

TYRANTS! SAGGAKAR



PLAYER'S GUIDE

2015 EDITION

Jean-Philippe 'JP' Chapleau



PLAYER'S GUIDE

TYRANTS OF SAGGAKAR PLAYER'S GUIDE

WELCOME TO SERVITUDE

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JAWBREAKER: THE MISTS

Jawbreaker hated when the Mistress told her to travel near the Wall of Mists. There, Jawbreaker was to capture new slaves for her. The big grey wall was scary: it made Jawbreaker's skin crawl and made Jawbreaker want to run away. Jawbreaker would never admit that fear, but felt it. People said they lost themselves when they went there. How could that be? She always knew where and who she was. The small people worried about silly things all the time.

People coming out of there did not remember what they did beyond the Mists. They lost all memories of beyond the Mists. The Mists stole their friends, stole their memories, and stole who they were. But they weren't lost.

Capturing slaves was not something she liked, but she was forced to do it and she was good at it. The Mistress called Jawbreaker the best huntress she had and with good reason. Those few who were foolish enough to attempt to run never made it very far before Jawbreaker caught up with them. Jawbreaker got on all fours and ran as long as she needed to catch up to her prey.

She loved the chase most of all. Predator and prey. It was Jawbreaker's chance to prove she was the alpha and the toughest.

She gave the slaves she caught a chance to come peacefully, without fighting. Not like the kalibans the Mistress sent to assist Jawbreaker: they wanted the new slaves to fight, they liked to hurt people and eat the dead ones.

Jawbreaker preferred to teach people about this place and allow their natural talents to shine and become useful servants, like her. They had no chance of escape and even less chances of winning in a fight with Jawbreaker. Some would fight, some would heal, some would write books, and some could get into places they were not supposed to enter. All had a place in the world.

It was not what her Mistress wanted, but the Mistress was not around and Jawbreaker was in charge. The Mistress cared not what happened, as long as her slaves were delivered.

As long as they did not run back into the Mists, they would come back with Jawbreaker. Jawbreaker did not follow the fools that ran into the Mists.

Jawbreaker was not very bright but knew how to stay alive, Jawbreaker did not like to go near the Wall of Mists.



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THE WORLD OF SAGGAKAR

This section explores the most unique concepts of the Tyrants of Saggakar campaign setting.

THE FIRST ONES

The First Ones of Saggakar are the dominant power. They are target of every ambitious noble, every money-hungry adventurer, or every power-crazed sibling.

Much like the Byzantine empire of the twelfth through fifteenth century, the fortunes of the First Ones' empire waxed and waned, but it endured. It is an empire that could be re-forged or that could die a slow, agonizing death. Perhaps a new emperor will emerge from the Mists and re-forge the empire in blood.

NO ONE IS FREE

In Saggakar, everyone belongs to someone else. Even those who do not bear a *minion mark* effectively belong to everyone. This "freedom" is often worse than servitude, filled with risky, dirty and unsavory jobs.

Even the First Ones themselves are bound by complex and rigid strictures, laws and customs. This affects every aspect of their lives, from their endless ambitions to their desire to master and control all around and under them, to how they use their slaves.

Those who do not serve the First Ones suffer from different types of yoke where taxes, dues, fees and tariffs are constantly levied from them. Even the nations calling themselves "free" have only created slavery but under different, more creative names.

Service is eternal.

SERVITUDE

The theme of servitude is important in Saggakar. Lucky for the PCs, most masters have a large number of servants they must deal with, so they let their slaves act with some freedom rather than micromanaging each of them. Similarly, PCs are encouraged NOT to get their masters involved in their business, for doing so rarely creates a positive outcome.

To earn and keep this freedom, the PCs are encouraged to perform their tasks in ways that does not reflect negatively on their masters. Discretion and self-reliance are great virtues in Saggakar.

Thus, while the PCs may not have the freedom to decide every aspect of their lives, they have the freedom to choose how to accomplish the task they were given.

HALFLING CAME FIRST

In Saggakar, halflings were the first race to rise to prominence. As such, most of the most ancient ruins are haljit in origin. Though they may not have done everything themselves, they led and architected their creation.

THE MISTS

Fear and suspicion surround mist, fog, clouds and any similar phenomena. Such phenomena radiate at least faint magic, unlike other types of magic or psionic energy, casters describe the feel of magic as neither arcane, divine, nor psionic, but rather "all of them" when trying to divine the nature of the Mists.

The Mists, when capitalized, define the magic-charged mists that cause the dreaded amnesia (see below). When not capitalized, it



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refers to any generic fog or low-hanging cloud formation.

Only adventurers and the foolhardy enter or even approach the Mists. The thicker the Mists, the more powerful are their magical aura. When portals to other worlds open, the aura grows overwhelming. Such openings remain open for many minutes, but rarely for more than a few seconds.

A few locations have portals that remain open on a permanent or near-permanent basis: such are the ruins of Kyr, Wall of Mists of Faremh or the Great Fog Banks on the seas.

A funny anecdote about them: a farmer walks out of his home at the crack of dawn. Seeing that a fog covers his field, he promptly returns back inside and waits for the fog to lift before going back out.

NATURE OF THE MISTS

Some view the Mists as a manifestation of untapped magical or phrenic power. Areas where the mists are common tend to have spontaneous spell casters, such as oracles, sorcerers, and wilders. Areas where magic is harnesses and tapped into great magical items have fewer instances of mists.

Others postulate that the Mists and their power are remnants of deific magic used at the dawn of time. The Mists represent a scar on the fabric of reality. Areas where magic usage is low see much less Mist-related calamities and effects. Areas with high levels of population are often more likely to be targeted by the Mists and their effects.

Yet others postulate that the Mists are the will of one or many deities that collect individuals across the multiverse.

All of these theories have their proponents and can be partially verified at one location or another. However, their exact nature defies any unifying theory.

Communing with the gods yields no definitive answer, as though the gods themselves did not understand the Mists.

MIST AMNESIA

People who enter or exit the Mists have no memories of what they encountered beyond. The act of crossing the Mists triggers this

amnesia. No known remedy or protection prevents this effect. This loss of memory is one of the things that scare people away from the Mists, as they fear "losing themselves". The Mists affect any sentient being entering them.

Upon emerging from the Mists, those affected remember nothing of what happened beyond other than basic information about themselves: they remember their names, abilities and skills. Those few people who have traveled through the Mists and returned remember their lives in Saggakar, so it is speculated that beyond the Mists, travelers remember their lives beyond, but nothing of Saggakar.

This means that as long as someone does not cross the Mist, they remember who they are. If they cross the Mists then come back, they remember everything they experienced on that same side. So someone could be born in Saggakar, leave, and when they return, remember their childhood and families but not whatever they did beyond the Mists.

Written documents carried by travelers provide insight into previous allegiances and ties, but any memory is gone. Even one's handwriting feels alien and strange, as though reading works of fiction.

What this means: When someone exits the Mists, they know their name, their profession, but they forget any previous allegiance they had, they forget any friends and allies they know, they forget locations and places they visited.

Therefore, those who exit the Mists together band together, regardless of previous attachments.

"NATIVES"

None of the races presented in this book considers itself native to Saggakar. Everyone came to Saggakar in the past, many as part of the First Ones' armies. With the Mists stealing people's mind, few remember where they came from, who their previous allegiances were, why they came or how they came here.

Books from beyond the Mists bring no clarity. Some worlds beyond are known but few are insane enough to travel into the Mists. Fewer ever return.

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SEL'AR'OTALLYA: THE HEIRESS

"Fool," Sel'Ar'Otallya muttered out loud. The jewelry she wore as a sign of her natural dominance jingled as she walked away from her master.

Sel'Ar'Otallya was a hajit, Saggakar's first dominant race, its Greater People. It was wrong for her to bow down to others, but she had no choice. She could not yet buy her freedom or blackmail her master in it.

But the time would come again.

The others, her family, her fellow slaves, her overseers, mocked and ridiculed her for her small size. They laughed and bullied her, thinking they would break her but all they succeeded in strengthening her resolve, sharpen her wit, made her spend time in ancient tome of lore. There, she learned the ways of the ancients, the secrets of old, and the thaumaturgical rituals that would grant her revenge.

From these forgotten old libraries she learned what she wanted, what she needed. She learned of the glorious deeds of the Ilk'ampyhr, the First and Greatest of all Empire. The Empire created by her ancestors. The domain the gods prepared and created for their children. It was a time where all hajit could engage in artistic pursuits, could delve in the most complex magical theories, and freely explore the world through philosophical discourse. Servants joyfully created massive temples that reached to the heavens in glorious creations.

Then the First Ones came from beyond the Mists: tall and black. Their armies defiled and plundered the creations of the hajit, enslaved the children of the gods, imposed their customs, polluted everything with their vile inner darkness, and turned the golden age of the Ilk'ampyhr first into brass, then to tin, then to rust.

Many centuries were lost under the yoke of these newcomers. Now the world has descended into a dark age that it could not pull itself out. How can one swim to the surface when tied to the anchor? How can civilization arise from under the unfair and cruel crown of barbarians? The world needs someone with the knowledge and intellect to justly rule the masses, the unwashed and uneducated. The gods, in their great wisdom, granted the world rulers.

The gods had sent her, their chosen one.

The time would come when she would be hailed as queen by her peers, even if she had to dominate the lot of them into accepting her rule. She would be the first benevolent dictator since the Ilk'ampyhr. She would bring a new golden age of peace, sponsor magical academies, and expand knowledge of the world and of the Mists.

Her master's latest commands showed how little he understood of her magic. How powerful she was destined to become. She was an enchantress! She was not a common illusionist or stage magician.

Raise an army of skeletons was a complete waste of her magical talents! Especially when she was due to command armies, lead crowds and demand absolute obedience.

An army of skeletons! Mindless bones. What small designs for the infinite possibilities of a gifted mind such as hers. What puny waste of resources for someone of her skill and grandiose training.

There is a time for service, a time to plant the seeds she would reap later. Now is the time to pretend service. Soon her patience would be rewarded. All she needed was more time to study and master real power. Power the gods promised her ancestors. All she needed was to gather a little more power.



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HISTORY OF SAGGAKAR

HISTORY AND MUTABILITY

Victors, giving themselves the appearance of righteousness, wrote the history of Saggakar. Thus, historical "facts" do not always add up perfectly.

Discoveries, such as the recently discovered continent of Vippar often present new elements about the cosmogony or history of Saggakar itself. The veracity and truth of these elements are highly subjective and different people have different views on the subjects. Which version of the truth is "the truth" is unclear by design. Who would believe anything the First Ones say or do anyway?

IMPERIAL CALENDAR

Dates in Saggakar are kept in Imperial Calendar (IC). Dates before the coming of the First Ones have been mostly erased and are difficult to ascertain as the hajit of the Ilk'ampyhr did not keep a definite calendar. Instead they tracked years based on the rule of the emperors: "In the fifth year of Emperor Kaleh the Third's rule".

HISTORY OF SAGGAKAR

CREATION

From their immortal palace at Dur'Indira, the gods looked down into the Mists and wondered what lay beyond. They blew into the Mists and watched them swirl to their amusement.

After one of them (usually the goddess Ilkresda) blew so strongly that the Mists parted, revealing a land beneath. The gods were overjoyed and they began watching in earnest: seeing plants, and animals, and seasons. They marveled at these but soon grew bored and decided to explore the lands, pushing back the Mists with great breath and concerted efforts.

The gods enjoyed travelling together as they played tricks on the world but soon found it dull and without challenge, without purpose. When Ilkresda became pregnant, she gave birth to a thousand creatures that resembled her closely. She named those the "Ha" or "the People" and sent them to explore the world and report to her what they found, what they saw.

The gods now had better playthings to watch, influence and manipulate. From their celestial palace, they laughed, cried and cheated their new mortal servants.

Wanting more playthings, Rukmini bore Kursid children but they were wild and undisciplined, sharply contrasting with the civilized Ha. They were dubbed "Hareen" - or "lesser people" - while the children of Ilkresda became the "Hajit" or the "Greater People". The two groups and their clashes pleased the gods. The defeat of the hareen forced them to the darkest, furthest recesses of the world where they joined the goddess Usha who adopted them and taught them about the world and nature. The Wild Child and her nephews withdrew from hajit society, living like animals in the wild.

200-100 BIC KURSID'S BETRAYAL

This First Age saw the rise of the Ilk'ampyhr - the First Amongst All Empires - where the children of Ilkresda lorded over the world spending their lives in the idle pursuit of arts, magic and philosophy. The chronicles of the time record the constructions of grandiose cathedrals, massive palaces, floating fortresses and underwater cities. The capital of Seher the shining jewel built to their glory. Many of which are now lost to the world, but their legends survive to this day.

The continent of Ilkada thrived, united under benevolent emperors and philosopher-kings. Peace and prosperity allowed for rivalries that captivated, and held, the attention of the gods. It was the one city that held the world from falling into chaos and anarchy.

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This golden age ended one day as the Mists parted and galleys filled with bloodthirsty warriors led by jet-black humanoid creatures with powers never-before seen. Ashore came the First Ones and their armies of anukas, kalibans, and skythians.

At first, they served the ambitious satraps, but they destabilized the empire by plunging it into civil war. Before the hajit realized the threat posed by the newcomers, they could no longer contain the armies of the First Ones.

The hajit turned to their gods, trying to understand why they were punished this way. They asked what they had done to deserve to lose their paradise.

Divinations finally revealed the truth: Kursid the ever-jealous husband of Ilkresda attempted to force himself upon the goddess Mohanna. The assault shattered Mohanna's mind, shattering the runes and wards she placed around the Ilk'ampyhr. Vicious reprisals against the cult of Kursid led the persecuted hajit joined the First Ones to protect themselves.

A century after "*Kursid's Betrayal*", the Ilk'ampyhr was disbanded assimilated into the First One-led Qara'nis Empire, better known as the Consilarchy.

As the hajit's hold slipped, the yoke of the First Ones fell upon Saggakar.

100—0 BIC THE CONSILARCHY

The Consilarchy promoted a new age of conquest, exploration and great deeds of magic to push back the Mists. Many of the rune stones created during this time still protect Saggakar today. Explorers visited the continents of Pisolum and Zuhur, founding colonies and bringing new resources to the ports of Ilkada.

