in your Fey Aura get +1 atk and saves vs. fear for 1 round
76-100%+	All allies in your Fey Aura get +3 atk and saves vs. fear for 1 round
Enmity	Wild Magic Effect
1-25%	All in your Fey Aura treat others at -3 attitude for 1 round
26-50%	All in your Fey Aura treat treat others at -2 attitude for 1 round
51-75%	All in your Fey Aura treat treat others at -1 attitude for 1 round
76-100%+	All foes in your Fey Aura treat others at -3 attitude for 1 round
Fear	Wild Magic Effect
1-25%	All in your Fey Aura are panicked for 1 round
26-50%	All in your Fey Aura are frightened for 1 round
51-75%	All in your Fey Aura are shaken for 1 round
76-100%+	All foes in your Fey Aura cower for 1 round
Grief	Wild Magic Effect
1-25%	All in your Fey Aura fall prone from over- whelming sadness
26-50%	All in your Fey Aura are nauseated for 1 round
51-75%	All in your Fey Aura are sickened for 1 round
76-100%+	All foes in your Fey Aura fall prone from over- whelming sadness

Јоу	Wild Magic Effect				
I-25%	All in your Fey Aura get +3 to next d20 roll for 1 round				
26-50%	All in your Fey Aura get +2 to next d20 roll for 1 round				
51-75%	All in your Fey Aura get +1 to next d20 roll for 1 round				
76-100%+	All allies in your Fey Aura get +3 to next d20 roll for 1 round				
Love	Wild Magic Effect				
I-25%	All in your Fey Aura treat others at +3 attitude for 1 round				
26-50%	All in your Fey Aura treat others at +2 attitude for 1 round				
51-75%	All in your Fey Aura treat others at +1 attitude for 1 round				
76-100%+	All foes in your Fey Aura treat you at +3 atti- tude for 1 round				
Rage	Wild Magic Effect				
I-25%	All in your Fey Aura rage and attack an ally for 1 round				
26-50%	All in your Fey Aura are confused and rage for 1 round				
51-75%	All in your Fey Aura are confused for 1 round				
76-100%+	All foes in your Fey Aura rage and attack an ally for 1 round				

Fey Aura

Worlds of Power

A wunderkind acts as a conduit through which the Fey Realm can influence the Material Plane. At 1st level the wunderkind gains the Illusion sphere as a bonus magic talent and an aura of Fey influence with a radius of 30 feet, centered on her. In its most harmless manifestations, this aura creates glimpses of the Fey Realm as colored by the wunderkind's present mood. At its strongest, the wunderkind's merest whim becomes reality.

A wunderkind's Fey Aura constantly manifests a shifting reality around her, creating random effects—as per the trick ability from the Illusion sphere—as appropriate for the wunderkind's personality and mood (determined by the GM). Thus, when enjoying a pleasant day a wunderkind's Fey Aura might manifest shining fairy lights, the smell of freshly-baked muffins, or sounds of a babbling brook. When grieved it might instead cause her to appear emaciated, smell like rotting meat, or be haunted by the sound of distant pained wails. These signs intensify when the wunderkind uses magic, becoming easily noticeable to anyone within her Fey Aura.

A wunderkind's Fey Aura can be detected by the base divine talent from the Divination sphere. Wunderkinder cannot naturally suppress this aura, but it can be hidden or altered by Manipulate Aura (Illusion).

Persistent Illusions

Whenever the wunderkind ceases to concentrate on an illusion she is maintaining through concentration, or if she decides not to maintain an illusion at all after its creation, it remains for a number of rounds equal to 1/2 her wunderkind level (minimum 1) before disappearing.

Fey Will

A wunderkinder bows to no will but her own. At and level, the wunderkind gains a +2 bonus on Will saving throws to resist talents from the Mind sphere. In addition, if she fails such a save, she receives another save I round later to prematurely end the effect (assuming it has a duration greater than I round). This second save is made at the same DC as the first. If the wunderkind has a similar ability from another source (such as a rogue's slippery mind class feature or the stubborn racial trait), she can only use one of these abilities per round, but can try the other on the next round if the previous reroll ability fails.

Emotion

At 3rd level, the wunderkind begins to affect the very fabric of the Material Plane through sheer force of will. She gains a pool of reality points equal to her Charisma modifier + 1/2 her wunderkind level. The wunderkind chooses an emotion from those listed in the eliciter class description from Spheres of Power, gaining the minor power associated with that emotion. Any emotion power with 'touch' in the name costs 1 reality point to activate. Whenever you activate a lesser emotion power you may spend up to 3 reality points to increase the range; one reality point increases the range from touch to close, two increases it from close to medium, and 3 increases it from medium to long.

At 5th level and every odd level thereafter, the wunderkind may choose to gain the minor power of a new emotion, or gain access to the next level of an emotion she already possesses (lesser, greater, and master). A wunderkind cannot gain a lesser power before 5th level, a greater power before 7th level, or a master power before 9th level. All emotions are mind-affecting effects. If an emotion calls for a saving throw, the DC is equal to 10 + 1/2 the wunderkind's level + the wunderkind's Charisma modifier.

Each time the wunderkind gains a power from her dominant emotion, the chance that wild magic manifests when she spends a spell point permanently increases by 5%. This stacks with itself and represents the wunderkind's indulgence in the uncontrollable side of her magic.

Each time the wunderkind gains a power from her tempering emotion (see below), she gains a permanent +5% bonus to all rolls on **Table: Wild Magic Effects** (maximum 100). This bonus stacks with itself and represents the emotional training the wunderkind has done to keep herself in control of her magic. For the purposes of this effect, serenity tempers rage, courage tempers fear, enmity tempers love, and grief tempers joy (and vice versa).

16

The wunderkind can choose from any emotion listed in the eliciter class, using her wunderkind level as her eliciter level for this purpose.

The Sight

Once per day at 4th level a wunderkind may grant herself the ability to see all things as they truly are to a range of 120 feet for 1 round per level. The wunderkind sees through magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, succeeds at all saving throws against illusions and sees through them naturally, and sees the true form of polymorphed, changed, or transmuted things. The wunderkind may use this ability an additional time per day for every 4 levels beyond 4th, to a maximum of 5 times at 20th level.

This does not allow the wunderkind to see through mundane disguises, non-magical means of hiding things, fog, or other such effects. This cannot be combined with other magic that enhances the senses, such as a crystal ball.

Mingling Realities

At 6th level, a wunderkind may spend a reality point in conjunction with one of her Illusion talents to will a part of the illusion into being, effectively permitting a portion of the Fey Realm to cross over into the Material Plane for a brief time. This functions as the Create Reality ability from the fey adept class from Spheres of Power, and improves at 12th and 18th levels, as normal.

Fey Step

At 10th level, the wunderkind may step into a pocket of the Fey Realm as per the Extradimensional Room talent from the Warp sphere, except that while she is there the trick effects of her Fey Aura fill the extradimensional space (regardless of the Aura's normal radius). As a standard action, and without spending a spell point, she may allow the space to remain for up to 1 round per caster level regardless of whether or not she is inside it. 1d4 nights after using this ability, a 5 ft. diameter ring of red toadstools appears on the ground where this ability was used.

Fey Resistance

At 14th level, the wunderkind has been in contact with the Fey Realm for so long that she gains DR 5/cold iron and a +1 luck bonus on all saving throws.

Master of Emotion

At 19th level, the wunderkind has developed such mastery over her emotions that she is no longer affected by mind-affecting effects, and she never rolls for wild magic when she spends a spell point. Instead, the wunderkind may choose which wild magic effect from her dominant emotion occurs, or none at all. If she chooses, she may also be affected by her own wild magic.

Jaken by the Fey

At 20th level, a wunderkind is treated as a fey rather than as a humanoid (or whatever the wunderkind's creature type was) for the purpose of spells and magical effects. She also gains DR 10/cold iron, and a +2 luck bonus on all saving throws.

Permanent Illusions

At 20th level, the wunderkind can make one of her illusions permanent. Only one illusion may be made permanent in this way at one time. If another illusion is designated as permanent, the previous permanent illusion ends. In addition, as long as the wunderkind maintains an illusion as permanent her Fey Aura never manifests trick effects.

Shaman

(alternate soul weaver)

Sometimes known as a spirit guide or medicine woman (and erroneously labeled "witch doctor" by the ignorant), the shaman not only remembers the dead, she walks with them, communes with them, and draws her power from them.

To the shaman, the departed still live, separated only by the mist of mortality called the Æther (Ethereal Plane). One need only learn to part these mists if one wishes to see where the dead continue their journey, and walk beside them.

A shaman's connection to the Æther comes from ancestral influence. Somewhere along the way—intentionally or otherwise—she made contact with the world of spirits. This experience marked her as a liaison between the world of the living and the dead: a medium.

Mediums are revered and given a place of honor in tribal communities outside Euzoria. If they wish to advance their gift, they are given to the tribe shaman as an adopted child, and eventually become shamans themselves. Within Euzoria, however, a medium's gift is often seen as a haunting—or worse, a possession—and dealt with accordingly. For this reason, very few mediums find the support necessary to become shamans within towns and cities.

Eventually, the more a shaman exposes herself to the spirit world, the more she becomes a part of it. The most advanced shamans—known as mystics—sacrifice their mortal senses to gain yet greater clarity on the other side of the Æther. Mystics walk the boundary between life and death with every step, and some do not even realize when they have died and become ghosts themselves.

Shamans are Soul Weavers, with the following alterations:

Casting Ability Modifier: Shamans use Wisdom instead of Charisma as their casting ability modifier, and for all class-related purposes, including the number of times per day they may channel energy.

Tradition: Spiritual Magic

Shamans possess the Skilled Casting and Painful Magic drawbacks, as well as the Deathful Magic boon. They may further refine their tradition by taking additional drawbacks and boons.

The shaman channels the power of spirits through routines and rituals as a paranormal practitioner. At character creation, the shaman must choose Profession: Medicine, or a Craft or Perform skill of her choice through which to call the spirits into action. This decision cannot be changed.

In order to use any sphere ability, the shaman must first succeed on a check of the chosen skill. This could include a brief demonstration of proficiency, such as mimicking the movements of a healer, tracing the pattern of a beaded bracelet with one finger, or reciting an ancient tribal chant.

Summon Spirit: In addition to the other options a shaman may summon with their summon spirit bound nexus powers, they may also summon ghosts (NPCs with a random class and the ghost template).

At 4th level they may expend a soul to summon a weak ghost (a ghost with 1 level in a random NPC class). At 8th level they may summon 1 lesser ghost or two weak ghosts (a lesser ghost has 2 or fewer levels in a random PC class). At 12th level they



may summon I common ghost, 2 lesser ghosts, or 4 weak ghosts (a common ghost possesses 4 or fewer levels in a random PC class.) At 16th level, they may summon I greater ghost, 2 common ghosts, 4 lesser ghosts, or 4 weak ghosts (a greater ghost possesses 7 or fewer levels in a random PC class). At 20th level, they may summon I grand ghost, 2 greater ghosts, or 4 common ghosts, lesser ghosts, or weak ghosts (a greater ghost possesses 12 or fewer levels in a random PC class).

A shaman cannot summon forth the ghost of a specific person unless they possess the soul of that person in their nexus, via Trap Soul. If the shaman expends a creature's trapped soul to summon a single ghost using summon spirit, it manifests as the target appeared in life, including race, class, and items. This ghost has as many character levels as the target had in life, or as many as summon spirit permits, whichever is fewer.

Dendrite (druid variant)

All living things were created to create again, and by participating in this circle of life the dendrite participates in nature's inherent magic. Like the seed, the dendrite is meant to grow, achieve the height of her magical potential, and then pass her strength on to the next generation so that the cycle may continue. A dendrite sees all things—including her self—as zoe ("alive"), and therefore equal. She harnesses the land, the animals, and the plants to perform her magic. This, she believes, gives the lives of her fellow zoe greater purpose as she increases in wisdom and power.

Dendrites refer to themselves collectively as the Circle, or the Circle of Life. While not strictly an order in the same sense as a group of exemplars, it shares a similar structure. Instead of being led by one dominant leader, however, each dendrite looks to their elders (whether physical or mental) for guidance.

One is either born a dendrite, or will never be one as long as they live. To be One Who Knows the Oaks is a birthright of the Strangers' true descendants. For this reason, the majority of dendrites are human, although the Circle will not turn away members who happen to be of another race. They do actively contend against those that claim the members of the Circle are not the literal descendants of Strangers, however.

Those who practice druery (the rituals of the dendrites) but are not descendants of the Strangers are called rangers. Only by being inducted into the Circle and participating in the Rites of Fertility can a ranger become eligible for rebirth within the bloodline. Therefore, if you ask a ranger whether all her years living with the Circle will ever result in her becoming a dendrite, the answer must be literally "not in this life."