The rulers of the Consilarchy grew bloated, lazy, and fat on the easy riches coming through the ports. However, it quickly became apparent that they were unable to control the thriving colonies. The Consilarchy broke into civil war, with each consilarch accusing the other of inciting rebellion, sabotage, or piracy.

The power of Ilkada broke, the colonies began to look after themselves, quickly growing and expanding their power. Within a decade

most of the colonies considered themselves independent.

10 BIC — 35 IC: SAGGAKAR

Out of the Mists, at the head of a large army of anukas, kalibans and other barbarians came a First One who quickly united the newly created kingdoms of Pisolum. He crushed all opposition and left a bloody trail wherever he went, every king bowed to him within a decade.

Saggakar conquered all before him, and established an empire out of Pisolum. When the Consilarchy refused to recognize him as their emperor, he embarked his army for Ilkada.

The day Saggakar embarked for Ilkada is the first day of the Imperial Calendar.

The consilarchs sought to fight him, but their people flocked to the conqueror, turning upon their former masters.

Saggakar conquered Ilkada in less than a year, culminating in the sack and burning of Seher, the former capital of both the Ilk'ampyhr and the Consilarchy. Amongst the flames, he was crowned Imperium Magnum, Lord of the World.

In 5IC, Saggakar ordered construction of the palace-fortress that would bear his name. Slaves from across his empire brought supplies to build the mountain Saggakar erected in his image, so he could always look down on his people. It would serve as his mausoleum.

At his death in 35IC, his mountain-mausoleum glared down his capital. In spite of his bloody conquest, he remains one of the few genuinely loved and appreciated First Ones in history. He ruled with an iron fist and created an empire with a clear set of laws, with a place for all.

50—325 IC: THE SUCCESSOR STATES

Saggakar's laws defined the succession process but kept his final choice for his successor in his will. On the night of his passing, it disappeared, and no less than twelve copies have since reappeared. They each named a different successor and contradicted each other.

Princes sought the imperial crown, generals sought to become kings, tribal warlord threw out the imperial yoke. Once again, the world fell

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into chaos as successor-kings vied for shreds of Saggakar's great empire.

Pisolum broke off into three factions: the Lords of Zuhur in the north, the followers of Princess Saggarah around the capital and the east and the followers of General Ptoramus in the west.

Ilkada too broke into civil war as the satraps placed by Saggakar legitimized their own coronations. Lassam's king made a deal with a coven of cambion witches. They summoned armies of fiends that gave the king an army of fiendish creatures, which gave Lassam control of nearly all of Ilkada. However, he betrayed them and the witches cursed him and his kingdom. The curse changed all children born of the king and his family into netherlings, First Ones of fiendish ancestry. The human populace turned into cambions. Their conquests were quickly abandoned as the new cambions turned on each other. The constant presence of forces from the nether planes and cambions earned the nation its current name: Hellassam.

In 185 IC, a group of human adventurers calling themselves the Amoran Five led a long campaign of conquest in the service of the lords of Seher, fighting back the hordes of Hellassam. They oversaw the construction of a string of fortifications around Tyranem. A decade of campaigns made them masters of Ilkada.

In 214IC, explorers funded by the Amoran Five discovered the Cural Islands. A new boom and land rush followed, as slaves built ports and cities where only deserted islands existed before.

In 225IC, The king of Tyranem, seeing his armies crushed and his capital at the mercy of the Amoran Five and the demons of Lassam, ordered all cemeteries in town to be opened and every corpse found animated to turn the tide of war. He miscalculated and soon an undead horde rampaged through the streets slaying all living things and sharing their undead condition. Within a few days, the city became a necropolis and a beacon for undead creatures from across Ilkada. To this day, the city and its environs belong to the dead. Anyone and anything dying within its borders rises again as

one of the dead, doomed to remain with the city-state's boundaries, rising again and again.

350 – 411 IC THE RED EMPRESS AND EMPEROR AREM

With Pisolum in the grips of constant civil war, Okareza, a First One warrior came out of the Mists at the head of an army of cat-like ptahn. Conducting a quick campaign, she broke the rebels of Brumis, culminating in the sacrifice of a thousand rebels in the streets of Akafaremh, in a massacre now known as "the Red Night." Thousands more were drowned in the blood of their families.

From that day, she became known as The Red Empress.

The Red Empress turned her attention to the capital. To show the town what fate awaited them, she massacred the city of Kyr. So complete and brutal was her ire that the Mists linger to this day on the old city. The capital gave up without a fight.

She was murdered on-board her ship as she sailed to conquer Ilkada. Prince Arem of Ptorum seized the crown and eliminated all those who sought to oppose him. The conquest that followed was a veritable disaster and it was only save when the Emperor approached the Amoran Lords of Mitaka. He offered them friendship and freedom if they helped him. The Amorans agreed and in short order the empire had been re-forged.

In 368 IC, the lord of the Cural Islands declared themselves free and independent. They created a system where they would form an assembly made up island lords and sea captains. They called themselves the Island Free States. They became a haven for pirates, outlaws and escaped slaves. The law granted freedom to anyone, as long as they agreed to serve the lords of the islands. This quickly turned to a system of slavery-by-another-name.

488 – 550 IC NEW SHORES

In the middle of the fifth centuries, Captain Mizen discovered new lands to the east. Again a new land rush followed as adventurers, explorers, scholars left for the new lands

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accompanied by outlaws, slavers, and criminals. The new lands were not deserted; the Kynean Empire had thrived in isolation for centuries.

Within five year, a full-blown war opposed the Kynean Empire to the many newcomer settlements. In 503 IC, Prince Viresh marched into Nyen'to, capital of the Kynean Empire. No sooner was the conquest completed that the land broke up into civil war as the generals sought to increase their rewards.

Prince Viresh, who proved to be an excellent general, found himself an inadequate ruler. Forced to run, he withdrew to the south, closer to his supplies and the empire. In the power vacuum, hajit envoys from Seher secretly met with Kynean rebels, forming an alliance against the First Ones.

Less than a decade later, three stable states existed on the Eastern Shores: the kynean magocracy of Nyen'to allied to Seher, the Free State of Mizen dependent on the Island Free States, and the Imperial province of Virshka.

525 – 650 IC THE THREE KINGDOMS

In 525, one of Prince Viresh's soldiers burned down the winter palace with the imperial family within. Prince Viresh, besieged in his fortress of Virshka, became the only surviving member with a clear claim. Three pretenders emerged: the king of Ptoram in the north, the ArchDespot of Faremh in the south and east, and the Noorakim in the south. Armies clashes without decisive action.

Within a few years, three kingdoms emerged committed to a cold war rather than to a full-scale war. Assassinations, spying, and covert actions became common. Adventurers were in high demand, and the unscrupulous became very rich.

606 – 677 IC THE SERALITE DYNASTY

In 606, seeking to break the stalemate, Princess Seral of Ptoram led an army against Ilkada, seeking additional slaves and plunder to pay mercenaries to fight their enemies. After a decisive campaign, the nations of Ilkada crowned her as their empress. Her father, King

Karam demanded she abdicate in his favor, but she refused, insisting her father bow down to her.

Using her consort as a decoy, she landed her army next to Saggakar where, weakened by a century of war and blockade, the city welcomed her and she was crowned empress. She spent the next twelve years assuring her power and destroying her own family. On her deathbed, a single crown ruled all of Pisolum and Ilkada.

Her heiress, Empress Zerta failed to reconquer Zuhur, but they defeated the rebels in Virshka. She lived a dissolute lifestyle in her palace in Seralka. The Empress soon gave herself to every pleasure her vast empire provided. She ate like three men, took part in lavish orgies, used wild drugs, and turned the control of the empire to the satraps. On her deathbed in 652 IC, she told her children to focus on the empire and regretted that she had harmed the empire more than she helped. She named her eldest son and leading general, Prince Zeroul as her successor and died. She was buried under the palace she built, in a chapel dedicated to her.

Emperor Zeroul moved the capital back to Saggakar and convoked the satraps. He announced sweeping reforms, reforming the treasury, the navy and the army. He reorganized the map of the empire, creating the provinces of Brumis and Markemh. He granted lands to the hajit on Ilkanda and expanded their influence, in return for vast sums of money. He instituted a secret police to ensure obedience to his decrees. He first embargoed then conquered the Island Free States. At his death, the empire was subdued, its coffers full, and its commerce flourishing.

His son Loktar spent the next five years sailing around the empire assuring imperial supremacy. He died without heir in 677.

677 – 687 IC KUZAL THE MAD

Upon the death of Emperor Loktar, King Kuzal of Ptoram immediately claimed the throne, a claim dating back more than a century and a half, laying siege to Saggakar and sending the fleet to blockade Seralka. Without any

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serious opposition, King Kuzal grabbed the Imperial Throne for himself. He was crowned Emperor by a grateful populace.

Meanwhile House Faremhi annexed Brumis, Kyrel, Markhem, and Rodaka to their holding of Faremh. This was the price the newly crowned Emperor paid to prevent rebellion. House Faremhi did remain subdued as they spent their resources consolidating their power.

After his coronation, Emperor Kuzal fell into the same dissolute lifestyle as his aunt, Empress Seral. He created a harem of a thousand beauties levied yearly from across the empire. At the end of the year, he sacrificed all of them as his new brides arrived.

In 687, he decreed a program of imperial embellishment. The program sponsored the burning of slums and areas of town that were not aesthetically pleasing. Fire razed entire city blocks of Saggakar, often with the slave

population within. As Saggakar burned, the emperor asked when he could dine on the piglet he smelled. The burning sparked citywide rebellion. The rebels entered the Imperial Palace, with the support of the city defenders and beheaded the emperor. Placing his head on a stake, they plundered the palace, killing everyone they found.

A story says that the Emperor's head was animated and that to this day, it advises the rulers with his mad ideas. Weak emperors are said to spend their time *"listening to Kuzal."*

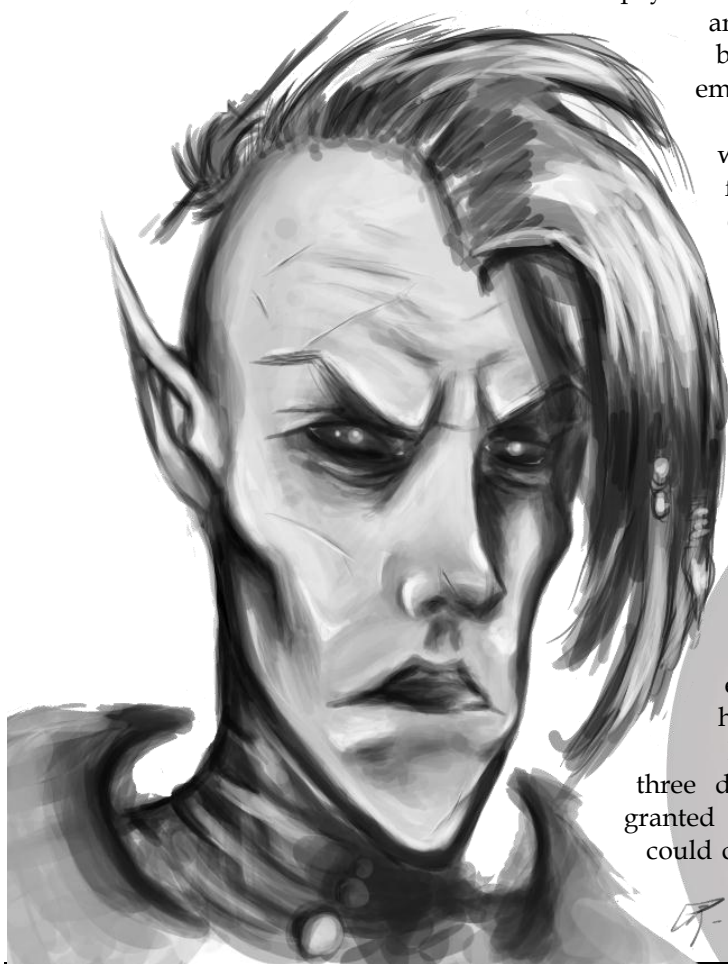
687 – 785 IC NOORAKAN DYNASTY

Only one member of the imperial household survived the night. Serana, a princess of Nooraka, was the mad emperor's fifth wife. Ending her husband's mad programs, she relieved the taxation and increased the army's pay. With those promises, she gained support and her coronation took place without bloodshed. She set about reforming the empire, promoting trade and commerce.

Empress Serana surrounded herself with capable individuals, commerce flourished, trade revenues filled the empire's coffers, and funded her many building programs, her opponents meeting sudden and mysterious deaths. Refusing to take another husband, she reformed the law stating that any child of a ruling empress would be recognized as legitimate for the purpose of succession. Thus, she founded the Noorakan Dynasty.

Before her death in 715, she had birthed no less than twenty-four children, by fathers unknown. She married her children throughout the empire, into the families of major houses.

Her children ruled wisely over the next three decades. During that time, emperors granted the principedom of Zuhur to whoever could conquer it. This turned the attention of the ever-covetous Kings of Ptoram,



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the Hajit of Seher and even the Coven-queens of Hellassam.

When Emperor Vippra the Wise took the throne, in 738, he wanted a new era of discovery and expansion of the empire. To that end, he outfitted many ships, and promised any satrap control over lands discovered by their captains. What followed was a decade of frenetic construction and exploration. Adventurers and explorers set off in the Mists seeking new lands, few ever returned.

The Emperor's program led to many discoveries, including the northern edges of Zuhur, mapping of the Great Fog Banks, and the discovery of Vippra in 751. Vippra is a continent northeast of Ilkanda. The pine-forest covering continent at first seemed to have no intelligent life upon it but the discovery of ancient ruins under its forests led to a series of expeditions. Again adventurers, priests, scholars, and fortune-seeker swarmed to the nascent settlements eager to explore, plunder or catalogue the ruined cities. The Emperor commanded the foundation of many new colonies to assist the exploration of these new lands.

Discoveries on Vippra changed the way scholars viewed the history of the world. According to records found there, a previous age existed wherein a race of creatures calling themselves 'Elders' controlled a vast empire that spanned many worlds. A council known as the Wizard-Lords ruled the Elders.

They became embroiled in a terrible conflict with creatures from another world. The conflict turned against the Elders and in an attempt to save themselves, they tried to shroud the world in mists to repel their enemies. It seems the mists worked too well and destroyed the Elders and their empire.

These revelations created extensive debates in scholarly communities. They forced the review of traditional hajit cosmogony. The First Ones associated themselves with the Elders. Many scholars simply rejected the "Revelations of Vippra" as hoaxes, mistranslation or outright lies created centuries ago.

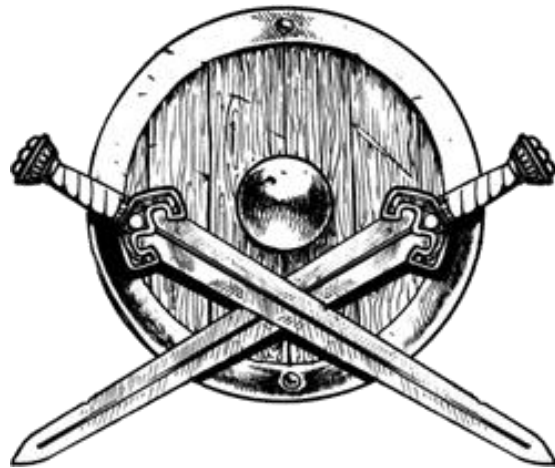
Vippra's successors did not share his wisdom or strength of character, leading to the

effective secession of many provinces. Wars broke out, further splintering the empire. The period between 753 and 770 saw the end of the Noorakan Dynasty as no less than twelve emperors ruled in short succession.

In 767, the Mists swallowed Markhelis, the capital of the ArchDespotate of Faremh. Provinces across Pisolum began to look out for their own, breaking away or forming new alliances. Rebellion came to Brumis, Kyrel and Rodaka as the rulers of Faremh spent their fortunes trying to fight the Mists. The always rebellious provinces of Mitaka, Nooraka, and Virshka declared themselves independent, while Seher opened its ports to members of all nations and declaring themselves a free and open nation.

In 770, Dowager-Empress Gerapa, widow of Emperor Arem XII seized power. She named herself regent to her infant son, Crown Prince Zalis. For the last fourteen years, she ensured her son's ascension to the throne. As the young emperor approaches his majority, the Dowager-Empress shows no signs of relinquishing the reins of power. She keeps her son away from court. The young Prince has a growing entourage, composed of opponents of his mother.

Today is 785 IC.



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LEGACIES ORGANIZED PLAY

THE LEGACIES CAMPAIGN

The Legacies organized play campaign uses Saggakar as its base. The best way to experience and discover the dark and grim world of Saggakar is through the many adventures published for the campaign. As players play and make choices, they leave their legacy...

Rule items marked with a red "L" in a wax seal means that rule item is intended for the Legacies campaign.

Games are organized on our Facebook group, join [Legacies](#) for full details.



ORGANIZATIONS OF FAREMH

The following organizations are present in the ArchDespotate of Faremh where the Legacies organized play campaign is set. PCs may join these organizations if they wish.



CHURCH OF MAN

Unity through the Words of the Five

Public Goals: To spread the word of the Amoran Five.

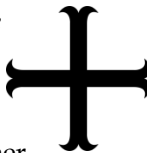
Secret Goal: To supplant all other faiths and pantheons.

Requirements: Must be a divine spell caster devoted to one of the Amoran Five or to the Amoran Pantheon.

Master: The High Patriarch of the Amoran Five in Mitaka. In the ArchDespotate, the Lord-General of Clayrian is the head of the Church.

Base: Mitaka

The Church of Man, or the Amoran Five, was established in the late Second Century after the death of the Five. Their church, like the Amorans themselves at first served under the hajit of the Zulk'ampyhr. They worked within the system, building their forces until they were



ready to challenge for supremacy, then taking over nearly all of Ilkada.

Under Emperor Arem, the church made a deal to submit, trading their freedom for a chance to fight another day. A day they wait for.

CURSEBINDERS

Understand and defeat the Mists

Public Goals: To contain and understand the Mists.

Secret Goal: To master the Mists.

Requirements: Must either have travelled through the Mists or be able to cast 3rd-level spells or manifest 3rd-level, and have at least 5 ranks of both Knowledge (arcana) and Knowledge (planes).

Master: The last official master of the order was Tannen O'Shea, a human male who disappeared when the Mists took over Markhelis.

Base: Formerly Markhelis, now none.

The Cursebinders were founded over a century ago as a group of arcanists seeking to repel the Mists. They conducted many experiments in the city of Markhelis, which half-vanished into the Mists two decades ago. Since that time, the order has become very secretive, and gone undercover, all of its chapterhouses were closed, abandoned or sold.

Though its members are not wanted, announcing one's allegiance to this group is a sure-fire way to be blamed for any nearby Mist-related phenomenon.

GLADIATORS' UNION

Fight. Make money. Die

Public Goals: To promote the best and most exciting gladiatorial matches.

Secret Goal: Control all gambling on gladiatorial matches, and ensure profitability.

Requirements: Must have survived three fights in any arena.



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Master: The union was created by Wel'Me'ote'ka'me'Karrat, a retired hajit female who survived through over twenty fights.

Base: Spiderfen, in the ArchDespotate of Faremh

The Gladiator's Union was founded about a decade ago as a means to market great fights. It has since evolved into a criminal organization that arranges and sets odds on bets. They make sure the gladiators get some of the proceeds.

ORDER OF THE BLACK HAND

The Mind controls the Hand

Public Goals: To investigate and catalog any psionic phenomenon.

Secret Goal: To control the influx of psionically-endowed slaves and bind them to the ArchDespot's service.

Requirements: Be at least a second-level manifester, must belong to the ArchDespot.

Master: The ArchDespot of Faremh

Base: A hidden fortress beneath Farelis, in the ArchDespotate of Faremh.

Founded during the last decade, the Order of the Black Hand seeks prevent the spread of psionic-enabled slaves across Saggakar. Rumors of psionic surgeries and strange experiments surround the Order, without any proof.

The original reason for the Order's existence is known only to the ArchDespot.



TREESHADOW INSTITUTE

*Understanding the world within
through the worlds without*

Public Goals: To learn about the worlds beyond and spread knowledge to all.

Secret Goal: To undermine the tyranny of the First Ones by finding allies beyond the Mists.

Requirements: May not be evil-aligned, may not be a First One, must have at least three ranks in any Knowledge.

Master: Corfell Treeshadow, half-elf priest of Keron.

Base: The Treeshadow Institute in Farelis, in the ArchDespotate of Faremh

Corfell Treeshadow fought in the arena for many years, dedicating himself to the worship of Keron. After winning his freedom, he opened the Treeshadow Institute to gather books of lore and travel from beyond the Mists. The Institute now serves as a front for money laundering and connecting freedom fighters with information.

Most of the Institute's staff has no knowledge about their founder's secret activities.



UNDERLEY NETWORK

There is no Underley Network

Public Goals: There is no such thing as the Underley network.

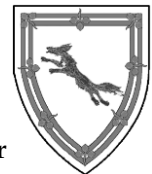
Secret Goal: Gather information on anyone who seeks to destabilize the ArchDespotate.

Requirements: Must swear secret allegiance to the Underley Network

Master: Melnie Underley, human female from beyond the Mists.

Base: Formerly Markhelis, currently none

The Underley Network is a secret spy organization created by a powerful diviner to assure the stability of the ArchDespotate. Over the years, the network spread beyond the ArchDespotate. Secrecy and a willingness to deal with anyone who might advance their goals are the network's main tools. Those who learn or speak of the network disappear suddenly.



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LANGUAGES OF SAGGAKAR

There are many languages spoken in Saggakar. This section covers the most common languages.

Many of the languages spoken are descended from other dialects, allowing communication with recent arrivals.

Language: Gives the name of the language. Many languages have local dialects.

Used by: Gives the location and people who most commonly speak the language.

Script: The script describes the alphabet most commonly used when writing the language. Some languages do not have a written language of their own.

Related Languages: This column provides a list of languages closely related to each other, allowing communication. Whenever a language appears in a monster entry, it is a dialect of the parent language. Thus, a creature speaking "goblin" and a creature speaking "Hajit" or Halfling would understand each other. These languages are dialects of each other. However, there is a -2 penalty to any skill checks when communicating through this language barrier and any such checks takes twice as long.

Related languages are not linked together: as such someone speaking Infernal could speak to someone speaking Hellish, but would not be understood by someone speaking Abyssal.

ABOUT THE LANGUAGES

Anukan: This language is simple and sounds like grunts, roars and snarls. What little is written in the Anukan tongue uses the Common alphabet. Anukas dislike reading their own language, not liking the cadence and flow of the written word.

Exodite: The Exodite language is the

common tongue of the First Ones. It is the language of the aristocracy.

Hajit: This language is one of the oldest on Saggakar. It lends itself to double entendre and hidden meaning. Merchants and diplomats use it because of its open-ended nature. Hajit sounds melodic and has a cadence lending itself for the writing of poetry and philosophy.

Hellish: Cambions and creatures from the lower planes share this harsh-sounding language. It is perfect for diplomacy and legalese. Female cambions speak this language in melodic tones often described as "dangerously seductive".

Kaliban: Kaliban is the name given to a pidgin of languages spoken by kalibans. Kaliban has no official written form, although the Common alphabet is used.

Kyanean: Like the Kyneans themselves, this language is precise, requiring slow and measured speech. It lends itself to long, precise and detailed discussions. It is a favorite of arcane scholars.

Skythian: This harsh sounding language is precise and ideal for military speak. Skythian lacks a number of concepts for philosophical and religious discourse. When written, the Common alphabet is used. Few books use this language except for martial or combat treatises.

Language	Used in/by	Script	Related Languages	Link
Anukan	Anukas	(Common)	Giant, Sylvan	
Exodite	First Ones, aristocrats	Exodite	Aklo, Undercommon	Font
Hajit	Hajit	Hajit	Halfling, Elven	Font
Hellish	Cambions, evil outsiders	Hellish	Abyssal, Infernal	Font
Kaliban	Kaliban, raiders	Common	Goblin, Orc	
Kyanean	Scholars, Spell casters	Kyanean	Aquan, Auran, Ignan, Terran	Font
Skythian	Skythians, military forces	Common		

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KRAAN: A SIMPLE FARMER

Being small has many advantages but Kraan's favorite was that people easily dismissed and ignored him. It allowed him to sneak around with ease without having to explain himself to the tall ones and their long, hard words. As a youth, he was taken from his family and forced to serve the First Ones in the fields. He hated slavery but loved working the earth, growing crops, and raising animals. Not only that, but he was good at it.

A simple life for a simple man.

His master called upon him all the time, and when he did so, Kraan stayed away from the overseers and their whips for as long as he could. While away from the farm, he helped those he could without drawing attention to himself.

Tonight, he was on a mission to look into the disappearance of many heads of cattle.

Hidden under a thick cover of fern, he looked at the bandit who had stolen the cows. It was just more than a handful of them. Ripe, plump, well-fed cows all of them: they provided milk and cheese but also calves. There was only one man, one thief, one selfish brigand. Kraan's face contorted angrily as the brute mistreated those great animals. Seeing how he brutally slaughtered one, and was wastefully throwing chunks of meat on the fire, wasting the meat and the hide.

Kraan could not take anymore, so he grabbed his bow and took aim. Letting loose his arrow, he stood and charged forward brandishing his small axe. The bandit never saw the arrow, barely turning to face the hareen before the small axe hit in the leg.

"You never hurt cows! Kraan give justice!" he screamed in the simple language his people used.

Leaving the man to bleed out, the hareen went to the living cows. They had been whipped and hurt, but would survive with a little attention and care. He passed a hand on their flanks whispering quietly to calm the animals. Once he reassured himself the cows were fine, he returned to the fire where the man had rudely butchered one. Not wasting any time, he finished cutting the meat into strips, rubbed them with some salt he always carried and set the whole animal to smoke. Then he turned his attention to the hide. It was in bad shape, but Kraan did what he could to tan it, tying it to a frame, and placing it over the fire to dry quicker. Searching the dead bandit's camp, he found a cooking pot with which he boiled the bones into a nice soup. Kraan ate well.

Two days later, Kraan came back to his master's estate with the two cows he found alive. His master was happy and allowed the hareen a few days of rest.

But Kraan did not rest. He ran into town, sold the bandit's equipment to the local store, gave the hide to a fellow slave who worked leather; handed the bones to the magic-man, gave the children in the pens where he lived jerky and told the story of how he rescued the cows. He bought a few candles to place in front of the shrine he built himself to the Usha, the Wild Child and mother of his people.

His master did not know - or cared - about such side-activities. Kraan knew he made the world a better place, one small action at a time. And if the children saw the good his small deeds did, they might want to take up a similar path, just as he had been taught himself.

And his master thought him a simple farmer....



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RELIGIONS OF SAGGAKAR

PANTHEONS

Three major pantheons wield great temporal power in Saggakar. However, many other religions exist, their power limited and their influence confined to a local area. This says nothing of the ancestor and shamanistic cults associated with druidic traditions.

The Dark Gods, the First One's pantheon is universally recognized and worshiped. The pantheon's deities support and encourage dark deeds and servitude.

The Hajit Pantheon holds sway in areas where halflings are common, namely Ilkada and the Island Free States. Complex interrelations and extensive myths serve support the point that halflings are the natural rulers of the world.

The Pantheon of Man is a cult that appeared in the second century. It deifies a band of adventurers. Theirs is the ultimate rags-to-riches story where a band of adventurers grows so powerful that they eventually attain godhood. It is extremely humanist in that it believes in the potential of everyone. The church of the Pantheon of Man has spread far beyond its origin in Mitaka to be present in every major capital.

The unaffiliated deities have a church that is much less organized across the world. They may have a large presence in one area (such as the Dark Mother's church in Hellassam), or small isolated cells (such as the church of Turgohl).

THE DARK GODS

The First Ones' religion is that of the Dark Gods – also known as the First Ones Pantheon. The First Ones do not believe in gods per se, rather, they believe in perfected versions of their own soul. Each First One believes he possesses a shard of the divine within.