Those known to be of the dendritic bloodline begin their education within the Circle at a very young age. The initiate is taught of the cyclical path all dendrites walk. She learns respect for nature, and the rites of the World Soul. She is encouraged to explore the world and search for some soul, location, or object that might spark the fire of her Strange Memory. At some time during her wanderings, the initiate recognizes a soul with whom she shares a bond like no other, her animal companion, whom she has known through all her lives. Her mind begins to open itself to knowledge she once had, other souls she was once acquainted with, and experience from her former lives. This event, called the Awakening, marks the beginning of her true life as a dendrite.

Some dendrites literally dedicate their lives to meditating on their past incarnations, only to come out of the trance decades later. When they do so, they bear centuries of experience, and—no matter their apparent age—are thereafter known as elders, for they have truly become old souls.

Dendrites are hedgewitches with the following alterations:

Languages: Dendrites gain Druidic as a bonus language at 1st level. A dendrite who teaches Druidic to a non-dendrite loses all of their casting class feature and all class powers.

Casting Ability Modifier: Dendrites use Constitution as their casting ability modifier, as they possess the Fortified Casting boon.

Tradition: Dendrite Rites

As the reincarnation of an ancient master of the living world, the power to sculpt the forces of nature is literally in a dendrite's blood. As a result, using magic physically weakens her the more she uses it. The dendrite possesses the Fortified Casting boon and Draining Casting drawback.

All dendrite magic is accomplished through speaking the language of the Strangers (Druidic). Dendrites possess the Verbal Casting drawback.

A dendrite may further refine their tradition by selecting additional drawbacks and boons.

Hedgewitch Traditions: Dendrites possess the Green Magic and Herbology traditions.

Secrets: A dendrite may only take the following secrets:

Animal Companion, Animal Friend, Share Health, Share Senses, Alchemy (may only gain the Dilution, Spontaneous Healing, Healing Touch, Enhance Potion, Extend Potion, Eternal Potion, Elixir of Life, or Concentrate Poison discoveries. These discoveries apply to Herbology concoctions as if they were potions), Extra Concoctions, Potent Concoctions, Store Potion, Surgeon, or Swift Poison.

In addition, they may select the following new secret:

Peer into the Past: The dendrite's meditations reveal significant details from one of her former lives. During any hour in which you rest, you may roll any one Knowledge check, even if you do not have ranks in it, with a bonus equal to your Constitution modifier. If the dendrite uses this ability while awake, she enters a deep trance and is treated as if she were asleep. Throughout this hour, the dendrite is entirely unaware of her surroundings, though any significant interruption (taking damage, someone speaking louder than normal volume, weather severity 4 or higher, etc.) will break her concentration

and waste the effect. Peer into the past may not be used more than once in a 24-hour period. This ability may be used to reroll a failed Knowledge check, but only once per question.

Grand Secrets The dendrite may select any of the following as grand secrets:

Venum Immunity, Wild Vitality, Animal Herald, Instant Poison, Miracle Man.

In addition, they may select the following new grand secret:

Ancient Echoes: A dendrite must possess Peer into the Past to gain this grand secret. As the dendrite's memories of her former lives flow into her waking mind, her past and present become one. Whenever you use your peer into the past ability, you gain a bonus to your Knowledge checks equal to your dendrite level. In addition, your peer into the past ability takes one minute instead of one hour, and may be used a number of times per day equal to your Constitution modifier.

Exemplar (alternate incanter)

By means of a binding covenant with an eldritch patron, an exemplar may exercises faith in an eldritch patron—be it a Stranger, the Soul of Athanasia itself, or some other powerful otherworldly entity—an exemplar brings about miracles which would never be possible by mortal means.

An exemplar might be the righteous prophet who serves as the instrument of her god's will, the priestess of a nature goddess who does as she will but vows to harm none, or the willing thrall of a demon who seeks to spread darkness across the land.

In Athanasia, a worshipper of the Light or Dark joins an order and is called a priestess (male: priest). A devotee of the World Soul joins a coven and is known as a witch (male: wicker). Each order and coven is different, even among those of the same eldritch patron, but each is commonly led by an experienced member who officiates at gatherings and admonishes members to remain faithful to their oaths.

The ways an exemplar conducts herself—as well as the nature and extent of her powers—are based entirely on the terms of her oath. An exemplar's faithfulness to the oath is rewarded with an increase in power, eventually permitting her to become one with the power she serves. Such scions of Strange Power are called avatars.

On the other hand, breaking her oath can only be interpreted as a rejection of her patron, leaving herself open to the domination of opposing forces. Such oathbreakers become hags (male: warlock).

Alignment: Any

Hit Die: d6

Starting Wealth: 3d6 x 10 gp (Average 105 gp) In addition, each character begins with an outfit worth 10 gp or less.

Class Skills

The exemplar's class skills are Craft (Int), Knowledge (Any; Int), Linguistics (Int), Profession (Wis), Spellcraft (Int), Use Magic Device (Cha). Eldritch patrons bestow additional class skills.

Skill Ranks Per Level: 2 + Int modifier

Weapon and Armor Proficiency: An exemplar is proficient with simple weapons, but not armor or shields.

Casting (Su)

An exemplar may combine spheres and talents to create magical effects. An exemplar is considered a High-Caster and uses Intelligence, Wisdom, or Charisma as her casting ability modifier, as defined by her eldritch patron. (Note: Exemplars gain 2 bonus talents and must select an eldritch patron the first time they gain the casting class feature, granting them the associated features. If an exemplar already has a drawback associated with her patron when she becomes an exemplar, the exemplar gains another drawback of her choice. Once made, these choices cannot be changed.)

Spell Pool

An exemplar gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her exemplar level + her casting ability modifier (minimum 1).

This pool replenishes once per day after roughly 8 hours of rest.

Magic Talents: An exemplar gains magic talents according to **Table: The Exemplar**.

Bonus Feats

At 4th, 8th, 12th, and 16th level, an exemplar gains a bonus feat. This may be spent to gain an extra magic talent, or any feat which has casting as a prerequisite (Craft Item feats, metamagic feats, sphere focus, Circle Casting, etc.).

Eldritch Covenant

At 1st level, an exemplar must pledge herself to a specific eldritch patron. The patron defines the exemplar's casting ability modifier and grants her divine powers in the form of additional class skills, a cleric domain and sorcerer bloodline, and a bonus sphere (gained by virtue of a sphere-specific drawback). An exemplar uses their exemplar level as their effective cleric or sorcerer level when determining the power of her abilities.

In addition, each patron sets forth a number of oaths that the exemplar must follow. If she violates any of these oaths, she becomes a hag (male: warlock) (see Oathbreakers, below). The violation of an oath is subject to GM interpretation.

Eldritch Patrons

Three deities comprise the major eldritch patrons in Athanasia. They have various names depending upon the culture, but are universally associated with Light, Dark, and the World Soul. Angels, demons, elementals, and the like answer to one of these three. Exemplars of these patrons do not necessarily gather together, but orders and covens do exist that are comprised of exemplars who have all devoted themselves to the same patron. These orders and covens are presided over by their most experienced members, or rarely, by representatives of their patron (an angel, demon, or elemental).

Eldritch Traditions

Every patron grants their exemplars the Neutrality (Fate) sphere-specific drawback, as eldritch patrons are neither good nor evil, but defined by their very nature and balanced by their opposites. This grants the exemplar the Fate sphere (or a bonus Fate talent if the exemplar already has that sphere). Each patron's tradition imposes an additional sphere-specific drawback which typically grants the exemplar another associated bonus magic talent.

Exemplar

Table: The Exemplar

Level	BAB	Fort	Ref	Will	Special	CL	Talents
ıst	0	0	0	2	Casting, eldritch covenant, spell pool	IST	2 (+2)
2nd	I	О	0	3		2nd	3
3rd	I	I	I	3		3rd	5
4th	2	I	I	4	Bonus Feat	4th	6
5th	2	I	I	4		5th	8
6th	3	2	2	5		6th	9
7th	3	2	2	5		7th	II
8th	4	2	2	6	Bonus Feat	8th	12
9th	4	3	3	6		9th	14
ıoth	5	3	3	7		10th	15
11th	5	3	3	7		11th	17
12th	6/1	4	4	8	Bonus Feat	12th	18
13th	6/1	4	4	8		13th	20
14th	7/2	4	4	9		14th	21
15th	7/2	5	5	9		15th	23
16th	8/3	5	5	ю	Bonus Feat	16th	24
17th	8/3	5	5	ю		17th	26
18th	9/4	6	6	11		18th	27
19th	9/4	6	6	II		19th	29
20th	10/5	6	6	12		20th	30

Tight

Casting: Exemplars of Light use Wisdom as their casting ability modifier.

Eldritch Skill: Exemplars of light gain the following class skills: Diplomacy (Cha), Perception (Wis), Sense Motive (Wis)

Domain/Bloodline: Light Subdomain (Sun), Celestial Bloodline (Empyreal Archetype)

Tradition Drawback: Touch of Light (Light)

Oaths: The exemplar must never use darkness to help or hinder herself, friend, or foe. She must always tell the truth, reveal falsehoods, and keep no secrets. The exemplar must strive to shine light in dark places.

Dark

Casting: Exemplars of Dark use Intelligence as their casting ability modifier.

Eldritch Skill: Exemplars of dark gain the following class skills: Bluff (Cha), Disguise (Cha), Sleight of Hand (Dex), Stealth (Dex)

Domain/Bloodline: Night Subdomain (Darkness), Shadow Bloodline (Umbral Archetype)

Tradition Drawback: Meld into Dark (Dark)

Oaths: The exemplar must never use light to help or hinder herself, friend, or foe. She must conceal valuable knowledge from her enemies, never betray an ally, and reveal no secrets. The exemplar must strive to bring darkness to light places.

World Soul

Casting: Exemplars of the World Soul use Charisma as their casting ability modifier.

Aspects of the World Soul

Exemplars of the World Soul worship only one aspect of the world, aligned with an element. Upon becoming an exemplar of the World Soul, choose one of the following elemental packages:

Air

Eldritch Skill: Exemplars of air gain the following class skills: Escape Artist (Dex), Fly (Dex), Survival (Wis)

Domain/Bloodline: Storms Subdomain (Weather), Elemental Bloodline (Air)

Tradition Drawback: Energy Focus (Destruction) drawback: Air Blast

Oaths: The exemplar must never use earth, crystal, or stone to help or hinder herself, friend, or foe (this includes gardening and growing crops). She must strive to free captives, escape bondage, and never be held back by another's will. The exemplar must help others to follow their hearts and live their dreams.

Earth

Eldritch Skill: Exemplars of earth gain the following class skills: Appraise (Cha), Climb (Str), Survival (Wis)

Domain/Bloodline: Caves Subdomain (Earth), Elemental Bloodline (Earth)

Tradition Drawback: Energy Focus (Destruction) drawback: Crystal Blast or Stone Blast

Oaths: The exemplar must never use air to help or hinder her self, friend, or foe (this does not include breathing). She must accept the consequences of her actions, ensure that others are held responsible for their actions, and always honor her word (follow through with what she agrees to do). The exemplar must never permit someone she views as guilty escape without punishment.

Fire

Eldritch Skill: Exemplars of fire gain the following class skills: Acrobatics (Dex), Intimidate (Cha), Survival (Wis)

Domain/Bloodline: Ash Subdomain (Fire), Elemental Bloodline (Fire)

Tradition Drawback: Energy Focus (Destruction) drawback: Fire Blast

Oaths: The exemplar must never use cold or water to help or hinder herself, friend, or foe (this includes drinking). She must always support legitimate challenges to authority, challenge those whose opinions oppose her own, and accept all declared challenges. The exemplar must strive to change what she sees as wrong.

Water

Eldritch Skill: Exemplars of water gain the following class skills: Diplomacy (Cha), Swim (Str), Survival (Wis)

Domain/Bloodline: Ice Subdomain (Water), Elemental Bloodline (Water)

Tradition Drawback: Energy Focus (Destruction) drawback: Frost Blast

Oaths: The exemplar must never use fire to help or hinder herself, friend, or foe (this includes for light or cooking food). She must support legitimate claims to authority, never directly challenge a view that opposes her own, and strive to avoid conflict. The exemplar must strive to ensure that what she sees as right endures.

Oathbreakers

If an exemplar breaks one of her oaths or attempts to change her eldritch patron, she becomes a hag (male: warlock) and loses access to the features of her eldritch patron including eldritch skills, domain/bloodline, and bonus spheres or talents. A hag may reconcile with her former patron and regain her patron's features if she atones for her violations as per the Atonement (Fate) advanced talent.



Euzoria

The current king and queen of Euzoria are Inuksuk ("The Right Path", Human Aristocrat 10) and Idris Frida Qammutiq ("Ardent Lady of the Peaceful Sleigh", Human Aristocrat 10). They are selected and advised by the Athanasian Council, composed of representatives of all other major races except the draconians, fenrir, and merrows.

Wizard's Tribunal

The Wizard's Tribunal is composed of three governing members: Alkandros (Bórean Mage 18), Kléber (Leonian Mage 20), and Ipiktok (Seraph Mage 20), each of whom holds one of the three remaining staffs of power. Based out the Tower of Towers, the Tribunal oversees the creation of arcane curriculum, enforces the proper use of magic by the Wizard's Creed, and monitors the activities of all wizard's towers across Athanasia.

Others

The most notable fenris is Einar ("Lone Warrior", Fenris Fighter 10), a bloodthirsty warrior who was cursed by an exemplar named Zoanthros to revert back to the form of a true wolf during the three days of the full moon. Zoanthros' curse is now known as zoanthropy and is passed on to any creature Einar wounds, but does not kill.

One story among the Ranai tells of an elder dendrite known as Sapo Velho (Ranai Dendrite 20) who meditated right through the Cataclysm and still hasn't woken up to this day. They say he has had 150,000 previous lives. And it must be true, for he croaks every night.

Erda

written by Richard Cramer illustrations by Richard Cramer and Sharon Cramer

"When mortal kingdoms fall to chaos, when men with evil hearts conquer and oppress, when the cries of the innocent ascend to the heavens. Heroes shall rise. Paragons of faith, of might, of magic. In justice's name they shall stand against the tide of destruction and ignite the flames of hope."

-Saint Korgael Goldbrand

A decade ago the shining city of Haven, capital of the Kingdom of Sol, was razed to ash. Eight years ago the storied stone doors of Haverfast were sundered and the dwegar within slaughtered. Over the past four years every elf to ascend to the Mithral Throne of the Sylvan Empire has been swiftly and skillfully assassinated, and the once proud nation has descended into turmoil.

... and the undead armies of the Kotharen Empire swell with the corpses of the fallen, while the conquered peoples are enslaved to become cogs in the mad prophet's war machine. Refugees from the conquered human and dwegar kingdoms of the West and the shattered Sylvan Empire of the East all flee to the wilderness of the central mountain range---the domain of Mourn, Bloodmother of the orcish hordes.

Breaking from the merciless history of the orcs, Mourn allows these refugees to pour into her lands, but does not do so without extracting oaths of loyalty, pledges of payment. Nobles make extravagant promises of land, wealth, and titles should they reclaim their status; craftsmen provide their labor; warriors of all skill fall into the ranks of the military. Those with little to offer the Bloodmother are not turned away. They are settled in the refugee camp of New Haven, strategically placed in the center of the only major pass through the Mountains. If these peasants have nothing of substance to offer the Bloodmother they can serve as a shield for when the Kotharen army makes it advance, or if the Mountains come under siege, as food

Setting

The Kotharen Empire

Kothar, The Prophet of Truth, has seen the end of times. Through years of diligent research Kothar sought to determine the shape of the worlds, to divine the secrets of the interconnecting planes of existence. In his scrying he saw the many realms; worlds of fire and of water. He peered into the twisted forests of the Fey, past the floating Mountains of Primus, the notable homeland of dragonkind, and to the Edge of all things. There at the edge of reality he found Truth, he touched the Infinite and felt it had a mind---a mind of destruction, of chaos, and of Truth. From that day onward Kothar became the Prophet of Truth, a paragon of divine magic. At first he built a cult, then a nation, and finally an empire. Now Kothar controls everything west of the Black Mountains and his assassins have assured that the once great nation of the elves has fallen into chaos and is ripe for conquest. Only the savage orcs and a scattered group of refugees stand between him and domination of the known world, and a greater glory for The Truth.

The Orcish Horde

Once the orcs were weak. Scattered & unorganized, the rival tribes gave into their brutish nature and fought each other at length over petty slights. Every few generations a warlord would arise, unite the tribes, and lead them to a glorious defeat at the hands of one of the civilized kingdoms. Then Mourn was born. Small, weak, and barren in a tribe that used females only to breed more warriors Mourn was considered worthless, she was abused or shunned by the others in her tribe. But those who are not broken by adversity are made stronger by it, and Mourn had a will of adamant that could not be broken. Generations later Mourn rules supreme, the orcs are organized if not disciplined, each tribe now follows the rule of it's Warmother and all the Warmothers follow the Bloodmother, Mourn.

Had the refugees come to the mountains a generation before they would have simply been attacked and eaten. But Mourn sees an opportunity: craftsmen, laborers, scholars---she can use these. With the technology of the civilized and the raging fury of the savage, Mourn will lead her people through these times of war. And when the fires of war die out, Mourn will once more rule supreme.

The Refugees of New Haven

Once the west held two kingdoms. There was the shining Kingdom of Sol, where the ideals of the Sun Goddess Solaine created a land of benevolence, in which the powerful protected the weak, and art and culture thrived. There was the allied City-States of the Dwegar, with the great city of Haverfast at it's center; there craftsmen and scholars invented wonders and discovered deep truths. Both are gone now, one burned, the other buried. The Paladin's of St. Korgael, once beacons of hope throughout the west, died holding back the armies of the Kotharen Empire while the last survivors of the destruction fled east into the wilds.

Now the refugees live in squalor in New Haven. But the tattered tents and stacked stone hovels do not compare to the marble towers of its namesake. Here a small number of individuals struggle to maintain a sense of order and civility.

Once a simple bartender, the horrors of war awoke the sorcerer's power in Gaius Wavarious blood. Now he is trying to use that power to maintain order without becoming a dictator himself. Helgra Stonecrow now leads the surviving Dwegar but is haunted by the death of her comrades in arms at the battle of Haverfast, fearing that she was meant to die with them.

The Sylvan Empire

The first nation on Erda for thousands of years the Sylvan Empire has stood, an unbroken line of monarchs have ruled by divine right and the empire thrived, the arts of writing, metalworking, and wizardry were all invented in the Sylvan Empire the the elven scholars of the Jade Arcanum were undoubtedly the wisest mortals on Erda. But even the long-lived elves die, and so too must their empire. Through a series of assassinations the royal family has been slain, and each new claim to the Mithral throne is more tenuous than the last. The once great empire has splintered as rival warlords vie for the right to rule the Empire. And as is often the case in war the common people are the victims of the nobles battles, many elves have chosen to flee the war-torn lands. They flee to the west into the black mountains to New Haven.

Mechanics

Erda is a world devastated by war with little remaining infrastructure. As such magic items are particularly rare, Gold is removed as a balancing mechanic, and wealth should be linearized by level. There are no +X belts, headbands, capes, weapons, or armor. Magic items are empowered by an individual and the majority of a party's magical items should be crafted by them (see the Item section). Non-party crafted magic items should be considered rare artifacts. To maintain normal game balance, and avoid a need to change the challenge rating of monsters in published bestiaries, a new system of automatic bonuses is introduced along with a skill based magic item creation rules. As always the choice of whether to use these alternative rules or not is up to the GM

Paragons

One of the defining characteristics of Erda is the existence of singularly unique individuals who have the capacity to rise above what is possible for other mortals to obtain. These paragons possess an innate magical ability—some use this to channel spells while others use it to obtain supernatural levels of martial prowess. This paragon power expresses itself in multiples ways:

• Paragons can advance beyond level 5. Almost all NPC's are non-paragon, therefore encountering individuals beyond level 5 is rare and they are probably in positions of power and importance.

• Paragons gain additional ability increases: +1 to all physical or all mental ability scores at 5th, 10th, 15th, and 20th level and +1 to all ability scores at 7th and 14th levels.

• Starting at 6th level paragons gain a **paragon bonus** to attack and damage rolls, armor class (flat footed and touch), CMB, CMD, and all saves. This bonus starts at +1 at 6th level and increases by one for every three levels beyond that to a maximum of +5 at 18th level.

For paragon characters (all PCs some NPCs) The following table replaces the normal "Level-Dependent Bonuses" table found in the Classes section of the Pathfinder Roleplaying Game Player's Handbook and the online pathfinder Reference Document.

Level	Feats	Ability Increases	Paragon Bonus
I	ıst	alles is the second	
2			
3	2nd		
4		+1 any ability	
5	3rd	+1 Str, Dex & Con or +1 Int, Wis, & Cha	
6			+I
7	4th	+1 to Str, Dex, Con, Int, Wis, & Cha	+I
8		+1 any ability	+I
9	5th		+2
ю		+1 Str, Dex & Con or +1 Int, Wis, & Cha	+2
11	6th		+2
12		+1 any ability	+3
13	7th		+3
14		+1 to Str, Dex, Con, Int, Wis, & Cha	+3
15	8th	+1 Str, Dex & Con or +1 Int, Wis, & Cha	+4
16		+1 any ability	+4
17	9th		+4
18			+5
19	10th		+5
20		+1 any ability, +1 Str, Dex & Con or +1 Int, Wis, & Cha	+5

These changes are implemented to rebalance the characters to the power level assumed by the Pathfinder CR system after removing most magic items from the game. However they are not necessary to play an Erda game. At GM's discretion these rules could be replaced with the mythic rules or ignored altogether.

Item Creation

To compliment the Paragon system three new (and more powerful) uses of the craft skill have been created. These new skills enable all characters to craft items relevant to their particular skillset. Because of the necessity and power of these skills they should only be considered class skills for appropriate classes (instead of automatic class skills for all classes) and particularly skill poor classes such as the Fighter or Paladin should be given extra skill points to put in these skills. Normal crafting feats

Erda

are removed except for Craft Ritual) and Craft Spellbook. Any class that gains scribe scroll as a bonus feat should instead gain Skill Focus (Craft [Occult]), any class that gains brew potion as a bonus feat should instead gain Skill Focus (Craft [Alchemy]).

Craft (Armaments) (Int)

Class Skills for martial classes: Barbarian, Fighter, Paladin, etc.

For every +5 bonus (ranks +Int +mis. +etc.) you have for your Craft (Armaments) skill you can augment one suit of armor, one shield, or one weapon.

Number of Augmented Armaments = Craft (Armaments) Bonus/5

Such armaments are augmented with a portion of your paragon power and perform above and beyond mundane limits limits, see below. To upgrade an item from mundane to augmented requires 100 gp of materials and one week's work. To maintain a weapon, armor, or shield at augmented quality you must spend one hour sharpening, balancing, and repairing it each week this adds 10 gp per item maintained per month to the characters upkeep cost. During this time you invest a small amount of your latent magic into the weapon. The maximum number of armaments that can be augmented is equal to your total Craft (Armaments) bonus divided by five. Despite their mundane creation such weapons are magical and in an anti-magic field all effects cease working (other than the masterwork abilities).

Total number of potent potions at a time= Craft (Alchemy) Bonus

With 6 hrs work you can create a number of potions equal to your AP (you can do this twice in a full day). These potions remain good indefinitely however since each potion holds a portion of your personal latent magic and thus the total number of potions you can have empowered at a time is limited to your total craft (Alchemy) bonus. These potions are effective for anyone who drinks them. To create potions you need access to an alchemical laboratory, these can be rented by the day (generally about 5 gp per potion) or maintained yourself with a 250 gp onetime investment followed by a 20 gp monthly upkeep cost.

Alchemist's Bomb: A favorite weapon of alchemists and mad men alike, this is a ranged touch attack with a range increment of 20ft. On a successful hit the bomb deals APd6 fire or acid damage (picked at time of creation) to the target. Regardless of if it hits directly, every creature within 5ft of the target takes AP points of splash damage (including the target). At AP 4 the bomb splash becomes a 10ft burst with a reflex save for half (DC 10+AP+Crafters Int). The main target does not get a reflex saving throw if they are hit by the ranged touch attack. At AP 8 this becomes a 15ft burst.

Alchemist's Oil: This oil is coated on a weapon or arrow like a poison. Once the seal is broken and the oil applied it is active for AP rounds. Weapons with the oil on them deal +1d6 fire or acid damage on every successful strike. When using a bow ar-

rows can be coated as a move action and fired for AP rounds once the seal is broken.

Antitoxin: This potion grants a bonus to saving throws vs poison for one minute. That bonus is 5+Int+Crafters AP, Special for every two ranks the crafter has in Heal the bonus increases by one.

Blue Potions: This potion requires AP 4 to make. This restores one spell point. At AP 8 this restores 2 spell points. A single person can only benefit from one blue potion per hour. A non-caster who drinks this potion or a caster who has had one within the last hour must make a Fortitude saving throw (DC 10) or become sickened for 1 hour.

Buff Potion: This potion (often in the form of a beer or some other beverage) grants he who drinks it a short burst of power. Upon creation the brewer chooses a single ability score to be buffed +2 and two other scores to be penalized -2. The duration

is AP minutes. At AP 4 the bonus increases to +4 (the penalties remain unchanged).