Prayers call upon the universal willpower and inner strength of all First Ones, rather than to a god granting them power.

Although the codification of the faith found today across the world is attributed to Emperor

Saggakar the First, there is no historical evidence of this.

Non-First-One priests of the Dark Gods are seen and treated like well-trained and obedient slaves seeking favor from their masters, whereas they see themselves as ambitious and forces of stability, as they focus on the enemies of the faith, mostly. The symbol of the crown is used as a symbol of the faith as a whole.

“SERVICE IS ETERNAL”

The creed of the Dark Gods is generally summed up in the following verses. Their origin is lost to time and the Mists.

Of these, the last one is the most commonly seen and repeated.

*Ours is the hand that guides the whip.
Ours is the mind that keeps the world together.*

*We are the First Ones.
Lordship is our burden.
Obedience is our birthright.
Power is fickle.
Service is Eternal.*

“Service is Eternal” is believed by non-worshippers to be the mantra of the faith, but it is more complex than that. It is spoken whenever they pass sentencing. Thus it has become synonymous with any religious service. “Service is Eternal” is a reminder to the worshipper that once they become someone else's pawn, they remain a pawn forever.

The faith promotes that all who are not First Ones themselves are little more than pawns to be used and abused as one reaches for the highest levels of power. Since *Power is fickle*, they hold on to it with an iron fist, imposing it whenever they need or want to.

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THE LAW

The Unbending One

Alignment LE

Domains Community,
Evil, Nobility,
Protection, War

Favored Weapon
Thinblade

Symbol Black Eagle

The Law is the invisible hand that guides every First One to rule with both ruthlessness and wisdom. It is that which ensures stability. Disciples of the Law support peaceful coexistence and promote the empire. They are the most organized of all the clergies of the Dark Gods. They often completely control or at least firmly influence any legal system.

They blend in with the local nobility, providing counsel and support. When the nobility is not favorable to them, they support rebel leaders, promoting closer ties with the empire and the clergy of the Dark Gods. As such, they are often believed to be the Pantheon's diplomats and ambassadors.

Of all the three aspects, this is the one with the fewest non-First One devotees.

Priests of the Law use devils, inevitables, and kytons as their messengers and unholy allies, rarely using any other otherworldly servants. They favor light armor and colorful local clothing. A priest of the Law must use an unholy symbol made of precious metal worth at least his level in gold pieces, as a sign of prosperity. The appearances of power are a way to show and impress the masses. Inferior races are much more willing to subjugate themselves to those whose power is apparent. Those who do not display this power tend to lose it to those people who think they should have it.

In general, the clergy works well with that of the Warrior, but they keep close tabs on anyone professing allegiance to the Zeal. Followers of the Warrior are seen as easy to exploit and those of the Zeal as subversives.



THE WARRIOR

The Pounding Heart

Alignment NE

Domains Destruction,
Evil, Glory, Strength,
War

Favored Weapon Any
First One Weapon

Symbol Black bear

The Warrior is the pounding in each First One's chest, the power that makes each of them seek to dominate their inferiors and control the world around them. The Warrior is never satisfied with what he has accomplished, always seeking for the next battle, the next campaign, or the next crusade.

Disciples of the Warrior approach everything as they would combat; a life-and-death struggle where only the strong thrive. Sitting back and letting others do the work is not the way of the Warrior. This does not mean that they blindly charge into any situation, as many are career generals, with a distinguished history of leading their armies. Though they may command their army from the rear, they live among their troops, sharing their trials and making sure morale is kept up and the army ready to fight.

The Warrior has the most non-First-One worshippers of all the Dark Gods. Victory in the field is the ultimate decider of reputation and rank. Those who lose battles rarely live long.

The clergy is willing to use any type of creatures to serve as messengers. The more martial of devils, daemons and demons are common, but they have been known to use elementals.

Priests of the Warrior often advance in martial classes. This allows them added power and training for the battle field. Cavaliers, fighters, and rangers are common choices.

The clergy sees the followers of the Law as lazy fools too concerned with their comforts. They see the followers of the Zeal as random and unfocused in their desires.



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THE ZEAL

The Ambitious One

Alignment CE

Domains Charm, Evil,
Liberation, Trickery,
War

Favored **Weapon**

Spiked Chain

Symbol Fox Rampant

The Zeal is the burning ambition living inside each First One. It is the all-consuming desire that can never be fulfilled. It pushes the First Ones to challenge authority and improve one's own station. Followers of the Zeal hate serving others and undermine any authority figure more than other First Ones. This makes them join with subversives, rebels and outlaws. But their goal is to dominate such groups and bend them to their whims and desires.

The cult is extremely disorganized and few worshippers work together for any lengths of time. This makes the cult unpredictable, but also limits its effectiveness. Because of the loose strictures of the cult, its members are very creative but rarely have sufficient means to see their plans to fruition.

Though it has few non-First-One worshippers, its adherents are the most likely to associate with others, as a way to further their own goals.

The church uses demons most of all, but they are not above using azatas and any creature that can support or accomplish their goals. Creatures of lawful alignment rarely agree to help or support the church.

Priests rarely live in the public eye, preferring to work in the shadows, giving them a better chance to blame someone else should anything go wrong. Secrecy and misdirection are part of their usual tools.

To the clergy, everyone is a tool to be used and discarded. Bards and other Charisma-based classes are highly sought by the clergy as recruits.



HALFLING PANTHEON

Like the hajit themselves, their pantheon is tightly wrapped and woven together in complex relationships and alliances. Deities fall out of favor and lie forgotten until something happens, rekindling their worship to prominence. Other than Ilkresda, all of the other deities of the pantheon saw their power wax and wane over time.

The deities of the hajit pantheon share complex relationships with each other. This cycle of courtship, marriage, betrayal and revenge, seems to be as much a part of the faith as the deities themselves and mimics the lives of many hajit. Hajit priests seem to have no difficulty separating the complex interaction their divinities have with each other.

A modern observer could easily compare the hajit pantheon to the characters on a daytime soap opera. Deities come in and out, have miraculous returns, fall from grace, have children with a variety of partners and snoop on the affairs of others.

Hajit females form the vast majority of the priesthood of this pantheon.

AMARETAT

She-who-lives-forever

Alignment NG

Domains Knowledge,
Magic, Rune

Favored **Weapon**

Morningstar

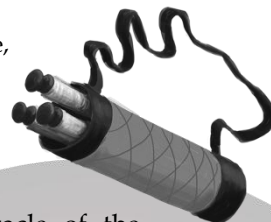
Symbol A scroll tube

Colors Grey

Amaretat is the oracle of the gods, the one who encourages the development of long term work over short-term gains. The church is best known for its extensive chronicling of all divinations. The written word is the greatest gift of the gods. Advice, stories and tales from one's female ancestors are particularly valued and chronicled, as dogma tells these are words from the goddess herself.

Priestesses are all soothsayers, scribes and diviners. Travelling priestesses maintain extensive travel journals.

The church is closely allied with the church of Amaretat's mother, Ilkresda, where a tiny



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shrine is usually reserved for She-who-lives-forever's priestesses. The church considers the city of Opalis in Seher, as the one true, Holy City. The temple there is filled with thousands of old travel journal, making it one of the most extensive historical collections in Saggakar. The church maintains wards and magical symbols to protect the collection from theft.

The church only ordains female priestesses, professionally trained in profession linked to writing, such as ink-maker, book binder, scribe, or paper maker.

Additional Requirements: All clerics of Amaretat are females. Males can be part of the church, but not the cleric class. To rise in the hierarchy, a devoted is required to have the Scribe Scroll feat. Priestesses usually dress in scholarly robes of simple cloth.

BANDI'SHER

The Bound One

Alignment CE

Domains Chaos, Liberation, Trickery

Favored Weapon Spike chain

Symbol Shackles and chains

Colors Crimson and silver



Bandi'sher was a consort to Ilkresda who fell from favor. Trying to regain his position, he poisoned her new lover. Caught, he was bound, forced to endure the scorn of others and thrown in a deep prison from where he seeks to escape.

The church and its devoted are the subject of scorn, insult and persecution by others. The church welcomes the abused, the dominated, the enslaved, and anyone who suffers at the hands of others. It teaches to take the abuse today but to plot swift and brutal revenge later. The church backs slave rebellions and revenge murders.

The church has no official temple, and high-level priests are extremely rare. Slave markets are consider holy sites.

Unlike most other faith of the Pantheon, Bandi'sher welcomes both male and female priests. His cult is one that has seen a lot of growth amongst non-halfings in the last few years.

Additional Requirements: Priests tend to dress in plain, nondescript clothes, often bloody and cut with a whip. Many priests wear one of more shackles around their wrists, neck, or ankle.

ILKRESDA

Her Celestial Highness

Alignment NG (N)

Domains Charm, Community, Healing

Favored Weapon slingstaff

Symbol Crown

Colors White



Ilkresda is the mother of the gods, and of the halfling race. Although officially married to Kursid, she has taken many lovers over the years. As she and her husband feud and fight for power and control, she takes on consorts.

Her teachings are neutral good, but her cult leans heavily towards neutral. They teach that motherhood is a blessing and that mothers and children deserve respect and protection.

Priestesses serve as midwives, physicians and teachers, preparing women and children for the world they will live in. As they see themselves as mothers, they are expected to behave properly at all times, particularly when in public.

The Most Revered Mother is the highest ranking priestess of the cult. She lives in a palace in the city of Opalis. Local cults are based around a "Mother" who is the highest-ranking priestess while others are the "Daughters". A mother must be of childbearing years, when that they are no longer fertile mothers retire and join the Circle of Crones. The Crones discuss theology and maintain the actions of the gods.

Additional Requirements: Only females may join the rank of the devoted of Ilkresda. They must take ranks in the Heal or Profession (midwife) skill. Priestesses favor heavier armor and loose-fitting clothes.

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KURSID

The Shining One

Alignment LE

Domains Destruction,
Fire, Sun

Favored Weapon heavy
flail

Symbol Sun

Colors Red and Orange

Kursid is the jealous lord of the sun and Ilkresda's husband. His wife's many affairs fill him with rage. This makes him sulk at the end of every day as he pouts throughout the night.

Not satisfied with being the father of the hajit, he fathered the hareen with the goddess Rukmini.

Seeking more children, he tried to force himself upon Mohanna, making her go insane. Mohanna's insanity led to the arrival of the First Ones, and the destruction of most the hajit thought was theirs.

Kursid has no temple instead he has shrines Ilkresda's temples. His priests engage in a lot of missionary work. Many consider members of the cult to lack ambition because they subject themselves to the whims of the Mothers of Ilkresda.

Additional Requirements: Priests favor bright colors such as orange, red, or yellow, or metal armor that shines in the sun. Most of their equipment is plated or trimmed with gold, bronze, or brass.

MOHANNA

The Mad Builder

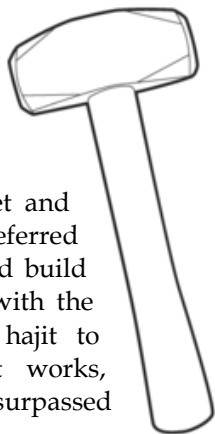
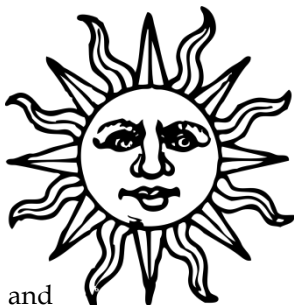
Alignment CN

Domains Artifice,
Madness Protection

Favored Weapon Warhammer

Symbol Work hammer

Mohanna was a quiet and withdrawn child who preferred to play with her tools and build things rather than play with the others. She taught the hajit to build and create great works, creating an empire that surpassed all others.



One enduring myth is that Kursid tried to force himself upon her. She went insane and created strange creatures that hunt the living to this day. During that period, she birthed many races, including the First Ones – so the halflings believe. The First Ones' arrival was the result of Mohanna's vengeance.

Today, the church seeks to create and build bigger and crazier devices and structures. They work as architects, blacksmiths, and engineers. Most work in building or craftsman profession. Whatever fascinates her worshippers, they do so with near-insane dedication.

Additional Requirements: Priests must have ranks in Disable Device, a building-related Craft or Profession skill, or Use Magic Device. Priest of Mohanna favor wearing light or no armor.

RUKMINI

The Coin Lady

Alignment N

Domains Luck,
Protection Trickery

Favored Weapon Ranseur

Symbol A gold coin

Colors Gold

Rukmini is the youngest daughter of Ilkresda. Drawn to wealth and gold in particular, she agreed to bear Kursid's children in return for gold; she stole the gold shine off the moon; and she taught the hajit the value of metals.

The Coin Lady teaches that luxury and easy living come from a single source: money. The pursuit of money is the greatest and most tangible pursuit one can undertake. While the gathering of riches is a great virtue, the greedy hoarding of such riches is a terrible sin. Money should be used and spent, not kept and hidden from others. The goddess and her church are open to dealing with anyone, forming short-term alliances.

The church is associated with tax collectors, bankers, merchants, money changers and minters. They also see judges, lawyers, notaries and the entire legal system as servants of the Coin Lady.



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Additional Requirements: Priestesses all have ranks in a high-paying Profession skill. They tend to wear the most expensive armor they can afford. They love to wear jewelry, at least 100gp x level (magic jewelry counts in this total).

USHA

The Wild Child

Alignment NG

Domains Animal, Plant, Weather

Favored Weapon Scimitar

Symbol A sheaf of wheat

Colors Green and brown

Usha was Ilkresda's first born. While still a baby, she escaped her mother's supervision and hid in a deep forest. There she learned the secrets of nature directly from the forest itself. During that time, she found the hareen, the wild children of her sister Rukmini. Later, she returned to her mother, fully grown and knowledgeable in the ways of the world.

Today she is seen as the mother of agriculture, and the shepherd of beasts. Her church teaches the preservation of nature, along the expansion of farming. She promotes the responsible expansion of both, and opposes their destruction.

Additional Requirements: Most devoted to Usha take ranks in one of more of the following skills: Handle Animal, Knowledge (nature), Profession (animal husbandry or farming), or Ride.