Holy Water: This potion can only be created by Paladins, Clerics, Rangers, or Druids. When applied to a weapon like a poison it deals +2d6 holy damage to undead or evil outsiders for AP min. At AP 8 this potion can also be thrown like an alchemist's bomb dealing 2d6*AP holy damage to undead or evil outsiders in a 10 ft burst reflex DC 10+AP+Crafters Int for half

Ki Potion: This potion brings a sense of inner peace and connection with the world. A mystic with less than full ki points who drinks this potion restores a ki point. A non-mystic or a mystic with max ki points gains +2 Wis for AP rounds. At AP

Augmentation Level	on Requirements Benefits	
0	Craft(Armaments) Bonus +5	Weapon is or Armor is treated as masterwork.
I	Craft(Armaments) Bonus +5, Pragon Bonus +1	Masterwork, +1 worth of magic item qualities
2	Craft(Armaments) Bonus +10, Pragon Bonus +2	Masterwork, +2 worth of magic item qualities
3	Craft(Armaments) Bonus +15, Pragon Bonus +3	Masterwork, +3 worth of magic item qualities
4	Craft(Armaments) Bonus +20, Pragon Bonus +4	Masterwork, +4 worth of magic item qualities
5	Craft(Armaments) Bonus +25, Pragon Bonus +5	Masterwork, +5 worth of magic item qualities

At the GMs discretion the magic items qualities available for augmentation may be limited by class, however since this is the primary way for characters to obtain magic armaments using these rules they should not be overly restricted. Ex: only divine casters can make a weapon holy, only

Craft (Alchemy) (Int)

Class skill for skill based classes: Bard, Skald, Slayer, etc.

Starting at Lv. 1 you can create alchemical poisons and potions. Your Alchemical Power (AP) is equal to your total Craft (Alchemy) bonus divided by 5 plus your **paragon bonus**.

Alchemical Power (AP) = Craft(Alchemy) Bonus/5 + pargaon bonus

Item Crafting Prerequisites		Effect	Scaling	
Alchemist's AP I		Thrown Weapon does fire or acid damage	Deals APd6 damage AP splash damage. At AP 4 10ft Burst, and AP 8 15ft Burst	
Red Potion AP I		A potion that when drunk heals the user	Heals 2d4*AP damage (+1 per two ranks in Heal), At AP 4 grants fast healing 1 for 2d4 rounds, at AP 8 grants fast healing 2 for 4d4 rounds.	
Toxin	AP 1	Causes 1 point of poison damage per hit for AP rounds.	DC to stop the poison is 10+Int+AP (+1 per two ranks in Heal). At AP 4 deals 2 points of poison damage, at AP 8 deals 3 points of poison damage.	
Antitoxin	АР 1	Gives a bonus to resist poison for AP min	Bonus is 5+Int+AP (+1 per two ranks in Heal)	
Buff Potion	АР 1	+2 to on ability, -2 to two others anoth- er (Can only benefit from one drink at a time)	Poison lasts for AP min, at AP 4 bonus in- creases to +4, at AP 8 remove one penalty.	
Blue Potion	AP 4, Caster	Restores 1 SP (Can only benefit once per hour)	At AP 8 restores 2 SP	
Rage Potion	AP 4, Skald or Berserker	Grants Rage +4 Str +4 Con, -2 Dex/Int/ Wis/Cha -2 AC, cannot concentrate or cast spells for AP rounds,or restores 3 rounds of Rage or Raging Song	AT AP 8 restores 6 rounds of Rage/Raging song.	
Ki Potion	AP 4, Mystic	Restores 1 Ki point or gives +2 wis for AP rounds.	At AP 8 restores 2 ki points or gives +4 wis for AP rounds.	
Alchemists Oil	AP ₄	Weapon deals +1d6 fire or acid damage for AP rounds.	At AP 8 increases to +2d6	
Holy Water	AP 6, Divine Class, Good	Weapon deals +2d6 holy damage to undead or evil outsiders for AP min	AT AP 8 can be thrown as an alchemy bomb to deal 2d6*AP damage in a 10ft burst	

8 this potion restores 2 ki points or gives +4 Wisdom, (if the mystic has 1 less than full ki they gain 1 ki point and +2 Wis for AP rounds).

Rage Potion: This bubbling caustic potion makes whomever drinks it angry... like, so angry. Characters who have already come to terms with their inner rage (Berserkers and Skalds) restore some of their daily use of their rage abilities. Others enter into a blood rage for Crafters AP rounds; +4 Str, +2 Con, -2 Dex, -2 Int, -2 Wis, -2 Cha, -2 AC cannot concentrate or cast spells.

Red Potion: This is a healing potion. It is a move action to drink a healing potion which is readied on a belt, a full round action otherwise. The potion instantly heals 2d4*AP points of damage. Healing potions can be feed to unconscious allies as a standard action. At AP 4 this also gives the drinker fast healing 1 for 2d4 rounds. At AP 8 this increases to fast healing 2 for 4d4 rounds. Special: For every two ranks the crafter has in heal the potion heals an additional hit point. Those who drink it at full health say it tastes like strawberries.

Toxin: This poison causes continual damage. When a poisoned weapon successfully hits the opponent makes a Fort saving throw or takes one point of repeating poison damage. The

creature gets a new fort save to stop the damage each round. Poison damage stacks with itself. The DC to stop poison damage is 10+Int+Crafters AP. Poisoning a weapon is a move action. When using a bow arrows can be coated as a move action and fired for AP rounds once the seal is broken.

Craft (Occult) (Int)

Class skill for all mid and high caster classes, Cleric, Druid, Wizard etc.

You can craft wondrous magical items that hold or empower your sphere abilities. Crafting an occult item requires 100 gp and one week's worth of work, afterwards an hour of work each week is required to realign the magical channels and keep the item working, this increases the character's monthly upkeep by 10 gp per item. You can have a total number of occult items at one time equal to your total Craft(Occult) bonus divided by 5.

Total Number of Occult Items = Craft(Occult) Bonus/5

If you create a new occult item the oldest item that you created loses power and becomes mundane. There are two types of Occult Items that can be created Magic Foci and Wondrous Items. The Power level of your occult item is determined by your level and your total Craft (Occult) bonus as shown below:

Requirements	Magic Focus Bonus
Craft(Occult) Bonus +5	+1 (limited)
Craft(Occult) Bonus +5, Paragon Bonus +1	+I
Craft(Occult) Bonus +10, Paragon Bonus +2	+2
Craft(Occult) Bonus +15, Paragon Bonus +3	+3
Craft(Occult) Bonus +20, Paragon Bonus +4	+4
Craft(Occult) Bonus +25, Paragon Bonus +5	+5

Magic Focus: This type of item empowers spells of a specific sphere. This item must be a staff, rod, wand or similarly sized, one-handed item. When used to cast a spell it provides a bonus to the effective caster level. Casting a spell with a focus requires the focus to be held in one hand, though that hand counts as free for purposes of somatic components. Below **paragon bo-nus** +I a magic focus does not provide a bonus to an entire sphere but only to a specific subset of a spheres abilities as shown below, further talents that modify or enhance these base talents are allowed.

Mourn the Bloodmother



Alteration: +1 caster level with any one form.

Conjuration: +1 Caster level when summoning a single specific companion.

Creation: +1 Caster level when creating or altering a specific class of material: wood (not living), stone, steel, mithril, adamant, cloth, leather (not living), glass, ice, or rope *Dark:* +1 caster level with any one Darkness or Meld talent *Death:* +1 Caster Level when using a specific ghost strike talent. No benefit to total undead controlled.

Destruction: +1 Caster Level with a specific blast type

Divination: +I Caster Level with a specific divine or sense talent.

Enhancement: +1 Caster level with a specific enhancement talent

Fate: +1 Caster Level with a specific word or consecrate talen

Illusion: +I Caster Level when creating illusions that use a specific talent that directly affects a creature or object (illusionary disguise, silence, invisibility, manipulate aura) but no benefit to general illusions.

Life: +1 Caster Level when using either Invigorate, Cure, or Restore abilities

Light: +I caster level with a specific light talent

Mind: +1 Caster Level when using a specific charm (lesser, greater or powerful form)

Nature: +1 caster level with a specific geomancing package or spirit talent

Protection: +1 caster level with a specific aegis or ward

Telekinesis: +1 Caster level when using sustained force, hostile lift, or bludgeon

Time: +1 caster level with any one alter time talent.

War: +1 caster level with any one totem or rally talent

Warp: +I caster level with any one space talent. *Weather*: +I caster level with either Wind, Cold, Heat, or Precipitation talents.

Wondrous Items: Wondrous Items hold the power of sphere talents but have a limited number of uses per day. The combined complexity + Caster level of the effect multiplied by the total number of uses per day cannot be greater than either your character level or your total Craft(Occult) bonus, whichever is lower. See the Spheres of Power book for calculating complexity. If a crafter has multiple occult Item slots he can use two or more of them to create the same item and increase its total uses per day in a linear fashion. Since, for the most part, crafted wondrous items will replicate powers the caster already has these are particularly useful to the casters less-magical companions.

Character Creation

Races

Dwegar

The dwegar are a stern, stout, and sturdy race. They stand at four to five feet tall but are much broader than men. Dwegar have skin tones ranging from grey-black to light brown. Dwegar can have hair of any earth tone plus dark shades of red, blue, green, and purple. Dwegar have nearly solid black eyes that give them excellent vision in dark conditions. Both male and female dwegar are capable of growing facial hair to one degree or another. Traditionalist dwegar all grow out beards, but some young and liberal Dwegar who have been influenced by human or elven cultures may not. While the great dwegar cities of Haverfast and Skyhall have been destroyed most dwegar still try to maintain their traditional culture. They call themselves Khazgar Dwegar and they maintain the time honored traditions of smithing and axe-fighting. Dwegar use the following dwarven racial archetype.

Erda Dwarf (Dwegar) racial archetype

The following abilities replace the standard racial ability bonuses, defensive training, greed, hatred, hardy, stability and stonecunning racial traits.

+2 Constitution, +2 Intelligence, -2 Charisma: Dwegar are particularly tough and good with crafting but tend to be blunt and gruff.

Low-Light Vision: Dwegar can see twice as far as humans in conditions of dim light. This ability replaces

Dwegar Resistances: Dwegar are immune to paralysis, phantasms, and poison. They also gain a +2 racial bonus on saving throws against spells and spell-like abilities. This poison immunity means that while Dwegar do get drunk they never get alcohol poisoning, never vomit from over drinking, and never have hangovers. This makes partying with the Dwegar rather exhausting.

Craftsman: Dwarves are known for their superior craftsmanship when it comes to metallurgy and stonework. Dwarves with this racial trait receive a +2 racial bonus on all Craft or Profession checks related to metal or stone.

Elves

Elves are a long lived (-500 years), graceful, and wise. They are generally about the same height as humans though they are more slight. Elves have pale skin and vibrant eyes of green, gold, violet, white, blue, or silver. The elven culture is old and rich with tradition. In the past there was a strict caste system: Noble, Warrior, Specialist, and Peasant. After the splintering of the Sylvan empire the caste system has fallen apart and even peasants have been conscripted into armies and trained in the ways of the sword. Elves use the following racial archetype

Erda Elf racial archetype

The following archetype replaces the standard racial ability modifiers, elven immunities, elven magic, and weapon familiarity racial traits.

+2 Dexterity, +2 Wisdom, -2 Constitution: Elves are nimble and wise, but their form is frail.

Base Speed: 40 ft, Elves are naturally faster than other races

Weapon Familiarity: Gain proficiency with the all bows and the katana (two-handed use only). Additionally you treat the katana (one handed use) and wakizashi as martial weapons not exotic.

Humans

Generally humans from the central region have varying shades of skin, from pale and pink to dark brown with most humans having dark skin while those from further north are more pale. Most human eyes are brown, though green, blue, and even yellow are not sometimes seen as well. Most humans are religious and follow Solaine, goddess of the Sun, a god of mercy and healing. The years of war have lead to a rise in the worship of Solaines most militant prophet Saint Korgael Goldbrand patron saint of paladins. Erda Humans use the standard human racial traits.

Orcs

Orcs from the harsh climates of the black mountains are a fierce people. Unlike other races Orcs exhibit sexual dimorphism and have an asymmetrical gender birth rate, nearly three quarters of all orcs are male. Males are tall, usually around seven feet, freakishly muscled, and often have under bites and ritual scars. Females are slight, usually around five feet, look much more like elves with which orcs share a common ancestry. Orcish skin tones and other physical features vary greatly amongst orcs from different tribes. Skin tones can be red, gray, green, or anything in between. Orcs have black hair, with only males able to grow beards.

Most male orcs follow the path of Bardarok, god of the hunt and protector of the wilds, while females follow Nemain, goddess of knowledge, leadership, and wrath. Most orcs live in tribes in Mourn's Lands where they subsist off of hunting the mammoths and other megafauna of the Black Mountains. Orcs use the following Racial Traits

Erda Orcish Racial Traits

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

Normal Speed: Orcs have a base speed of 30 feet. Low-Light Vision: Orcs can see twice as far as humans or dwarves in low-light or starlight **Survivalists:** All orcs live in close proximity to the wild, they receive +2 racial bonus on all survival checks.

Intimidating: Orcs are ferocious and receive a +2 racial bonus on intimidate checks.

Male

+2 Str, +2 Con, -2 Int, -2 Cha: Orcs are strong and tough, but generally lack social grace and the discipline for civilized learning.

Ferocity: Orcs can remain conscious and continue fighting even if their hit point totals fall below o. Orcs are still staggered at o hit points or lower and lose I hit point each round as normal.

Female

+2 Dex, +2 Wis, -2 Con: Sharing more with their elven cousins than their male counterparts female orcs are nimble yet slight.

Magic Talent: Female orcs gain +2 racial bonus to MSB and MSD.

Traditions

There are four casting traditions correlated with casting classes on Erda and a few other ways for non casting classes to gain spells. Learning a spellcasting tradition takes dedication and morphs the mind of the person learning to channel the forces. Once a character takes a spellcasting class they cannot multiclass into a class with a different casting tradition.

Not all spellcasting classes have access to all spheres, in fact only the high casters with the scholastic and innate casting traditions do. Whenever a character gains a talent from leveling up in a class the talents gained must be from one of that classes accessible spheres. Talents acquired via the Extra Talent feat are not restricted in this way. High casters with the scholastic or innate tradition have all 20 spheres, high casters of the enlightened or primal tradition have 15 spheres, mid casters casters have 10 spheres and low casters have 5 spheres.

Scholastic

Int based Arcane Casters

The most versatile of the casting traditions is the Scholastic tradition. Through diligent study Scholastic casters learn to achieve magical effects via complex hand movements and verbal incantations. Wizards and Magi use this casting tradition. Intelligence is the casting stat and the tradition has the verbal drawback and the somatic drawback twice meaning they must speak, and have a free hand to cast spells additionally they suffer arcane spell failure with any armor or shield (magi have class abilities to remove this last restriction). Scholastic classes gain a bonus SP at first level and every two levels in scholastic casting classes thereafter.

- High casters have access to all spheres
- Mid casters have access to: Alteration, Death, Destruction, Enhancement, Fate, Protection, Telekinesis, Time, War, and Warp

• Low casters have access to: Destruction, Protection, Telekinesis, Time, and Warp

Innate

Cha based Arcane Casters

While some spellcasters achieve greatness through study some perform magic through sheer force of will: these are the Innate spellcasters. Skalds and Sorcerers use this casting tradition. The casting stat for Innate casters is Charisma. Innate casters have the verbal drawback and one somatic drawback. They need to speak and have a free hand to cast spells and armor heavier than light interferes with their spellcasting ability. Innate spellcasters get a bonus SP at first level and every three levels of innate spellcasting classes thereafter.

- High casters have access to all spheres
- Mid casters have access to: Divination, Enhancement, Illusion, Life, Mind, Nature, Protection, Time, War, and Weather
- Low casters have access to: Divination, Enhancement, Illusion, Mind, and Time

Primal

Nature divine casters

Servants of the primal deities Bardarok and Nemain the Primal. This casting tradition requires one to be great in spirit but is performed internally and has no need for movements or words. Druids and Rangers use this casting tradition. This casting tradition has no drawbacks and no bonus SP, however the lack of a need for words or movements means that primal magic can be used regardless of what form the caster is currently in.

- High casters have access to: Alteration, Conjuration, Dark, Death, Divination, Enchantment, Illusion, Life, Light, Mind, Nature, Protection, Time, War, and Weather
- Mid casters have access to: Alteration, Dark, Death, Divination, Enchantment, Life, Light, Nature, War, and Weather
- Low casters of Bardarok: Alteration, Enhancement, Nature, War, Weather
- Low casters of Nemain: Alteration, Enhancement, Dark, Nature, Weather

Enlightened

Traditional divine casters

Servants of the civilized deities Haegar and Solaine. Those who follow the enlightened casting tradition must be great either in spirit or in personal will. Clerics and Paladins have this casting tradition. Each individual may choose either Charisma or Wisdom as their casting stat, once this choice is made it cannot be changed. The Enlightened casting tradition has the verbal drawback, Enlightened casters must speak to cast spells however their magic is unaffected by armor and does not requires a free hand, though many spells such as touch based healing still do. Enlightened casters gain a bonus spell point at first level and every six levels in enlightened casting classes thereafter.

• High casters have access to: Alteration, Conjuration, Dark, Divination, Enchantment, Fate, Illusion, Life, Light, Mind, Nature, Protection, Time, War, and Weather.

• Mid casters have access to: Conjuration, Dark, Divination, Enchantment, Fate, Life, Light, Protection, Time, and War.

• Low casters of Haegar: Enhancement, Fate, Life, Protection, and War

• Low casters of Solaine: Fate, Life, Light, Protection, and War

Classes

Erda can accommodate many classes; Samurai, Monk, and Ninja all fit thematically with the elven empire culture; Barbarians, Druids, Shamans, and Skalds fit with the orcish cultures; and more traditional Cavaliers, Clerics, and Paladins fit with the old culture of the humans and dwegar. Hegewitches, Incanter's, and Mageknighs, and Thaumaturges should be able to take any casting tradition assuming it fits with their specialization. For example an Academic hedgewitch should choose the scholastic tradition while a Green Magic hedgewitch should choose Primal.

The world was not designed with Alchemists, Gunslingers, Investigators, Shifters, Soul Weavers, or Symbiants in mind, and thus those classes should probably not be allowed. If a GM chooses to allow such classes they will need to consider where they fit in this world. Such classes should probably take the Innate casting tradition to represent their unique and rare powers. The most problematic class may be the Alchemist due to the aforementioned changes to how alchemy works however that could be overcome with minimal GM redesign. Additionally crafting heavy archetypes should not be allowed since they will not mesh with the crafting rules.

Jatent Magic

All paragons possess an innate magical ability, and while most martials channel this magic into making themselves supernaturally mighty combatants some dabble in the magic arts. These warriors develop unique and specialized casting traditions. To learn magic in this way a character must take one of the following latent magic feats or ki powers.

Feats

Greater Latent Magic

Prerequisite: Lycanthrope or Shadowdancer, non-casting class Benefit: For the purposes of the Lycanthrope or Shadowdancer feat add your paragon bonus to your effective caster level and your spell point pool.

Lycanthrope Feat

Prerequisite: Non-casting class, Knowledge(Nature) 6 ranks or Survival 6 ranks

You tap into a latent bestial nature and bring it forth. You gain limited sphere casting ability your caster level one and you may choose any mental ability as your casting ability. You have a number of spell points equal to your casting ability modifier.. You gain the alteration sphere, the Animalistic Transformation and Bestial Reflexes talents. You cannot use the blank form ability and can only shift yourself. You can take the Extra Talent feat to learn new alteration talents. Or the Greater Latent Magic Feat to improve your caster level.

Shadow Dancer Feat

Prerequisite: Non-casting class, Stealth 6 ranks or Acrobatics 6 ranks

You have never been afraid of the dark and now you have learned to embrace it. You gain limited sphere casting ability your caster level one and you may choose any mental state as your casting ability. You have a number of spell points equal to your casting ability modifier. You gain the darkness Sphere and the Step Through Darkness ability. You cannot create magical darkness but your meld talents work in all conditions of darkness and dim light. you can only target yourself with your meld abilities. You can take the Extra Talent feat to learn new alteration talents. Or the Greater Latent Magic Feat to improve your caster level.

Ki Powers

The following ki powers can be taken by an unchained monk. These spell-like ki powers use ki in place of spell points and use half the monk level as effective caster level. Using these abilities does not require verbal or somatic components.

Elementalist

Prerequisite: Monk Lv. 6, Perform(Kata) 6 ranks, Knowledge(Nature) 6 Ranks

You can perform moves from an ancient elementalist technique to manipulate the world around you. You gain either the nature or weather sphere and can use ki points in place of spell points. Your effective caster level for these abilities is equal to one half your monk level -2. You can take this ki power multiple times to gain another nature or weather talent.

Wielder of the Mystic Force

Prerequisite: Monk Lv. 6, Knowledge(Religion) 6 Ranks,

You are sensitive to a mystic force that permeates the world and binds the universe together. You gain either the Telekinesis or Mind sphere and can use ki points in place of spell points. Your effective caster level for these abilities is equal to one half your monk level -2. You can take this ki power multiple times to gain another Telekinesis or Mind talent.



Important NPCs

Mourn the Bloodmother

Merciless without being cruel, Mourn rules the orcish hordes with intelligence and guile rather than brute strength. Mourn is small of stature and bent with venerable age. Her magic power is immense, but she is cautious and does not wish to expose herself directly. She is unsure if she would win in a fight against Kothar himself and does not wish to take risks. Mourn wants to create a new society for the orcs, one that blends their instinctive savagery with some of the technological advances of other cultures. She has encouraged the development of a wizarding tradition amongst the orcs as well as supporting the growth of the orcish druid circles giving the shamans of Bardarok and Nemain venerable places in her new society.

Paragon Orc Wizard 15

N Medium Humanoid(Orc)

Intit -2; Senses Perception +22, Low-light vision.

Defensive

AC 28; 16 touch, 28 flat-footed (-2 dex, +4 paragon, +6 armor(armored magic aegis), +6 armor(armored magic aegis), +4 deflection(deflection aegis)

HP 40

Fort +7; **Ref** +7; **Will** +17

Offensive

Speed 30 ft, Fly 65ft (Flight)

Melee *Destructive Blast* +9 (8d6 or 15d6 frost or nether touch attack)

Special Attack *Destructive Blast* +9 (8d6 or 15d6 frost or nether ranged touch, 60 ft range)

Destructive Blast 8d6 frost or nether 6oft cone or 25oft line, Ref DC 25

Statistics

Str 6, **Dex** 6, **Con** 6, **Int** 26, **Wis** 24, **Cha** 23 **Base Attack** +7, **CMB** +9, **CMD** 17

Feats Extra Talent(Destruction), Skill Focus(Craft:Occult), Spell Focus: Mind, Greater Spell Focus: Mind, Craft:Rituals, Extra Talent(Time), Toughness, Persuasive, Iron Will, Leadership, Extra Talent(Alteration), Extra Talent(Avian Transformation) **Skills** Diplomacy +26, Fly +11, Intimidate +28, Knowledge (Arcana) +26, Knowledge (Geography) +12, Knowledge (History) +12, Knowledge (Nature) +12, Knowledge (Nobility) +12, Knowledge (The Planes) +12, Knowledge (Religion) +12, Perception +22, Profession (Soldier) +25, Sense Motive +22, Spellcraft +26, Survival +8

Languages Abyssal, Celestial, Common, Demonic, Draconic, Dwegar, Elvish, Giant, Orcish, Sylvan

Magic

Spell Pool 23

Caster Level 15, 20 for Mind spells

Spheres: Alteration (Avian Transformation), Destruction (Frost Blast, Nether Blast, Sculpt Blast), Divination (Greater Divine, Viewing), Life, Mind (Command, Expanded Charm, Fear, Group Charm, Hostility, Inspiration, Powerful Charm, Project, Thoughts, Ranged Mind, Read Mind), Protection (Armored Magic), Telekinesis (Flight, Greater Speed), Time (Age, Improved Haste, Time Freeze) **Tradition** Scholastic

Special Qualities

Low-Light Vision, Magic Talent

Gear

Mourn's Staff +4 Mind CL for Mind Spells Ritual Book: Halt Aging

Sphere Time, Ritual Level 7

Casting Time 8 Hours

Components V, S, M (100 gp worth of blood colored gems). Additionally the spell must be cast at a ley line nexus such as the one at Mourn's fortress.

Description Mourn has been seeking the secrets to Immortality, while she has not discovered true immortality she has found a way to temporarily halt aging. Once this ritual is completed the caster does not age for a number of days equal to her caster level. While under the effects of this ritual time does not count when determining when they die from old age, bonuses and penalties from age are not changed.

Gaius Wavarious

Once the proprietor of a prosperous bar in the small town of Hope east of Haven Gaius Wavarious always had a small amount of magical talent which he mostly used to pull drinks down from the high shelves in his bar as a parlour trick. When Haven was sacked Gaius convinced the people of Haven to flee with him into the black mountains. His ensuing years of struggle helped him develop into one of the most powerful mages amongst the refugees of New Haven. Gaius has become a de facto mayor of the camp and while he would have prefered to be elected by a democratic process as was done in the old kingdom he dare not relinquish control lest the camps fall back into panic and chaos. Gaius is a reluctant leader but a competent one.