PANTHEON OF MAN

At the heart of the Pantheon of Man is a desire to reach the divine, the idea that someone might transcend and attain a place among the gods. The five deities of the Pantheon were a group of five adventurers who rose from obscurity and service to become gods themselves.

How the Amoran Five became gods is the subject of many complex and sometimes contradictory tales and myths. Unlike the Hajit Pantheon, upon reaching apotheosis, members of the Pantheon of Man seem content to look upon their followers and do not interfere directly in the lives of their followers.

The Five are known mostly by their celestial titles: Sanlys the Courtier, Keron the Sage, Soffro the Traveler, Clayrian the Warrior, and Mareen the Wise. The pantheon has a few demigods and minor deities related to it, but their following is relatively small.

The Pantheon of Man sponsors more chivalric and monastic orders than any other faiths. Through these orders, the church managed to expand and extend its power.

The entire clergy opposes the rule of the First Ones, and fights against them secretly. The Church of Man does not directly oppose the First Ones, instead it focuses its efforts on doing what it can to disrupt and resist without drawing attention to itself. They do not possess a unified idea for what to do should the First Ones be deposed.



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THE PANTHEON

Alignment Any

Domains Charm, Community, Glory, Nobility

Favored Weapon none

Symbol A cross with four arms of the same length

Colors None

Priests of the Amoran Five promote the whole pantheon as one. They promote the word that those who follow the path of the Five may themselves become gods.

Most believe in one theory of the apotheosis or another and their spread the stories to those who will hear them. They speak of the Five and their great deeds.

Pantheonic priests are rare outside Mitaka.

CLAYRIAN

The Axe Lord

Alignment N(G or E)

Domains Destruction, Earth, Glory, War

Favored Weapon Any axe

Symbol A wolf's head

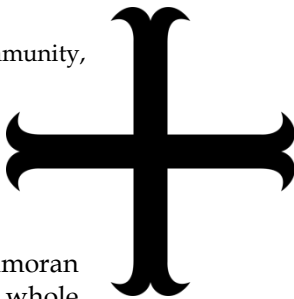
Colors Grey and red

Clayrian became the First Lord of Amoran and Mitaka. As a warrior, he promoted the creation of knightly orders. His teachings involves the protection of the weak and subjugated and ruthlessness to one's enemies.

These two aspects are part of the great schism in the faith. Those who favor the protection of one's domains favor the good side of the faith while those who favor the destruction of enemies lean firmly to the evil side. The church of Clayrian can be either neutral good or neutral evil.

Both aspects revel in battle and combat of all size, from simple skirmish to battle with thousands of combatants. Clayrian himself enjoyed combat above all, and he valued competitions and challenges of all types.

The church is organized much like a knightly order, answering to the High Lord General in Mitaka.



KERON

The Sage

Alignment NG

Domains Air, Knowledge, Magic, Nobility

Favored Weapon Quarterstaff

Symbol A quill and ink pot

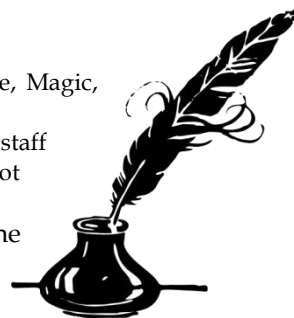
Colors Blue and Grey

Keron was the scholar of the Amoran Five, delving in forgotten tomes and finding ways for the Five to advance their cause. Keron's pursuit of knowledge was motivated by a desire to bring truth and justice, but also to combat the lies and propaganda of the First Ones.

Keron considers all knowledge and the written word in particular, to be holy. All knowledge is good to acquire, but not all knowledge is good to share. Thus they keep dangerous knowledge away from those who cannot handle its burden.

Priests of the Sage open institutions of high learning, libraries and schools. They openly teach the word of good and righteousness, using literacy against ignorance and obscurantism.

Additional Requirements: Most devoted learn at least one magic crafting feat.



MAREEN

The Lawbringer

Alignment LN

Domains Community, Healing, Law, Plant

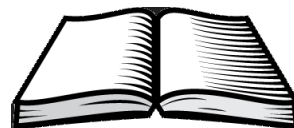
Favored Weapon Halberd

Symbol an open book

Colors Black and white

Mareen was a devoted of the gods (which one is still very much the topic of debate). She wrote the Mareenic Code, the book of law that governs Mitaka to this day. The Code is quite extensive and covers many situations in simple details. Mitaka is believed to have expanded greatly due to the wisdom contained in the code. The church teaches that the Code places kings and slaves equally before the law.

Mareen funded a number of chivalric and monastic orders across the Amoran. Many orders have either expanded or migrated across the world today.



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The clergy is prevalent in the judicial system of countries that value a fair and righteous legal system.

Priests of Mareen favor black and white outfits, to present the duality of law.

Additional requirements: Nearly all priests of Mareen take at least one point in a legal profession.

SANLYS

The White-Handed goddess

Alignment NE

Domains Charm, Darkness, Fire, and Nobility

Favored Weapon Hand crossbow

Symbol a white hand

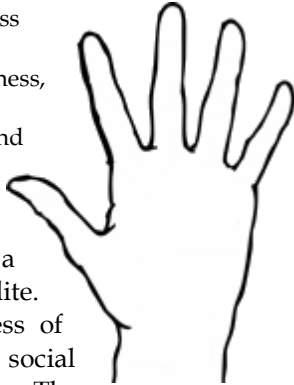
Colors White

Sanlys was a courtier and a socialite. She is now the goddess of assassins, courtiers, social climbers, and dragons. The church is one that does not shy away from dirty, underhanded schemes and tricks, and has a knack for avoiding getting caught. Sanlys' title as the White-Handed Goddess comes from her hands always being clean.

Unlike the other members of the Amoran Five, Sanlys founded a single chivalric order, and only on her deathbed. Legends goes she told her followers she was a dragon. The black dragon knights are now the dark, gauntleted left hand of the faith.

Alone among the Amoran Five, the Church of Sanlys has no problem creating, using, and commanding undead creatures. They vehemently oppose necromancy when done outside the church.

Additional Requirements: Priests of Sanlys all wear white gloves, an homage to their goddess. Medium and heavy armor during peace time is considered "unfashionable".



SOFFRO

The Merchant Lord

Alignment CN

Domains Charm, Travel, Trickery, Water

Favored Weapon Longsword

Symbol a snake

Colors Black and brown

Soffro was the acquisition expert and the one who loved adventure and excitement of the Five. He also had a knack for commerce. It is generally agreed that Soffro was a thief of great ability and skill.

After ascending, he became the god of merchants and thieves, particularly those who enjoy travelling.

All Soffroans share a strong hatred of slavery, and though they understand that it cannot simply be stopped, they work to disrupt slave trading and free as many slaves as they can.

Additional Requirements: Few priests dedicate themselves exclusively to the Merchant Lord, taking levels in bard, ranger, or rogue.



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UNAFFILIATED DEITIES

Not every deity falls neatly within a pantheon, some are considered unaffiliated to any one pantheon, whether because they are claimed by multiple pantheon or because they belong to none of them.

DARK MOTHER

Alignment N(E)

Domains Fire, Demon, Devil, Healing

Favored Weapon Kukri

Symbol a pregnant woman

Colors Crimson and White

The Dark Mother is a deity that has strong ties to every pantheon of Saggakar. The Hajit liken her to an aspect of Ilkresda, and more rarely to the goddess Usha. The Church of the Pantheon of Man believes she is an aspect of either Mareen or Sanlys.

Everywhere, she holds dominion over motherhood and children. Her teachings encourage women to choose quality mates to ensure their children are strong and healthy. She also looks over crones, granting them wisdom. She teaches males to be protective and to assist mothers in their times of need.

In the Covenarchy of Hellassam, she is the state religion, granted dominion over all other faiths and deities.

Although the core teachings of the Dark Mother can best be described as neutral-aligned, her church has turned into a matriarchal tyranny, supporting female supremacy, and making men into servants. Her church is definitely neutral evil.

Additional Requirements: Must be female.

ELEMENTAL LORDS

Alignment NG

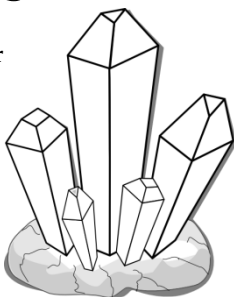
Domains Air, Earth, Fire, Water

Favored Weapon heavy pick

Symbol a crystal formation

Colors Purple and yellow

The kynean of Nyen'to have worshipped the elements for as long as they can remember. The great libraries are filled with



works on alchemy, philosophy, and magical theories related to the interdependencies of the elements.

The kyneans have surmised the existence of the elemental lords through logic and philosophy rather than divine revelation. Such creatures, if they exist have never been seen.

Though initially confined to Nyen'to, worship of the elemental lords has reached all of Saggakar. Alchemists and wizards find the theory behind this faith to be extremely fascinating, and many travel to Nyen'to to meet with the great masters.

FOREST FATHER

Alignment N

Domains Animal, Strength, War

Favored Weapon Macahuitl

Symbol a Sasquatch or a large ape

Colors Brown and green

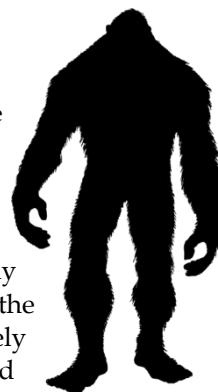
Independent anuka tribes when left to their own device almost invariably turn to the worship of the Forest Father. This extremely masculine deity promotes and support warfare amongst the tribes and that the largest and loudest anuka should rule.

The Forest Father's dogma is very simple and fits the anuka psyche very well: he teaches that one is either the hunter or the hunted and the one's roles will change as one goes through life. The strong hunt and the weak serve as prey.

The Forest Father teaches that females must be well-treated for the ruler who is unkind to his females soon ends up alone. Siring and raising strong children is an important part of a male's life.

Though initially only revered by anuka tribes, worship has spread to hareen and kaliban tribes.

Additional requirements: Must be male, must be able to sire children.



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MANY-HEADED SERPENT

The Hydra

Alignment N/CE

Domains Protection,
Scalykind, Water,
Weather

Favored Weapon claw

Symbol a hydra

Colors Dark green

Worshiped by the drakonians, lizardfolk, and troglodytes, the Many-Headed Serpent is a powerful entity whose many heads hide in every waterway, every swamp, and every ocean.

The Many-Headed Serpent is like the weather, ever changing. It is a fickle deity that demands sacrifice and appeasement. It promotes the isolation of the scaled folks from the mammals and the aggressive defending on one's territory.

Troglodytes worship this deity but in a darker version that is chaotic evil. It demands intelligent sacrifices and supports the destruction of any unbelievers. The two sides of the faith work together in times of trouble, but generally keep to their own, each finding the other "distasteful."



TURGOHL

The Unbending

Alignment LG

Domains Good, Law, Trickery

Favored Weapon bastard sword

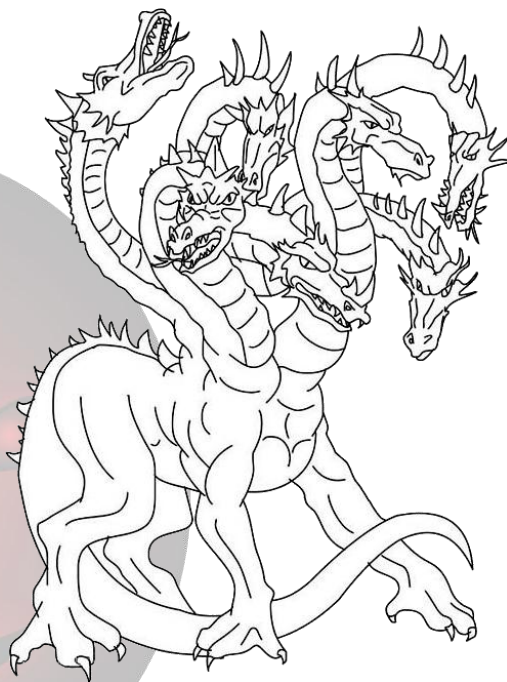
Symbol a seated lion

Colors Gold

The worship of Turgohl is extremely new in Saggakar. His worship first arrived in the last decade and the cult has spread through most of Pisolum with great speed. The dogma centers on Turgohl, a kaliban paladin who fought his way to the throne of the demon overlord. Defeated, the demon offered him a chance to serve him or face and eternity of torment. Turgohl declined and spat in the demon's face. As the demon roared and threatened, Turgohl broke his bonds and killed the demon lord with its own claws.

Many slaves turn away from this cult because of its uncompromising dogma about not giving in to the First Ones. On a few occasions, the Church of Man approached the cult to join forces, but the cult refused to ally with anyone who does not share their views.

The head of the church is the Archpaladin, a celestial being working from the shadows.



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Halfling Pantheon					
Deity	Sex	AL	Portfolio	Domains	Fav Weapon
Pantheon			Halflings	charm, trickery	
Amaretat	F	NG	Family, divination, writing	knowledge, magic, rune	Morningstar
Bandi'sher	M	CE	Oppression, slavery	chaos, evil, liberation	Spiked chain
Ilkresda	F	N(G)	Halfling race, motherhood	community, nobility, healing	Halfling sling staff
Kursid	M	LN	Sun, light, fatherhood	destruction, fire, sun	Heavy flail
Mohanna	F	CN	Builder, craftsmen	artifice, madness, protection	Warhammer
Rukmini	F	N	Wealth, money	luck, protection, travel	Ranseur
Usha	F	NG	Nature, plants, agriculture	animal, plant, weather	Scimitar
Pantheon of Man					
Deity	Sex	AL	Portfolio	Domains	Fav Weapon
Pantheon		Any	Adventurers, Humans	charm, community, glory, nobility	None
Clayrian	M	N(G/E)	Warriors, soldiers, conquest	destruction, earth ^d , glory, war	Any axe
Keron	M	NG	Magic, scholarly pursuits	air ^d , knowledge, magic, nobility	Quarterstaff
Mareen	F	LN	Law, natural order, bureaucracy	community, healing, law, plant ^d	Gisarme
Sanlys	F	NE	Assassins, intrigue, nobility	charm, darkness, fire ^d , nobility	Hand crossbow
Soffro	F	CN	Merchants, thieves	charm, travel, trickery, water ^d	Longsword
Dark Gods					
Deity	Sex	AL	Portfolio	Domains	Fav Weapon
Pantheon			First Ones	evil, war	
The Law		LE	Nobility, rulers	community, nobility, protection	Thinblade
The Warrior		NE	Conquest, domination, war	destruction, glory, strength	First One Weapon
The Zeal		CE	Ambition, rebellion, murder	charm, liberation, trickery	Spiked Chain
Unaffiliated Deities					
Deity	Sex	AL	Portfolio	Domains	Fav Weapon
Dark Mother	F	N(E)	Cambions, motherhood	demon, devil, family, fire, healing	Kukri
Elemental Lord		NG	the four elements	air, earth, fire, water	quarterstaff
Forest Father	M	N	Anukas, alpha males	animal, strength, war	macahuitl
Many-Headed Serpent	M	N/CE	Drakonians, lizardfolk, reptiles, troglodyte	protection, scalykind, water, weather	claw
Turgohl	M	LG	Justice, law	good, law, trickery	bastard sword

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CAMPAIGN AND CONCEPTS

Creating characters for Saggakar is a little different than in most other settings as most begin as slaves, belonging to a master. Not all servants are happy or unhappy with their yoke. Some do enjoy living in a gilded cage, while others chafe constantly.