Socorrer(Draconic: Bronze) 5

LG Humanoid(Human)

Intit +0; **Senses Perception** +5

Defensive

AC 21; 12 touch, 21 flat-footed (+0 Dex, +1 natural armor, +2 Deflection(deflection aegis), +4 armor(armored magic), +4 shield (armored magic))

HP 30

Fort +2; Ref +1; Will +5

Offensive

Speed 30 ft

Melee Claws +4 (Id4+2)

Special Attack *Destructive Blast* +5 (3d6+3 or 6d6+6 ranged touch attack, 35 ft range)

Destructive Blast (3d6+3 or 6d6+6 electricity 35ft cone or 150 ft line, Ref DC 17)

Statistics

Str 14, **Dex** 10, **Con** 13, **Int** 14, **Wis** 12, **Cha** 17 **Base Attack** +2, **CMB** +4, **CMD** 14

Feats Persuasive, Toughness, Point Blank Shot, Precise Shot, Spell Focus: Destruction

Skills Craft(Occult) +6, Diplomacy +13, Intimidate +13, Knowledge(Arcana) +6, Perception +5, Profession(Barkeep) +5, Spellcraft +6

Languages Common, Draconic, Dwegar, Orcish

Magic

Spell Pool 15

Caster Level 5

Spheres Destruction(Electric Blast, Sculpt Blast), Nature: Water Geomancing(Create Water), Protection(Armored Magic), Telekinesis

Tradition Innate

Special Qualities

Resist Electricity 5

Gear

Gaius's Shockstaff: +1 CL when casting electricity destruction spells

Helgra Stonecrow

Captain of the eastern guard Helgra Stonecrow was given command of the rear-guard during the siege of haverfast. Helgra watched from the eastern peaks when the Paladins of Sait Korgael and the Adamant Guard of Haverfast charged the lines of the Kotharen armies to give time for refugees to escape. Helgra saw the banner of her clan fall before the undead army and heard the dieing screams of her kin. Those screams haunt her to this day. Helgra leads the Dwegar refugees in the city of New Haven. Vastly outnumbered by humans, orcs, and elves the Dwegar struggle to maintain their cultural identity. Helgra helps the Dwegar to remember their God Haegar the Forger of Mountains and teaches the young ones the ways of crafting, and the ways of war.

Dwegar Cleric (Haeger, Forger of Mountains) 5

LG Humanoid(Dwegar)

Intit +0; **Senses Perception** +2 low-light vision, darkvision 60ft

Defensive

AC 23; 12 touch, 23 flat-footed (+0 Dex, +9 Fullplate, +2 Heavy Steel Shield, +2 Deflection(deflection aegis))

HP 41 Fort +8; Ref +3; Will +8

Offensive

Speed 30 ft

Melee Warhammer +7 (1d8+2)

Statistics

Str 14, Dex 10, Con 14, Int 12, Wis 14, Cha 13

Base Attack +3, CMB +4, CMD 14

Feats Heavy Armor Proficient, Toughness, Weapon Focus: Warhammer

Skills Craft(Armaments) +5, Craft(Occult) +5, Diplomacy +9, Knowledge(Divine) +5, Profession(Soldier) +10, Profession(Smith) +6, Spellcraft +5

Languages Common, Dwegar, Elven

Magic

Spell Pool 8

Caster Level 5

Spheres Creation (Forge), Enhancement (Physical Enhancement), Life (Ranged Healing, Revitalize), Protection

Tradition Enlightened

Special Qualities

low-light vision, darkvision 60ft, Dwegar Resistance, Resistant Touch 5/day, Artificer's Touch 5/day, Channel Positive Energy 3d6 4/day

Gear

Masterwork Warhammer, Staff of Healing: +1 caster level with cure spells

Saijen Xin

orlds of Power

Xin was born a warrior. The son of a renowned samurai Xin was destined to become a blademaster and inherit his mother's title and blade. Things did not work out so well. On a diplomatic mission to the west Xin's mother was slain protecting their lord and yong Xin was captured. Seeing the potential in this Elf Kothar himself oversaw Xins torture and reconditioning until Xin's world was filled with death, hate, and darkness. After years of training Xin was sent back to the east, not as a protector samurai, but as an assassin. Xin's orders, "Kill whoever holds the Mithril throne, spread chaos and fear," if shall be done.

Elven Slayer 9 LE Humanoid(Elf)

Intit +3; Senses Perception +17, low-light vision

Defensive

AC 20; 16 touch, 16 flat-footed (+3 dex, +1 dodge, +2 paragon, +4 chain shirt)

HP 84

Fort +8; Ref +9; Will +6

Offensive

Speed 30 ft

Melee Katana +15/+7 (1d8+14 +1d6 frost) 15-20/x2

Statistics

Str 15, Dex 17, Con 15, Int 10, Wis 16, Cha 10

Base Attack +9/+4, CMB +11, CMD 24

Feats Weapon Focus: Katana, Power Attack, Dodge, Toughness, Furious Focus, Shadowdancer, Improved Critical, Greater Latent Magic

Skills Acrobatics +13, Climb +12, Craft(Alchemy) +10, Craft(Armaments) +5, Perception +17, Stealth +12, Survival +15 (+19 tracking)

Languages Common, Elven

Magic

Spell Pool 5

Caster Level 3

Spheres Darkness (Step Through Darkness Onlys), can use in any darkness

Tradition Latent Magic

Special Qualities

low-light vision, Studied Target +2 (two targets swift action), sneak attack +3d6, bleeding attack

Gear

Frost Katana

Alchemical Potions

- 5 Toxins (2 points of repeating poison damage, DC 15)
- 5 Red Potions (Heals 10d4 + fast healing 1 for 2d4 rounds)

Irhardt

written by Alexander Corrin illustrated by Cerberus Illustrations

Utilizing a previously unknown technology, the humans of the Zethian Empire have risen to prominence, slaughtering divinities across the world. While originally begun in retaliation for their own enslavement by the aielari and their divinity god, many argue this rise to power has turned them from rebels into corrupt conquerors themselves, enslaving and persecuting any without pure human blood. When they turned their sights toward Atonia, a small country of overflowing magic, tied to four divinity Guardian Dragons, a war brewed that shook both countries to their foundations.

The aftermath was a stalemate and a truce that saw the Zethian Empire return to its own borders for many years. Now, though, spies from the Zethian Empire have learned of the divinities' mysterious disappearance. While Atonia seeks answers to what happened to the Guardian Dragons and, if possible, to return them to their rightful place, the Zethian Empire offers their worthiest rivals a chance to become an ally under their rule. An offer they will not be allowed to refuse.

Setting

Kingdom of Atonia

Atonia is a country renowned for the freedom of its citizens and their incredible talent for magic. Everyone within Atonia seemingly develops an affinity for an elementover time. While the country has royalty that rules in a manner similar to an enlightened monarchy, the real power always belonged to four divinities known as the Guardian Dragons, who guided and nurtured all who lived within the borders.

These four draconic divinities were the much beloved guardians of Atonia, each affiliated strongly with one of the primal elements of fire, water, wind, and land. Untold times throughout history it has been the direct intervention of the Guardian Dragons and heroes of Atonia that allowed the country to evade countless catastrophes.

A century ago, the dragons vanished entirely from Atonia. While some of them, namely the Guardian Dragon of Land and Guardian Dragon of Fire were known to be taciturn and somewhat antisocial at the best of times, even the Guardian Dragon of Wind (who routinely advised the royalty and could be visited within his palace) vanished suddenly without a trace. This caused a great deal of fear and tension amongst the citizens of Atonia and due to the recent war with Zethia was kept a secret for as long as possible.

It is believed the Guardian Dragons did leave behind a gift behind for their beloved people. Tiny, dragon-like creatures full of curiosity and brilliant personalities started to pop up across the country in the year following their disappearance, making them the world's youngest race. For what purpose they are here is not known, but they have integrated themselves within Atonia in the years that followed with ease. Lacking a name for themselves, they eventually came to be known as the grimori or 'the Children of the Guardian Dragons'.

The Zethian Empire

The Zethian Empire, named for the immortal ruler Emperor Zethis, is a kingdom of dual identities. On one hand, it was Zethis's own hand that freed the humans from enslavement at the hands of the Aielari and their patron divinity, Arkaniel. On the other, since that time the Empire has swept the land slaughtering all divinities with impunity. Some believe this is done with the best interests of the people in mind, but in more recent times the enslavement of 'lesser' races lacking in human blood and substandard treatment for those with only partial blood has tempered that line of thinking.

No matter the case, one cannot speak of the Zethian Empire without mentioning its technology that is seemingly powered by magic. The country is famous for its rapid technological advancements allowing it to fit its soldiers and army with guns, alchemized weaponry, and even warships and armors beyond the likes the rest of the world has ever seen. The aigan and arma races are the greatest example of this, two entire races devised and created by the Zethian people so that humans need not die in their wars. Even if their initial creations never accounted for the construct-like aigans awakening to sentience or the arma keeping their egotism from their time as sentient weaponry.

Another curious aspect of the Zethian Empire is the dwindling of affinity within their lands. Fewer and fewer of their people are born with or develop an affinity over the course of their lifetimes. This is believed to be the greatest reason that the Empire attacked Atonia originally. Even then, Zethian scientists developed a way to artificially infuse a creature with an affinity, but the process is extremely costly in terms of resources and time, rendering it only truly available to nobles and those of high rank within their armies and churches.

The ruling of the Zethian Empire is a dictatorship by Emperor Zethis. Despite originally freeing his people centuries ago, he continues to live on, the cultivated belief being that he ascended himself upon slaying the Arkaniel. Whispers among underground movements indicate this is simply the latest in a long line of "Emperor Zethis", however. Either way, the government of the empire is highly regimented and the army that serves as both their church and rulers at the same time. Sadly, not all who rise to power within have the good of the people in mind...



Affinity

Affinity or 'elemental affinity' refers to a natural predisposition toward one of the natural elemental forces (air, land, fire, water, light, or darkness) that make up the world. Each affinity possesses an opposing affinity which is their polar opposite and complete antithesis to its existence. The affinities and their opposing affinities are air and land, fire and water, light and darkness.

Affinity can refer to an individual creature, an item, or even an entire area of land. In the case of a creature, merely possessing an affinity grants the creature a modicum of power and protection from that element and the capacity to learn and master magic. All magical creatures without exception possess an affinity. Due to the nature of affinities and their opposing affinities, a creature can never invoke the magic of their opposing affinity. For example, someone with an affinity for light magic will never be able to use a darkness affinity spell. Interestingly, most creatures with magic also possess a pair of secondary or co-affinities, though their predisposition still makes them better suited and more capable with their true affinity. The two co-affinities, likewise, will never be opposing affinities (ex. a human mage may have an air affinity, with light and water co-affinities, but he could never have both light and darkness or water and fire for co-affinities).

Areas of Affinity

When within an area infused with your matching affinity you gain a +1 bonus on all spherecasting variables including caster level, duration, effect, and DCs for spells for spheres belonging to that affinity. Likewise, if you are within an area infused with your opposing affinity you suffer a -1 penalty (minimum 1) to all spherecasting variables including caster level, duration, effect, and DCs for spheres belonging to your affinity.

When an area possesses an affinity, the land terraforms to suit that affinity to some degree. This might take the shape of a field of perpetually blowing wind or a continually active volcano. No matter the case, these areas are powerful and valued locations due to enhancing the magic of their matching affinity within the area and weakening the opposing affinity's sway. It is known that divinities are capable of automatically bestowing an area in a radius around them with their affinity and that overtime this can become a permanent effect.

Affinity is viewed differently depending on your location and the culture of the people there. In some places, like the Zethian Empire where affinity tends to be rare (it is one of the few places where not everyone is born with a natural affinity) it is a sign of prestige and power and something that immediately gains you respect and a place of authority. Within other lands, like Atonia, it is simply taken for granted as everyone and anything existing there possess an affinity. In some places and cultures, certain affinities are given greater respect or even thought to be a curse! For a people like the Merfolk, those without water as their affinity or at least a co-affinity are most certainly an oddity.

The Divinities

Divinity is the name given to the godly beings and deific creatures that walk the world of Irhardt. They take many forms, anything from a towering monster to a seemingly kind old lady living next door (albeit still a little old lady with godly powers). While they are incredibly varied, these beings do all possess incredible power beyond what most mortals can even dream and the ability to infuse areas with their natural affinities. For this reason, they are often the heart of many cultures and worshiped for their ability to protect and grant blessings upon their followers. While they are unable to grant magical talents or spells directly to their faithful, there are many instances in history where a divinity has granted a powerful boon to a chosen mortal. For whatever reason, most divinities avoid their own kind and take territories (and the people within them) as their own. Whether this is a form of symbiosis or enslavement depends utterly on the divinity in question.

Yet, despite all the immense power they possess, divinities are mortal, and can die. This is no mere rumor as tales of divinities battling each other are common amongst all cultures and places.

Mythic in Irhardt

While mythic options are not generally available to characters within Irhardt, divinities, as god-like beings, do hold this power within them. Even the lowest of divinities have at least 10 hit dice and a single mythic rank, and they only increase in power from there.

Divinities, like all life, are believed to come from the realm known as the World of Origins.

Cosmology of Irhardt

The cosmology of the world of Irhardt is simplistic at its essence, but filled with a great deal of mystery and uncertainty. Of the realms that are known and confirmed to exist, there are three:

- Irhardt, the Prime Material
- The Spirit Realm
- The World of Origins

The relationship between these three realms is not entirely understood. The most popular theory is that Irhardt and the World of Origins are mirrored worlds that exist in a symbiotic relationship with each other. As creatures are born and die, they pass between the two worlds through the spirit realm, and this flow of life sustains and nourishes them both.

If Irhardt and the World of Origins are likened to two sides of a mirror, then it is the Spirit Realm that acts as the mirror itself, connecting them together. Extremely little is understood about the spirit realm other than it is believed to be the realm of ghosts and dreams. Indeed, those that die but supposedly get lost in their journey to death are theorized to wander the Spirit Realm and occasionally slip back into Irhardt as ghosts and malevolent spirits. It is an incredibly dangerous realm that some use magic to visit, but never for very often. The World of Origins is a mysterious, primal world where it is believed that all life begins and returns to. It is an understood to be an infinite, untamed and chaotic wilderness overflowing with magical power and incredibly powerful beings including divinities and potentially creatures far more ancient and deadly. The only other beings that are known to inhabit and thrive within the World of Origins are those known as the fey, with their own chaotic and unpredictable natures mimicking that of the world they originate from. While gateways leading from the World of Origins to Irhardt are known to exist the only known way to return to the World of Origins is to die.

(For the purposes of spells and abilities, the Spirit Realm fulfills the purpose of the Astral, Ethereal, Shadow, and Dream planes. The World of Origins similarly takes the place of the elemental planes and the First World.)

Death in Irhardt

When a creature passes away its body slowly fades over a short period of time, turning into elemental matter (which matches their corresponding affinity element) and seems to evaporate away. For example, most fire affinity creatures slowly burn away until nothing is left while light affinity creatures begin to glow brighter and brighter until there is nothing but a handful of sparkles that fade away. Due to this peculiarity, burials of bodies are nonexistent (outside of the person's belongings in some cultures). Certain magic and items, such as gentle repose effects and similar, can delay this process until the body is brought to someone who can return the individual to life.

Lastly, there is rumored to be another plane of existence simply known as Beyond the Stars, believed to exist infinitely beyond the night sky. It is said to be a place of madness and alien beings, unnatural to Irhardt and disruptive to its very existence.

Magic

When a creature is born within Irhardt, they gain an affinity, selectable from air, darkness, fire, land, light, or water. They additionally gain two co-affinities from the others (but may possess no opposing affinities in any of their selections) which expands their potential pool of spheres they may choose from. Affinity determines what spheres of magic and magical abilities are available to the character and which element they hold the greatest potential with. Each affinity may gain the Destruction sphere, but their available blast type talents are limited, as detailed under 'Destruction Sphere' below.

The affinities are:

Air

The vast power of air encompasses the sky, lightning, movement, flight, wind, and even sound. Air's opposing affinity is land.

The spheres selectable by possessing an air affinity are:

Destruction, Weather (Wind and Precipitation only), Telekinesis

Darkness

Darkness is affiliated with the night, fear, curses, and death. Due to this it has a very bad reputation in some parts of the world, but on its own is not inherently evil. Darkness's opposing affinity is light.

The spheres selectable by possessing a darkness affinity are:

Dark, Death, Destruction

Fire

Fire is the affinity of passion and heat, capable of beguiling the mind or scorching with unquenchable flame. Fire's opposing affinity is water.

The spheres selectable by possessing a fire affinity are:

Destruction, Mind, Nature (Fire only), Weather (Heat only)

Land

Possessing land affinity is to possess the power of the world and earth, everything from the smallest plant bud to impenetrable mountains that pierce the heavens. Land's opposing affinity is air.

The spheres selectable by possessing a land affinity are:

Destruction, Nature (Earth and Plantlife only), Protection

Light

Light affinity is the magic of life itself and the strongest affinity for healing wounds and restoring life to the fallen. It is also considered the magic of the sun and illumination. Light's opposing affinity is darkness.

The spheres selectable by possessing a light affinity are: Destruction, Light, Life

Water

Possessing water affinity encompasses talent with water in all its forms, frozen or flowing, and also divination and the pursuit of knowledge. Water's opposing affinity is fire.

The spheres selectable by possessing a water affinity are: Destruction, Divination, Nature (Water only), Weather (Cold and Precipitation only)

Universal

Universal magic is magic not governed by any affinity and may be used by anyone with magical talent.

The universal spheres include:

Alteration, Conjuration, Creation, Enhancement, Illusion, Fate, Time, War, Warp

Additionally, possessing an affinity grants an additional number of bonuses:

Affinity Resistance: You gain /5 elemental resistance vs your affinity element. Unlike other elemental resistance bonuses this does stack with any other sources of the same resistance from items, class features, racial traits, or other sources. The amount of elemental resistance increases to /10 at 10th level and /15 at 20th level.

Thaumaturgy: You gain the ability to manifest your power to produce small tricks and effects related to your affinity.

Irhardt

This allows you to create cantrip-like magical effects related to your element. For example, a fire affinity character could produce a spark, heat an object in his hands, shape an existing flame into a little dancing figure, and so on. These may be used at will and require little effort, having no somatic or verbal components.

Additionally, player characters (the following powers do not apply to most monsters, NPCs, or animal companions/familiars/ etc) may select one of the following abilities. Powerful creatures, divinities, or 'boss' monsters may also have one or more of these abilities.

Absorption: Once per day as an immediate action, you can forgo your saving throw vs a spell or effect that deals your affinity's damage type to gain immunity to your affinity's element for that attack. At 5th level you may use absorption 3/day, but must wait at least a minute between uses. At 10th level you may use absorption 5/day but must still wait a minute between uses. At 15th level absorption may be used with only 1d4+1 rounds between each use. At 20th level absorption may be used at will, but still requires 1d4+1 rounds between each activation.

Infusion: Once per day as a swift action, you may cause any number of weapons or ammunition you are wielding to become wreathed in your affinity's elemental energy. This energy dissipates if you are not holding the weapon. This effect lasts for one minute and on a successful hit deals an additional +1d4 damage of your affinity's elemental damage (this does not stack with similar properties such as Shock, Frost, etc). At 5th level you may use this ability 3/ day and the damage bonus increases to +1d6. At 10th level, this effect may be used at will and the damage bonus increases to +1d8. At 15th level the additional damage is multiplied on a critical hit. At 20th level the additional damage bonus increases to +1d10.

Maelstrom: Once per day, you may create an aura of your affinity's element that harms your enemies. Any creature

you consider hostile within 10 ft radius of you takes 1d10 of your element's damage each round (fortitude save for half damage with a DC = 10 + 1/2 your level + highest mental modifier) at the start of your turn. This requires a swift action to activate and lasts for one minute. At 5th level you may use this ability 3/day and the range increases to a 20 ft radius. At 10th level the damage increases to 2d10 damage and the range increases to a 30 ft radius. At 15th level the damage increases to 3d10. At 20th level you may use maelstrom at will. It still requires a swift action to activate and may be deactivated with another swift action. Potential: You gain an extra talent, chosen from one of the spheres associated with your chosen affinity at levels 1, 4, 8, 12, 16, and 20. This may only be chosen by characters with a caster level. The chosen spheres or talents may only be selected from your main affinity, not a co-affinity.

Some talents have been changed to better fit the world lore and background information. The basics of these changes are outlined below:

Thematic sphere effects may not be taken by an opposing affinity. Examples include for the alteration sphere, *aquan transformation* could not be taken by someone with a fire affinity or for the conjuration sphere, *shadow creature* could not be taken by someone with a light affinity.

For spheres that rely on an effect based on alignment, this should use the creature's affinity instead. For example, with the fate sphere, a caster using *hallow* instead uses their affinity and the protection is against creatures that possess the opposing affinity.

Destruction Sphere

The destruction sphere has been revised as follows:

Destructive Blast: As a standard action, you may deliver a burst of your affinity's elemental damage type as a melee touch attack or a ranged touch attack within Close range.



When augmenting a destructive blast with Destruction talents, you may only apply I blast type talent and I blast shape talent to each individual destructive blast. Using a blast type talent of your affinity costs o spell points, while using one of your co-affinity's blast type talents it costs I spell point.

You may spend 1 spell point when making a destructive blast to increase the damage dealt to one damage die per caster level (minimum: 2d6).

The following blast types are available to each affinity (ones marked with an * are new or changed as per below):

Air - Air Blast*, Electric Blast, Thunder Blast Dark - Gloom Blast*, Nether Blast, Tenebrous Blast* Land - Acid Blast, Crystal Blast*, Stone Blast Light - Incandescent Blast*, Lucent Blast*, Radiant Blast* Fire - Blistering Blast*, Fire Blast, Searing Blast* Water - Frost Blast, Numbing Blast*, Rime Blast* Each blast type talent deals elemental damage of its associated

affinity type. Thus, Air Blast, Electric Blast, and Thunder Blast would all deal 'air' elemental damage (rather than electricity or sonic), while Acid Blast, Crystal Blast, and Stone Blast would all deal 'land' elemental damage.

*Air Blast (blast type)

Deals air elemental damage instead of nonlethal damage. May use a bull rush or a trip combat maneuver when using this blast effect. It is otherwise the same as in Spheres of Power.

Blistering Blast (blast type)

Deals fire elemental damage and additionally deals one point of temporary constitution ability damage on a failed fortitude save.

*Crystal Blast (blast type)

Deals land elemental damage instead of piercing damage. Increase the DCs by +2 against air affinity creatures. It is otherwise the same as in Spheres of Power.

*Gloom Blast (blast type)

Deals darkness elemental damage and additionally sickens the target on a failed fortitude saving throw for 1d4 rounds.

Incandescent Blast (blast type)

Deals light elemental damage and additionally deals one point of temporary wisdom ability damage on a failed will save.

Lucent Blast (blast type)

Deals light elemental damage and grants a +2 bonus to pierce spell resistance and reduces target's spell resistance by I for Id4 rounds on a successful hit.

Numbing Blast (blast type)

Deals water elemental damage and additionally deals one point of temporary dexterity ability damage on a failed fortitude save.

Radiant Blast (blast type)

Deals light elemental damage and additionally causes the target to treat all other creatures as possessing concealment on a failed fortitude save for one round.

Rime Blast (blast type)

Deals water elemental damage and additionally functions as the Crystal Blast blast type, but uses magical ice instead of crystal or gemstone. Increase the DCs by +2 against fire affinity creatures.

Searing Blast (blast type)

Deals fire elemental damage and additionally the blast uses d8s for the damage dice instead of d6s when calculating the damage.

Tenebrous Blast (blast type)

Deals darkness elemental damage and additionally deals one point of temporary strength ability damage on a failed fortitude save.

Tradition

All casters of Irhardt use the following tradition. Others may be used on a case by case basis as approved by the GM.

Magic of Irhardt

Drawbacks: Magical Signs, Verbal Casting

Boons: Overcharge

The world of Irhardt is overflowing with magical energy and elemental power, requiring little effort to manipulate magic. Magic must be shaped and given form by a chant, and is always accompanied by visible signs, usually related to the wielder's affinity.

Because magic is fueled by each creature's natural affinities, it is possible for a caster to push their limits through a powerful act of will, but doing so leaves them temporarily weakened and vulnerable.

Advanced Magic

Advanced Magic on Irhardt is not normally selectable, but can be acquired from ancient tomes, lost relics, and long forgotten ruins. This should never be an easy task as while magic itself is relatively common, advanced magic like this is much more rare and coveted. Obtaining an advanced magic sphere or talent should be the basis of its own plotline and an adventure in itself.

Channel Energy

Channel energy has been adjusted for Irhardt to use with affinity as follows:

Channel energy releases a wave of your elemental energy by releasing the power in a potent burst. This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted. The number of times it may be used each day is determined by the class granting channel energy.

Any creature that can channel energy can use it to heal hit point damage to those within the burst of their affinity type (an air affinity character choosing to heal affects other air affinity creatures). Additionally, the creature can channel energy to harm creatures of the opposing affinity type (an air affinity character choosing to harm instead affects land affinity characters). Light affinity additionally has the option to choose to heal all creatures in the area, regardless of their affinity or lack thereof. Darkness affinity also has the option to choose to harm all creatures in the area, regardless of their affinity or lack thereof.

Channeling energy causes a burst that affects all creatures of an affinity type in a 30-foot radius centered on the cleric. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two cleric levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). The type of damage dealt is of your affinity element. Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the cleric's level + their casting modifier. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost. This is a standard action that does not provoke an attack of opportunity. The user can choose whether or not to include herself in this effect.

Character Creation

Additional Janguage Options

Radian (the language of light creatures and elementals) and Umbrian (the language of darkness creatures and elementals) should be added as options in the interest of balancing between the affinities. Aquan, Auran, Ignan, and Terran fill this role for the other four affinities.

Races

The races most common and native to Atonia include all core races, aielari, grimori, merfolk, and many other races that would even be considered monstrous in other lands. Nearly all races are welcome within Atonia assuming they do not cause trouble and accept others as they wish to be accepted..

Aielari

The aielari are a race of slim humanoids that appear very similar to humans except for a few key differences. Appearancewise they possess brilliant, metallic-colored hair and eyes. More important is their ability to manifest shimmering wings composed of glowing light. The aielari of ancient times ruled the world from palaces of the sky and looked down upon all other races besides their own people (both figuratively and literally). In their minds they were completely superior in all ways, a belief cultured and enforced by the powerful divinity that lead them called the Arkaniel.