Creating a party for Saggakar can be a unique experience and a way to participate in a campaign that departs from the norm.

This chapter includes a number of character-specific suggestions, but also suggestions on how to create a party for Saggakar. Too often, parties are built from individuals without a clear coherent whole. This section gives you a number of ideas on how to build a party on a common theme.

CHARACTER CONCEPTS

This section provides a few character ideas. These concepts are not race-specific. For additional race-specific concepts, each race has an entry with both iconic character concepts and oddball ideas.

FAVORED ONE

For some reason, your masters took a liking to you and gave you opportunities most of the others did not have.

This may lead you to believe that you are destined for greater things, or the subjective nature of this choice is unfair.

Your abilities: A favored one is likely to have received training from a master. Classes where training is required make the most sense: fighter, monk, or wizard.

FREED MAN

You used to be a slave, but have since either gained, or bought your freedom. As a free man, you can do what you want, but have to keep working to pay the bribes, fees and taxes required to keep yourself free.

Your abilities: A freedman needs to be self-reliant, choosing a class that has access to multiple abilities, such as a druid, an inquisitor or a witch.

GENERATIONAL SLAVE

The generational slave comes from a long family of slaves. Your parents and their parents have lived under a yoke all their lives in the same position you are destined to inherit. They are now part of the establishment and are unlikely to support any activity aimed at destabilizing what they know.

You were born in an environment where things may not be great, but they could be so much worse.

Your abilities: There are two most likely ways you gained your current classes. Either they are innate (such as bards or sorcerers), or you were sent for training to serve your master based on your youthful abilities.

INDEPENDENT

From a young age, you have resisted the yoke imposed upon you. In spite of every beating or whipping, you have kept your head up high. It is not unlikely you tried to escape a few times.

Your abilities: Your abilities are likely to be self-taught and self-reliant. Such a character is likely a barbarian, ranger, or rogue.

MENTOR

A mentor is an older slave with some highly-valued skills. Because of those skills, a mentor can be sold frequently or serve a single family for generations.

Your abilities: You should have abilities that can be taught, or that requires a tutor, such as alchemist, cavalier, cleric, or wizard.

NEWCOMER

A newcomer is a slave who has recently been transferred to his current master. Whether bought or captured, you spent most of your life as a slave, but are new to your current surroundings.

Your abilities: A newcomer may be from any class.

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OVERSEER

Although a slave, you are one of the foremen, an overseer who both forces others to toil and work. Overseers tend to feel superior to those they command. This detachment allows them to do their job.

Your abilities: overseers have a variety of skills, but martial classes, such as barbarian, fighter, or ranger are most common. They are almost universally trained in the Intimidate skill.

RECENT SERVANT

You are someone who is new to slavery. You do not yet fully understand or accept your role and how everything works. You might have recently come out of the Mists or you might have been captured from your native village. Whatever the case, you are now a servant.

Your abilities: A recent servant's abilities can be of any type.

PARTY CONCEPTS

This section presents a few sample concepts to create a unified party. Creating a party out of an idea is a great way to give everyone a reason to be together from the start.

In troupe-style play (where each PC controls one or more character and use the one that is most appropriate for a given adventure), the master can be alternatively be played by one of the players. This is particularly applicable to the entourage, the household, or the slave drivers.

ENTOURAGE

The PCs form the entourage of a First One and they travel around doing his bidding. In this campaign, the Master travels with the party from one place to another.

This type of campaign is better suited for higher-level play, once the PCs have earned some fame.

ENVOYS

The PCs serve a master, who does not travel with them. The PCs serve as representatives of their masters. As long as they do not draw negative attention on their



master, they should have a fair amount of freedom.

The Legacies campaign uses this model. Masters in the campaign do not travel with the PCs but send them out on missions to represent them. This gives the PCs a fair amount of freedom about how to act.

HOUSEHOLD

The PCs are all members of the same First One household. This is particularly well-suited for a sedentary campaign with the PCs all serving the house in some quality. They must defend the house against thieves and thugs, but also against plots from other houses.

This type of campaign is particularly well suited for low-level play.

SECRET REBELS

The PCs serve one or more masters but actually form a cell of rebels fighting against the First One-controlled state. Who and what the PCs seek to replace the existing system with should be an important part of the campaign. When they get together, they plot or take action to further their goals. Discovering who actually leads the rebellion, what their goals are, who they trust are important elements. Such a campaign should focus on the paranoia and the mistrust between the PCs.

Characters in this campaign should be trained in the Bluff, Disguise, or Stealth skills.

SLAVE CARAVAN

The PCs are part of a slave caravan on their way to the slave market. This type of group is particularly well-suited to introduce the party to the world of Saggakar.

Characters can be from any background or skills.

SLAVE DRIVERS

In this type of campaign, the PCs run from one location to another, serving a slave merchant. The PCs get to travel, buy, sell, and capture slaves as their main *raison d'être*.

The PCs need a variety of skills in this campaign, from preventing illness to negotiating deals, to knowing the best places to acquire or sell.

TYRANTS! SAGGAKAR

AWELARA: OBEDIENCE AND REWARDS

Awelara stood in the back of the room, where a cabal of First Ones, including her master, discussed how best to placate their rivals. Clad in the overly-revealing clothing her race was known for, she shifted uncomfortably. Her master asked her to serve as a distraction, so she played the part, giggling stupidly, giving coy looks, drawing attention to her generous curves, and acting like a sex-craved whore. She hated being on display, but she understood its use.

She recalled the day when Awela, her beloved mother, called Awelara to her bedside. The girl did not have to draw on her training as a physician to know her mother was dying. She knew and tears welled in her eyes, but her mother reached for the girl's hand and held it tenderly. Awelara did not understand why her mother smiled as death was coming upon her.

"Awelara my sweet peach, I don't have much time. Dear, I am about to embark on a great voyage to rejoin my mothers. Our mothers," The girl began crying openly but her mother held her feebly. *"Cry not. You will now inherit a great gift. Something I received from my mother and now I pass onto you,"* she said as a little grey rat with blood-red eyes appeared from a hole in the wool blanket.

Awelara leapt to her feet, seeking a broom to shoo the rodent but her mother lifted a hand to calm her down. *"He is the gift our mothers left us,"* she whispered. *"Take care of him and he will make you a great, he will show you power you never could dream of. He will make you more powerful than I ever was."*

"But mother, how can I learn from a rat?" The girl replied.

"That's the point... When you understand, he will serve as a medium between you and our mothers. Trust me on this, sweet peach." Awela smiled at her daughter one last time before spasm contorted her body. She exhaled and was still.

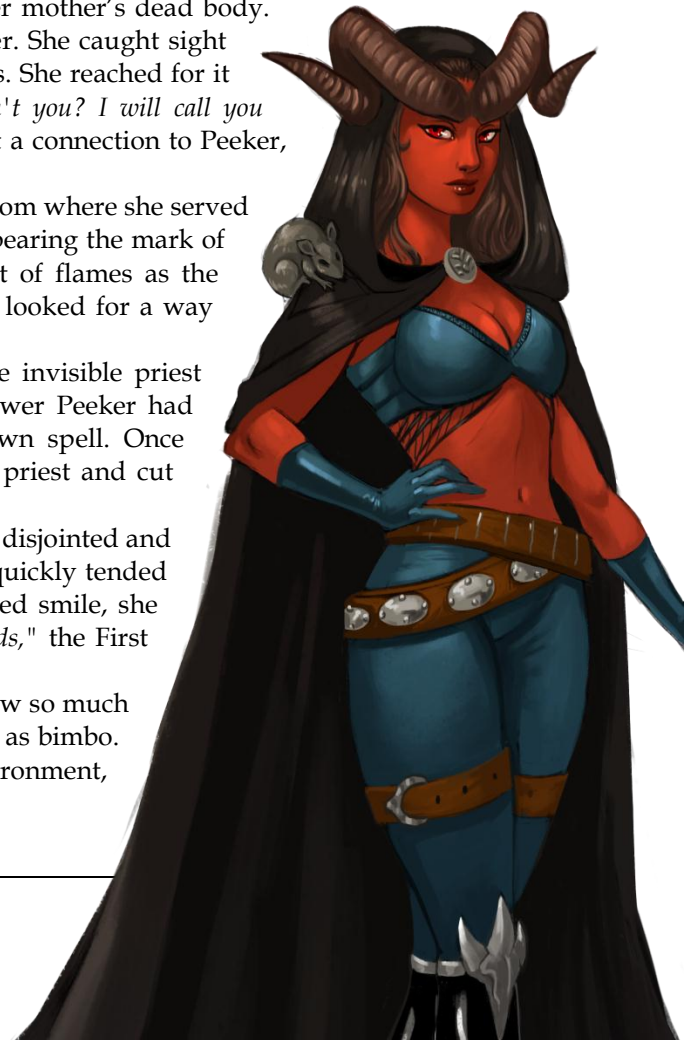
Awelara let her tears flow freely and she held her mother's dead body. Not a minute later, Awelara knelt by her dead mother. She caught sight of the grey rat peeking at her from under the blankets. She reached for it and held it close to her heart. *"You like peeking don't you? I will call you Peeker."* She could not understand it then, but she felt a connection to Peeker, she knew he approved of the name.

A crashing sound returned Awelara to the dark room where she served as eye candy. Rotting horrors piled in from all sides bearing the mark of her master's enemies. Surrounding herself in a blast of flames as the shambling things converged on her master. Awelara looked for a way out, but there were no easy exit.

A squeak from Peeker drew her attention to the invisible priest leading the attack. Drawing upon the reserve of power Peeker had taught, she made the enemy appear through his own spell. Once revealed, her master focused his attention upon the priest and cut him down to pieces.

Their leader destroyed, the undead attack became disjointed and was dispatched with only minor difficulty. Awelara quickly tended to wounds. Her master looked at her with a contented smile, she would be rewarded greatly. *"Obedience ensures rewards,"* the First One always say, this was their chance to deliver.

Her mothers left her a great gift in Peeker. He knew so much about magic, power and encouraged others to see her as bimbo. They underestimated her and she thrived in that environment, as they had her mother.



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RACES OF SAGGAKAR

Of all the races in Saggakar, only the halflings claim to be native, and even such a claim is disputed, for the cosmogonic myths of the hajit do not actually deal with their creation, only the creation of Saggakar.

Other races have come through the Mists, usually accompanying the First Ones. Most came as soldiers of slaves and have spread throughout the world.

READING THE RACIAL ENTRIES

This section presents how to read the entries for the races. Most of the information in these sections should help you get into your character. Not every member fit into this mold, but stereotypes and prejudices are based upon those.

Personality: This section details the typical temperament and personality of a member of this race.

Physical Description: This section presents the overall look of a typical member of the race.

Relations: This section details the typical relations members of this race have with each other. These associations can detail other races OR they can detail type of people they frequently associate with.

Alignment: This section details the most common alignment of members of this race.

Lands: This section details the location where members of this race are most common. Geographic and political locations are detailed where appropriate.

Religion: This section details the main religion of this race. Faiths not specifically presented usually fall under the umbrella of "Shamanism".

Names: This section describes how this race gains or generates its names. Follow-up sections present sample names, from family names, tribe names or first names.

Adventurers: This section

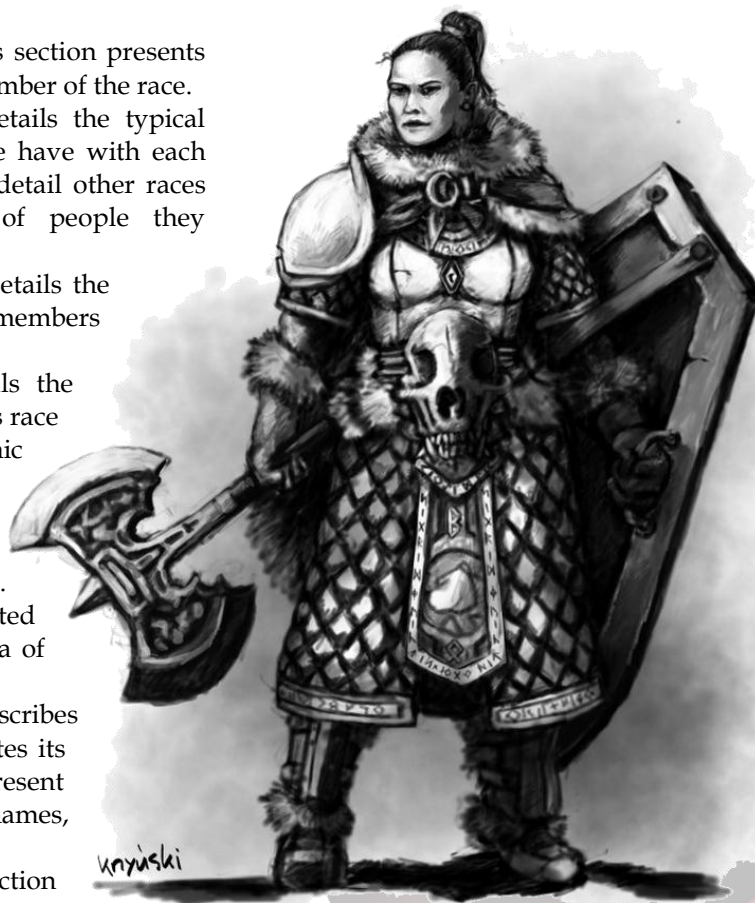
details why members of this race become adventurers.

Society: This section describes the overall society of this race. It focuses on groups of that race when they are not integrated into other groups.

Gender Roles: This section details the role of genders in reproduction. Not all the races have males and females, or use mammalian reproduction. The rearing of children is also mentioned in this section.

Iconic Concepts: This section details the iconic roles for members of this race.

Oddball concepts: This section details concepts which could make for interesting, if somewhat unique elements of this race. These characters break the stereotypical role for this race, but would add to a group from this race.



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ANUKA

Primal, barbaric and savage, anukas are brutal and ferocious predators. They developed a simple culture based on the concepts of predator and prey. Simple folk, the hunt is everything to an anuka. If something is too powerful for just one, then they band together and destroy the threat.

Anuka "history" is confusing and mixes myth with fact. They first came to Saggakar with the First Ones, but quickly broke off to establish their own kingdoms.

Personality: Anukas are fierce and rarely content to bask in the glory of past victories. An anuka is neither cruel nor kind, he is a predator. As such, he expects others to bow to him. They do not understand lip service, so even false deference from others is welcome most other races avoid conflict by pretending submission.

Physical Description: Anuka resemble large simian-minotaur hybrids. From this base, anukas mutate to adapt to the world around them, making them one of the most diverse group of people.

Relations: Anukas ally themselves with those who seek their protection and oppose those who seek to dominate them. They chafe under the rule of the First Ones, but they have learned not to challenge them directly.

Alignment: Anukas do not favor any alignment, most of them are neutral.

Lands: Found mostly in the forests of southern Pisolum, anukas form simple tribal alliances with other tribes and with non-anukas.

Religion: Anukas adopt the religion of others. Left by themselves, they worship predator spirits and the Forest Father.

Names: Anuka names convey a sense of power and threat level. Males and Females use the same naming conventions.

ANUKA MUTATIONS

Acid Spray: As a standard action, the anuka can spit acid in a 10-ft. line. The spray deals 1d6 points of acid damage plus one per two level, Reflex for half. Usable 3 times per day plus Constitution modifier. An anuka with the blinding spit mutation can combine the two in a single attack, expending a use of both.

Blinding Spit: As a standard action, the anuka can spit a blinding substance as a ranged touch attack against a target within 20 feet. The target must make a Reflex save or be blinded for one round. Usable 3 times per day plus Constitution modifier. An anuka with the acid spray mutation can combine the two in a single attack, expending a use of both.

Blubber: Anuka with this mutation are grotesquely fat. They are extremely well adapted to cold conditions and have Cold Resistance equal to their Constitution modifier. However, an Anuka with this trait suffers a -1 racial penalty to all Charisma-based checks.

Claws: The anuka gains two claws that deal 1d4 damage. He can attack with both claws as primary natural weapons, or with one claw as a secondary attack while wielding a manufactured weapon. The anuka suffers a -2 penalty on Dex-based skills requiring fine manipulation, such as Disable Device and Sleight of Hand.

Climbing Spurs: The anuka's feet and hands are equipped with piton-like spurs. The anuka has a Climb speed equal to half his base land speed.

Exoskeleton: A hard, resilient carapace grants the anuka a natural armor bonus equal to his Constitution bonus. Anukas with this mutation must pay double for manufactured armor.

Fangs: The anuka gains a bite natural attack that inflicts 1d6 damage on a successful hit. He can attack with his fangs as a secondary natural wielding a manufactured weapon. An anuka with the blinding spittle or acid spray can trigger either of those abilities as a swift action on a successful bite attack.

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Sample Names: Arm-breaker, Eye-scooper, Jaw-ripper, Leg-tearer, or Fire-belcher.

Adventurers: Anukas become adventurers to prove themselves and to find suitable mates. They consider themselves the leader of every group they join and prefer to keep the important task for themselves: fighting.

Society: There is little subtlety in anuka society. Their lives are brutal, but rarely boring. Older anukas are highly valued for their wisdom and experience.

Gender Roles: The larger males dominate those around them, which includes the females. Males engage in shouting matches while pounding their chests. Although challenges are frequent, these fights are rarely deadly. Alpha males surround themselves with a harem of females. Alpha females will challenge alpha males for exclusive mating rights. If the female wins, the male sends away all of his other mates. Anukas do not mate for life. Fathers do not involve themselves much in their children's lives. A mother raises her children by herself, under the protection of the father.

Iconic Concepts: The iconic anuka is a barbarian, fighter, or ranger. With certain mutations, anukas make great rogues.

Oddball concepts: A growing number of anukas become clerics and druids dedicated to the martial deities.

ANUKA RACIAL TRAITS

+2 Strength, +2 Constitution, -2 Charisma, -4 Intelligence Anuka are neither smart nor personable, but they are prodigiously strong and resilient.

Medium: As Medium creatures, Anuka have no special bonuses or penalties due to size.

Normal Speed: Anuka base land speed is 30 ft.

Low-light vision: Anukas can see twice as far as humans in conditions of dim light.

ANUKA MUTATIONS (CONT.)

Gills: The anuka can breathe water as well as air. A gilled anuka gains the amphibious subtype, can remain underwater indefinitely and gets a +2 racial bonus on Fortitude saves against inhaled or ingested poisons.

Greasy Fur: The anuka gains acid resistance equal to his Constitution modifier. However, the anuka suffers a -1 racial penalty to all Charisma-based checks.

Horns: The anuka sports large, heavy horns. The horns are secondary natural weapons.

Keen Nose: The anuka's senses gains the scent ability.

Long Tongue: The anuka can use its tongue to make touch attacks with a reach of 10 feet.

Massive: The anuka may use weapon up to one size larger than it without penalty. The anuka counts as being one size larger when calculating CMB and CMD. This affect all natural weapons gained through mutations.

Musk: The anuka adds his Constitution modifiers to Intimidate checks.

Prehensile Tail: An anuka with a prehensile tail can use it to hold a secondary weapon or other object, just as though using it off-hand. This does not grant the anuka additional attacks, merely an additional appendage.

Quadruped Locomotion: When using the run action, an anuka counts as having a base speed of 10 feet higher than normal.

Quills: As a standard action, the anuka can fire a volley of quills at a single creature within 30 ft. On a successful attack, the target takes 1d8 points of piercing damage, plus 1 for every two levels. Usable 3 times per day plus Constitution modifier.

Thick Hide: An anuka with the thick hide mutation is able to shrug off some of the damage taken. An anuka with this ability gain DR 1/-. This damage reduction stacks with damage reduction from other sources such as the barbarian class ability.

Webbed Feet: An anuka with webbed feet gains a Swim speed equal to his base land speed.

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Languages: Anuka begin play speaking Anuka and Common. An anuka with a high Intelligence can choose from the following: Exodite, Kaliban, or Skythian.

Mutations: For creatures so high on the food chain, Anukas are remarkably protean. An Anuka character begins play with two mutations chosen from the list of anuka mutations. Any DC required is equal to 10+half level + Constitution modifier. An anuka possessing a mutation is immune to that mutation.

ALTERNATE RACIAL TRAITS

Great Mind:
You have a penalty of -2 to Intelligence rather than -4, and do not gain a bonus to their Constitution score.

Hulking Brute: You do not benefit from the usual mutations of your race but are particularly large and strong. You get an extra +2 bonus to Strength, but do not start with any mutations.

ME STRONG! An anuka with this trait is particularly loud and intimidating. You can use your Strength modifier instead of Charisma to make Intimidate checks. When dealing with other anukas, use your Strength modifier instead of Charisma on any Bluff, Diplomacy, or Intimidate checks. Any such checks with non-anukas remain unchanged. This replaces one of the normal mutations.

CAMBION

Cambions – or tiefling – are the descendants of the unholy unions between humans and creatures from the nether planes. Many descend

from the cursed royal line of Lassam, cursed by witches. Today cambion live in most cities of Saggakar or spend their lives traveling the world as gypsies.

Personality: Cambions personalities vary greatly. Most feel a strong fascination and attachment with extra planar outsiders of all types. Cambions plot with and against each other all the time.

Physical Description: Cambions are shorter than human, with features that make them appear exotic in any culture including short tails. They have horns that grow all through their lives. Their skin ranges from golden to dark red. Many have tails or vestigial wings.

Relations: Cambions get along best with humans with whom they freely cross breed (resulting children can be of either race). Many maintain fiendish consorts and allies.

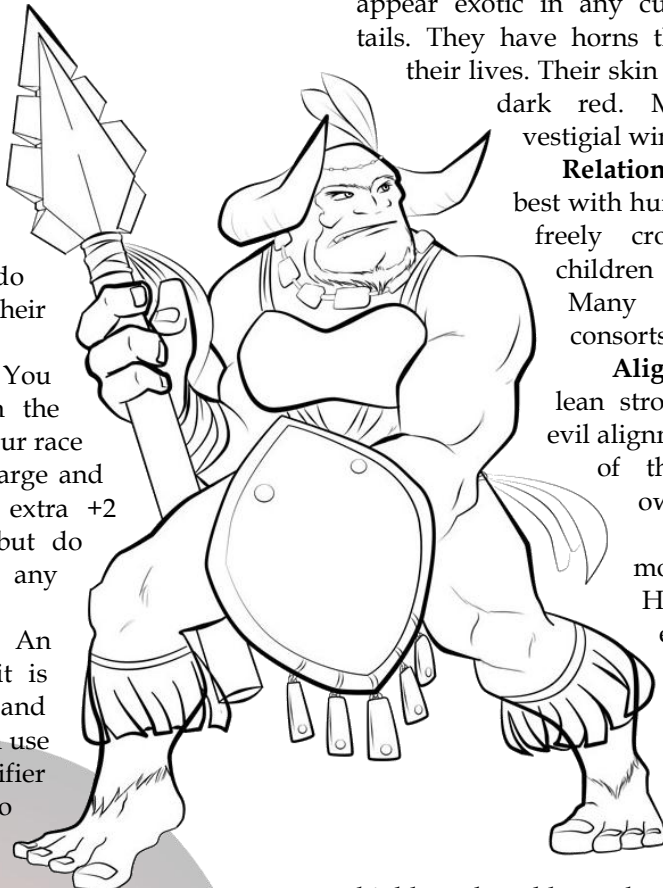
Alignment: Cambions lean strongly towards neutral evil alignments. They think only of themselves and their own goals.

Lands: Cambion are most common in Hellassam, but live everywhere. They favor settling in areas with intense heat such as near volcanoes, hot springs or deserts.

Religion: Cambions are highly adaptable and worship a variety of pantheons, but almost always worship the Dark Mother. They pay lip service to the local church, but keep shrines to fiends and dark powers in their homes

Names: Cambion names are in three parts, their family name, their mother's first name and their first names last.

Family Names: The first name of the mother than spawned their tribe serves as the family.



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Variations, in the form of suffixes (-yata, -ina, -izia, -ara or -ala) are frequently used.

Male Names: Alned, Anatel, Jawal, Karem, Utam

Female Names: Awila, Fetema, Ofilia, Sara

Adventurers: Cambion become adventurers due to their love of freedom and a desire to see the world. Many do so at the command of their mother. Every cambion dreams of returning home to receive motherly praises. Males involve themselves in criminal activities while females seek positions of leadership.

Society: Cambion society is a strict matriarchy, with the eldest and most powerful female at the top. They constantly challenge and prod each other for weaknesses.

What all cambions enjoy above everything else is playing games and competing with each other or through intermediaries.

Violence and bloody games draw the most attention and interest. Gladiatorial events and beast fighting delights cambions of all ages. Cambions matrons often pit their families against each other with high stakes.

Gender Roles: To the outside world, females spend their time doing little but trying to get pregnant and play games. In reality, much of this time consists of evaluating rivals, playing mind games and plotting against enemies.

Males obey the females and perform every task needed to keep the tribe thriving, meaning they prepare food, hunt, steal, repair, and defend the tribe. Children spend time with their mothers until they reach the age of eight. Boys go to live with their male relatives while the

girls learn the ways of pleasure and the secrets of childbirth.

Iconic Concepts: The iconic cambion female selects classes that can heal, such as bards, oracles or witch. The iconic cambion male is a rogue or a ninja.

Oddball concepts: Cambions of both genders sometimes become great arcane casters, particularly wizards. Males prefer the magus class.

CAMBION RACIAL TRAITS

+2 to Dexterity, +2 to Intelligence, -2 to Wisdom. Cambion are bright and agile but have little empathy towards others.

Medium: As Medium creatures, cambion have no special bonuses or penalties due to size.

Normal Speed: Cambion base land speed is 30 ft.

Darkvision: Cambion have darkvision of 60 ft.

Languages: Cambion speak Common. They add Draconic, Exodite, Hajit, and Hellish to their list of bonus additional

languages.

Outsider blood: Cambion count as both outsider (native) and human for any effect related to race.