Their capability for flight was uncontested for so long that they grew passive and arrogant, treating other races with disdain and forcing many of them into slavery, including all groups of humankind they encountered. Their cities grew huge and prosperous, filled with more and more human slaves and servants, until the human people rose up, lead by the man known as Zethis. Due to their greater numbers and a form of previously unseen advanced magical technology, the aielari were caught off guard. Even so, they might have won if the Arkaniel hadn't fallen to a combined assault of Zethis' powerful constructs and warships. This action was rumored to elevate Zethis to deityhood, and earned Zethis the title of Holy Emperor. The aielari race might have been snuffed out at that time if it wasn't for the intervention of another divinity known as the Radiant One. This being had prophesied the fall of the aielari and while many scoffed at such a thought, a small group of them had heeded its words in time to settle in the lands of present day Atonia where the race continues to live on to this day. The Radiant One vanished after this act of mercy, though many aielari still pray to it in thanks for the act that saved them. Sadly, the aielari that fled and followed the Radiant One were cursed by the Arkaniel for their cowardice and betrayal, leaving them far weaker than their forebears and with much more limited flight capacities.

Today's aielari still remember keenly what occurred to their capitals and the wanton slaughter of their people. While some still hold resentment, especially towards those from the Zethian Empire, most have become more humble and learned from their ancestor's mistakes, now living among the other races in peace.

Aielari, no matter their beliefs on the past, tend to be a passionate people with strong personalities, and can become some of the brightest heros or darkest villains, depending on their convictions.

Due to their race's penchant of living in the skies and previous close affiliation with a light affinity divinity, the majority of aielari today still tend to possess light or air affinities. Aielari with the land affinity especially tend to be a peculiarity among their people.

Ability Score Traits: +2 Dex, +2 Cha, -2 Str

Aielari are beautiful and agile, but also slim and lacking in musculature.

Size: Medium

Type: Aielari are humanoids with the air subtype.

Languages: Aielari begin play speaking Common and Aielarin. Aielari with high Intelligence scores can choose from the following: Atonian, Auran, Celestial, Draconic, Elven, Radian, and Sylvan.

Low Light Vision: Aielari can see twice as far as humans in conditions of dim light.

Wings of Light: An aielari may manifest wings of shimmering light to slow their fall as a continual feather fall effect, or use them as part of their movement. They may fly on their turn as part of any movement up to their speed (x2 on a charge or double move), but at the end of the movement float to the ground.

Striking Personality: An aielari selects either diplomacy or intimidate. This skill gains a +2 racial bonus and it is considered a class skill for the aielari.

One With the Light: Aielari are immune to the dazzled condition.

Alternate Racial Traits

Albino: A small fraction of aielari are born albino with red or pink eyes and pure white hair, leaving their bodies frail, but time spent sickly has given them much time for reflection and expanded their minds. These aielari gain +2 Dexterity, +2 Wisdom, and -2 Constitution. This replaces the base aielari ability score traits.

Racial Feats

Radiant Wings

You have reclaimed your birthright and the skies are your domain once more.

Prerequisites: aielari, character level 7th

Benefit: Your wings of light improves, granting a fly speed equal to your base land speed (good maneuverability) while wearing light armor and being unencumbered, or half your base land speed (average maneuverability) with a medium or heavy load or while wearing medium or heavy armor. Fly becomes a class skill for you.

Unparalleled Flight

You are the master of your domain, weaving amongst the skies like a fish in a stream.

Prerequisites: aielari, character level 11th

Benefit: Your wings of light improves once more, granting a fly speed equal to twice your base land speed (good maneuverability) or equal to your base land speed (good maneuverability) with a medium or heavy load. Armor no longer has any effect upon your flight.

Grimori

The grimori are the youngest race born to the world of Irhardt, appearing only around a century ago when the Guardian Dragons left the country of Atonia. For this reason they have come to be known as the children of the guardian dragons. They have come to be known as a good luck charm of sorts and communities where one or several live are thought to be very blessed indeed.

Grimori for all purposes look like small dragons that stand around waist-height for the average person. Their little bodies are covered in dense, protective scales and are much sturdier than their size would indicate. Many possess wings, though they are generally stubby and not strong enough for true flight, merely gliding about from tall heights. It is their personalities, though, that they are best known for. They have an endless curiosity toward all things and a passion for life that other races find both inspiring and exhausting. They also have a penchant for collecting and hoarding shiny and valuable objects much like the dragons they look like, though whether this is simply instinct or some methodology to it even they do not appear to know for sure.

A given grimori always possesses an affinity, though as a race they seem to have no particular preference toward any of them. Their appearance and scales do tend to reflect whichever affinity they hold. For example, air affinity grimori often possess feathered wings and water affinity grimori having gill-like slits upon their necks.

Grimori use the statistics and racial traits for the taninim found in "In the Company of Dragons" by Rite Publishing.

Merfolk

Merfolk are known for their ability to breathe water and air with equal ease and the ability to turn their legs into a long, scaled, and powerful fish-like tail that gives them unequaled speed and grace in the water. The ones that end up in Atonia don't tend to speak of their homes much, but rumors and legend speak of great spires hidden far in the deepest depths of the oceans and seas.

While generally human in appearance, patches of tiny iridescent scales mark their skin and sparkle when in bright sunlight. Merfolk also possess a set of gills along the sides of their neck, though they are difficult to notice when the merfolk is outside the water. Both their hair and eyes are often naturally bright colours, including shiny pinks, scale-like greens, and bright, sealike blues. Depending on where they come from, merfolk can look much more aquatic and feral in nature as well.

Merfolk are overall a curious and lively people, often living amongst sea-side villages with the residents none the wiser. Most seem to prefer light, airy clothing and especially when it is dyed in bright, eye-catching colours. Their passionate view of life and incessant curiosity can get them into trouble and sometimes tire out those they call companions. For obvious reasons, they tend to heavily favor the water affinity.

Merfolk within Atonia possess the following statistics:

Ability Score Traits: +2 Constitution, +2 Charisma, -2 Wisdom

Merfolk are hearty and beautiful, though also carefree and easily distracted by their whims.

Base Speed: Merfolk have a base land speed of 20 ft.

Aquatic Tail: A merfolk may change its legs to a powerful scaled tail at will as a full round action. While so transformed, a merfolk loses their base land speed and feet magic item slot but instead gain a 30 ft. swim speed. In addition, they are also immune to being tripped while so transformed.

Unfortunately, contact with water can also cause this change to occur unintentionally. Anytime a Merfolk comes into contact with a substantial amount of water (a bucket full or more) while not transformed, they must

Irhardt

make a DC 20 will save. On a failure, they automatically transform and are unable to revert their form as long as they remain wet.

Scales: Merfolk are covered in tiny iridescent scales that grant them a +1 natural armor bonus.

Seasinger: The beautiful voices of the merfolk are legendary granting them a +2 racial bonus on Perform (sing) checks.

Aigan

Zethia is renowned, even infamous, for its incredible technological leaps and capability to combine incredible technology with magical energy. One of their greatest achievements was the creation of weaponized humanoid constructs. These perfect soldiers were fearless, completely loyal, and difficult to destroy. They became known as the aigan, the protectors and undefeatable army of Zethia.

What they did not anticipate was a portion of these artificial humanoids awakening to sentience. While initially a carefully guarded secret, as more and more incidents occurred rumours spread and became more and more common knowledge. While the reason behind this is still widely and highly debated, thus far there have been no hints to the reasons behind this occurrence and why it continues to happen.

With sentience came choice, leading to some aigan leaving their previous masters or even rebelling against them. Most aigan still live in subservience to various nobles in the Zethian Empire (thought to be a badge of honor upon those who own them), though some have escaped or even have been known to work alongside various underground factions to free their brethren from servitude.

Aigan generally are built to appear close to human, though injury easily reveals metal and 'organs' that can be decidedly different. Their eyes are also noticeably different, appearing in metallic hues. Many aigan take advantage of their synthetic nature by modifying their bodies with elaborate technological weapons. Even the most human-like aigan often feel 'inhuman' due to their calculating nature and lack of emotion.

Aigan use the statistics and racial traits for the android pathfinder race.

Arma

The other race constructed by Zethian researchers is the arma, a race of living intelligent weapons that could take a humanoid form. The idea at the time was to have an endless army of loyal aigan constructs wielding sentient weapons that could fight in perfect harmony with each other. While this would have been a terrifying prospect indeed, the result was less than ideal. Arma, much like the weapons they were made from, possess strong personalities and egos, with the vast majority refusing to even fight.



Arma, still exist within the Zethian Empire and in fact many do serve in the military (though generally in a lesser role and not nearly so organized as the original intent) though a few took offense at what the Zethian army desired of them and fled to join the various resistance and rebel movements across the country.

Appearance-wise, arma in their humanoid form do look human but with distinct differences depending on the shape of their weapon form. A spear arma, for instance, in human form is generally tall and thin with extremely angular facial features. Arma often possess shiny and pointed hair styles, and are often fairly easy to point out in a crowd.

Arma use the statistics and racial traits found in "Racial Guide 4: Nontraditional Races" by Little Red Goblin Games.

Infused

While at one time the lands of the Zethian Empire were thought to be overflowing with magic like Atonia, more recent times have seen a shift. Affinities in both the land and the people that live there have dwindled and become rarer. Creatures without an affinity, known as 'neutrals', are becoming more and more common. Neutrals do have an option available to them, though it has an exorbitant cost.

The infused are citizens of the Zethian Empire that have undergone a process to be artificially infused with an affinity. While this process has largely been refined and streamlined, it still tends to leave lingering side-effects on those that undergo it. This is generally a single small effect related to their infused element, like hair that waves like flame or eyes that glow with light. Most Infused carry this sign as a badge of honor, proud of their difference from lesser, normal folk.

All infused were previously human, Emperor Zethis has forbidden any other races to undergo this process and many believe that it wouldn't even work on other races, though rumors exist about infused of other races. The details of the process itself are a closely-guarded secret, unknown even to those who undergo it, as the creature is always put to sleep first.

Infused use the statistics and racial traits present for the aasimar (light affinity), fetchling (darkness affinity), ifrit (fire affinity), oread (land affinity), sylph (air affinity), and undine (water affinity) races. An Infused must have an affinity that directly corresponds to its race, as listed above.

Zethian Kobolds

Kobolds are one of the countless examples of servitor races surviving within the Zethian Empire as slaves to the humans, who take advantage of the speed at which they breed and their natural talent for mining. Years of careful and selective breeding have made them hardier and more clever than the average kobolds of other lands, and has granted them several improved abilities.

Kobolds in the Zethian Empire are identical to pathfinder kobolds with the following changes.

Ability Score Traits: +2 Dex, +2 Int, -2 Str

Years of selective breeding have left Zethian kobolds smarter and hardier than their common brethren.

Zethian kobolds lose the light sensitivity trait.

Zethian kobolds gain the prehensile tail racial trait in addition to their other racial traits.

Classes

Certain classes are restricted by location, as they fit the theme of certain areas better than others.

The Zethian Empire

The Zethian Empire is renowned for invention, technology, and technological weapons, including flying warships and tanklike battle armors. For this reason, any technologically-bent class such as gunslingers, alchemists, investigators, or similar archetypes for other classes should be restricted to, or at least originally hail from, the Zethian Empire. Clerics, inquisitors, and paladins also commonly serve in the various branches of the Zethian military.

Alignment and Affinity

Due to the removal of alignment, several classes or class abilities will not work properly. To fix this, it is recommended that affinity be used wherever alignment would have been. For example, A paladin's smite functions against creatures of the opposing affinity and instead of detect evil can use detect affinity on creatures possessing their opposing affinity

Irhardt and Divine Magic

As magic itself exists regardless of the gods and divinities, classes like the cleric and paladin do not generally serve a god directly. When determining class features such as domains, they may use whatever fits their affinity and character. Options that do not make thematic sense (an air affinity cleric taking the earth domain, for example) are not allowed, with the GM being the final arbiter.

Paladins should still possess a code to fit the heroic nature of the class, but their place in Irhardt is more akin to champions of their affinity. Still, in some places like the Zethian Empire with their god-like leader and fanatical devotion, the churches and temples do possess the setup to support a more traditional holy knight.

Atonia

The country of Atonia is a melting pot of different races and cultures. For that reason, almost any race or class can be found there. Anyone born and raised within Atonian lands almost without exception develops an affinity, making magic using classes very common, Due to their close ties to the land and magic, classes that are attuned to nature like the druid, shifter, hunter, ranger, or similarly-themed incanters, hedgewitches, mageknights, and thaumaturges are very common and welcome within Atonian lands. Compatibility with the Pathfinder® Roleplaying Game requires the Pathfinder® Roleplaying Game from Paizo Publishing, LLC. See http://paizo.com/pathfinder RPG for more information on the Pathfinder® Roleplaying Game. Paizo, Publishing, LLC does not guarantee compatibility, and does not endorse the product.

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