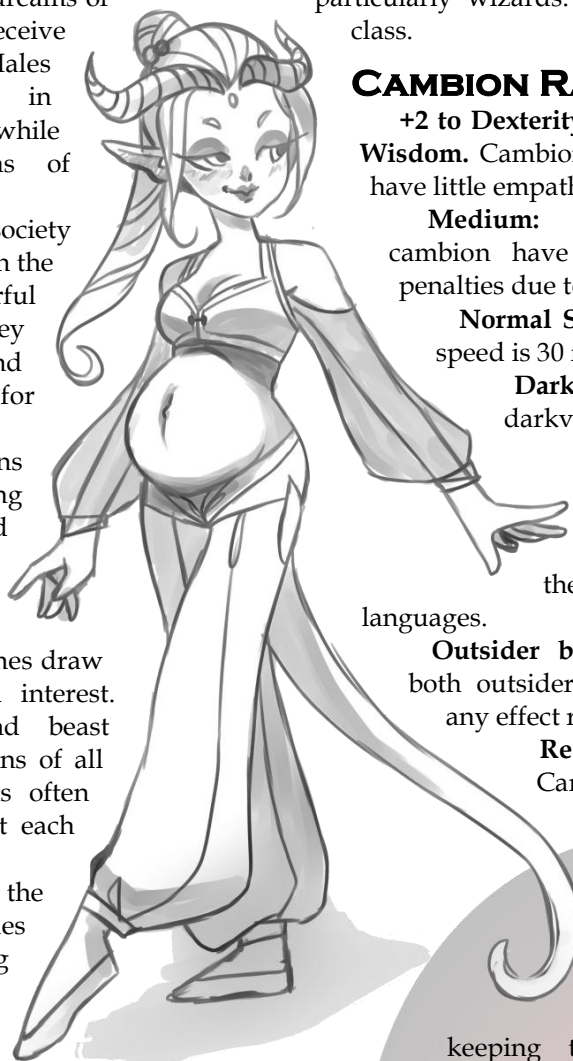
Resistant to fire (Ex):

Cambion gain fire resistance equal to their level. At level 20, a cambion becomes immune to fire. A cambion that gains fire resistance from another source adds half his level, keeping the better of the two

resistances.

Healing Hands (Female only): Female cambions add one to their caster level for any *cure* spell they cast. If a character cannot cast any *cure* spells, she gains the ability to cast *cure light wound* as a spell-like ability once per day, using their level as their caster level.

Vicious (Male only): Male cambions count as having one additional rogue level when



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determining sneak attack damage. Thus a 4th level male cambion rogue would have +3d6 damage. A male cambion always counts as having one level of rogue, for the purpose of sneak attack only.

ALTERNATE RACIAL TRAITS

Demonchild: The blood of demons runs strong within you. You gain electricity resistance instead of fire resistance. This replaces resistant to fire.

Prehensile Tail: Many cambions have tails, but some have long, flexible tails that can carry items. While they cannot wield weapons with their tails, they can use them to retrieve small, stowed objects carried on their persons or on the ground as a swift action. This racial trait replaces fire resistance.

Scion of a frozen hell: The blood of ice devils runs strong within you. You gain cold resistance instead of fire resistance. This replaces resistant to fire.

Scion of Man: You have strong human heritage. You may select two favored classes. This replaces healing hands or vicious. You gain a +5 racial bonus to pass as human.

Team player (male only): You grew up as a part of a gang. You may select a teamwork feat at level 1. This replaces vicious.

Tomboy (female only): Instead of the pampered life of most cambion females, you struggled to survive throughout your youth. You may select a combat feat at level 1. This replaces healing hands.

DRAKONIAN

Legends say the first drakonians arrived on Saggakar as unhatched eggs carried by a water dragon. Passing through the Mists, the dragon forgot about her eggs and left to explore the world. Thus, drakonians descend from true dragons. Today, they inhabit swamps, coastal areas, and sewer tunnels, where few other races care to live. They favor natural settings and their homes are usually made of natural, common, readily available materials.

Personality: Drakonians are usually standoffish and distant. They focus their time and energy on their immediate goals, and rarely bother with hypothetical discussions.

Physical Description: Drakonians resemble troglodytes, but with regal bearing. Their scales range from mottled greens and browns, but more than a few were blue, red, white, or yellow. If they live near a true dragon, their scales change to the color of that dragon.

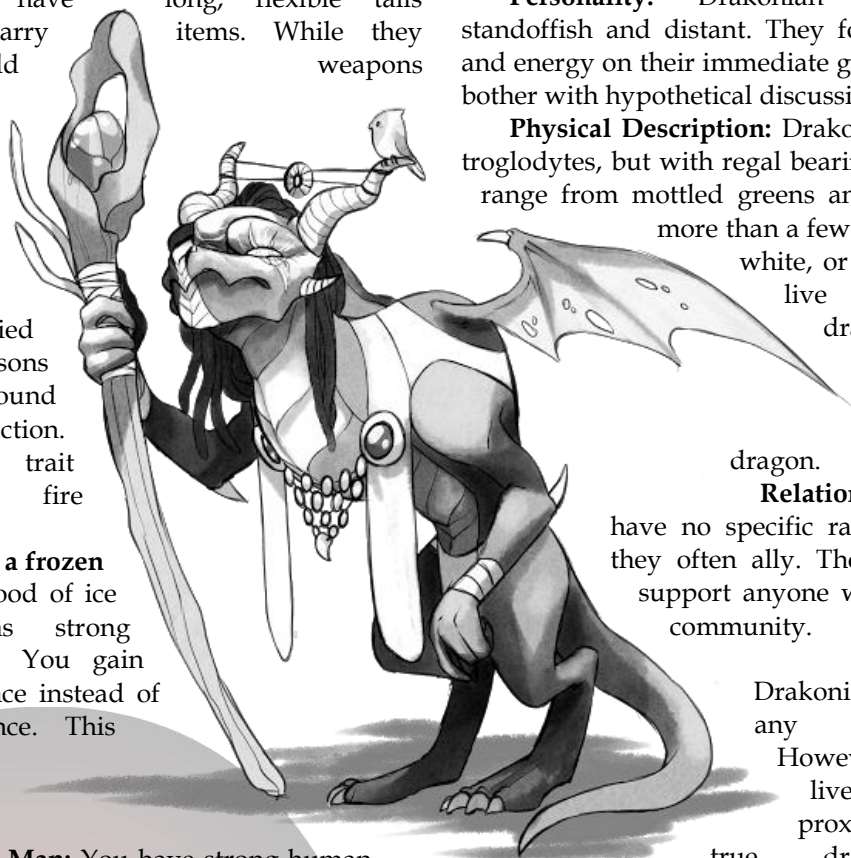
Relations: Drakonians have no specific race with whom they often ally. They oppose and support anyone who helps their community.

Alignment: Drakonians can be of any alignment. However, when they live in close proximity with a true dragon, their alignments shift to match that of the dragon.

Lands: Drakonians have vast holdings in the south, such as the Assar Wastelands, Nooraka, and Nyen'to. Though they do not suffer particularly from the cold, they rarely settle in colder areas.

Religion: Drakonians have their own shamanistic beliefs in the Many-Headed Serpent. They rarely follow other faiths.

Names: Drakonians names follow one of two patterns. They can be descriptive of the



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draconian or they are patterned after one of the great dragons past, or present. Males and females use the same naming patterns.

Sample Names: Red-Eye, Yellow-belly, Brown-Crest, Smaugh, Fire-Belcher.

Adventurers: Drakonians become adventurers out of a desire to meet others of their race, to find a new location to settle or to find some great dragon of legend. Amassing riches, exploration and defeating enemies are but means of an end.

Society: Druids and priests rule drakonian society. Their word is law, but if a drakonian disagrees, he is free to leave. They have difficulty understanding coercion over others, which they expect from other races.

Gender Roles: Drakonians females lay on egg, which the male fertilizes without direct sexual contact between the two parents. Males and females are equal in all aspect of draconian society. The whole community raises the children together without favoritism linked to direct parentage.

Iconic Concepts: The iconic draconian is a druid or a ranger.

Oddball concepts: Some drakonians become great fighters, or witches.

DRAKONIAN RACIAL TRAITS

+2 Constitution, +2 Wisdom Drakonians are hearty and inquisitive.

Medium As Medium creatures, drakonian have no special bonuses or penalties due to size.

Normal Speed A drakonian's base land speed is 30 ft.

Reptilian: A drakonian is a humanoid with the reptilian subtype.

Languages A drakonian begins play speaking only Draconic. Drakonian with high Intelligence scores may select from the following list of languages: Aquan, Common, Exodite, or Hajit.

Claws Drakonians receive two claw attacks deal 1d4 points of damage each. These are primary natural attacks.

Hold Breath A drakonian can hold its breath up to four times his Constitution score.

Natural Armor A drakonian has tough scaly skin, granting a +2 natural armor bonus.

Natural Swimmer: A drakonian has a swim speed of 30 feet and gain a +8 racial bonus on Swim checks. He may always take 10 on Swim checks.

ALTERNATE RACIAL TRAITS

Dragon Clan Drakonian clans have lived and served dragons as servants for centuries. You gain a +1 racial bonus on attack rolls when attacking a creature of the dragon or reptilian subtype. This replaces hold breath and natural swimmer.

Fog Clan Some drakonian clans make their home in or near the Mists. They have learned to alter their coloration to match their surroundings. You gain a bonus to Stealth checks equal to your Constitution modifier (minimum of 1). If they you completely still for at least one full round, also add your Wisdom modifier (minimum of +0). This replaces claws.

Obsidian Clan Hailing from volcanic areas, members of these tribes often embed pieces of obsidian in their hides, making themselves tougher in the process. You gain a +3 bonus to your natural armor and fire resistance equal to your Constitution modifier (minimum of 1). This replaces the usual natural armor, hold breath and swim.

Sewer Dragon Drakonian clans living in the sewers of the great cities of Saggakar lose their natural armor but become extremely resistant to diseases. You gain a +2 racial bonus on saving throws against diseases, ingested poisons and against any effect that would result in becoming nauseated or sickened.

HALFLING, HAJIT

Hajit or "greater people" were the first race to rise to prominence in Saggakar. Hajit claim to be the first intelligent race to master the ways of magic and steel. They built the first cities and codified the spheres of magic. They explored the world. The hajit believe the other races exist to serve them and usually try to have other do what they need done.

Their diminutive size made them somewhat vulnerable to the larger and more powerful races and thus lost their primacy over Saggakar.

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Personality: Hajit believe they are the rightful heirs to Saggakar. They see others as means to their ends. Because they try to have others do their work for them, many think them lazy but they use this time to advance their own agendas.

Physical Description: Hajit are typical halflings, physically. Their dresses are more elaborate and of very high quality and they favor heavy, complex jewelry.

Relations: They work well with anyone who furthers their goals (which are usually unknown or unclear to those allies). They ally themselves with the strongest local power and support that group or race (until the hajit can take over) as long as their own goals coincide. Their natural affinity for politics makes them dangerous opponents and valuable allies.

Alignment: Hajit tend towards neutrality and chaos.

Lands: The hajit live throughout the world. They are most common on Ilkada and the Island Free States. They consider all of Saggakar to be theirs, and all other races invaders.

Religion: Hajit favor their own pantheon over all others, but have no problem paying lip service to any god, if it proves to be a political advantage.

Names: Like almost everything in hajit society, names hold deep, complex, meaning. They indicate one's position in the family and society. Hajit are given a first name by their parents. If the hajit received an honorific, he prepends it to his family name. Thus, a hajit's name changes throughout his life.

A hajit born Shazzar becomes Ar'Shazzar as he gains distinction. To non-hajit, hajit naming conventions are complex and make little sense. Hajit have a natural understanding of those titles. Non-Hajits assume that the more honorifics one has attached, the more important a hajit is (which is true for the most part).

Male Names: Aymeel, Itemer, Kusib, Neebah, Redha

Female Names: Dakee, Fasana, Galda, Galnur, Nyla, Pomett, Talya

Adventurers: Hajit leave the comfort of their home to amass riches, create relations (you

never know who you will meet while on adventure) and to gather power. All to serve their ultimate goal, whatever it may be.

Society: The inner workings of Hajit society remain secret to others. They work hard to appear as lazy and subservient, while they plot to further their goals.

Gender Roles: Both genders are equally valued and used for different purpose. Males are generally more adventurous and likely to leave their homes for the open road. Females usually stay home to defend and protect their families. Females thus tend to gather power in a much more localized form while the males gather it in large networks. Marriages between hajit cement local and extended connection networks.

Iconic Concepts: Hajit naturally gravitate towards arcane classes such as bard, sorcerer and wizard.

Oddball concepts: A few hajit become paladins or witches.

HAJIT RACIAL TRAITS

+2 Dexterity, +2

Intelligence or +2 Charisma, -2

Strength: Hajit are intelligent and strong-willed, but their small stature makes them weaker than other races.

Halfling: Any bonus or penalty that applies to Halflings also applies to hajit.

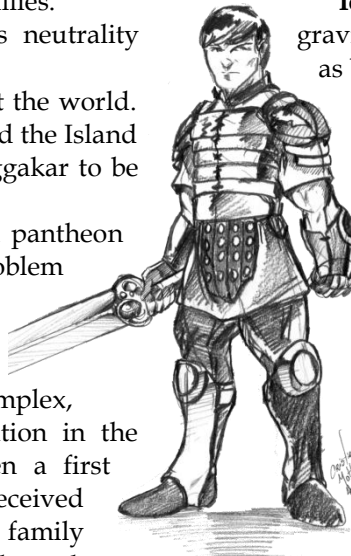
This includes favored enemy bonuses and hatred.

Small: Hajit are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Slow Speed: Hajit have a base speed of 20 feet.

Fearless: Hajit receive a +2 racial bonus on all saving throws against fear. This bonus stacks with the bonus granted by halfling luck.

Force of personality: Hajit receive Iron Will as a bonus feat.



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Knowledgeable: Hajit receive a +2 racial bonus on one Knowledge (player's choice) skill checks.

Sure-Footed: Hajit receive a +2 racial bonus on Acrobatics and Climb skill checks.

Weapon Familiarity: Hajit treat any weapon with the word "halfling" in its name as a martial weapon.

Languages: Hajit begin play speaking Common and Hajit. Hajit with high Intelligence scores can choose any non-secret language.

Favored Class: Hajit may not take barbarian as a favored class.

ALTERNATE RACIAL TRAITS

Craven: While most hajit are fearless, some are skittish, making them particularly alert. You gain a +1 racial bonus on initiative checks and a +1 racial bonus on attack rolls when flanking an opponent. You take a -2 penalty on saves against fear effects and gain no benefit from morale bonuses on such saves. When affected by a fear effect, your base speed increases by 10 feet and you gain a +1 dodge bonus to Armor Class. This racial trait replaces fearless and force of personality.

Ingratiating: Halflings often survive at the whims of larger, more aggressive races. Because of this, they go out of their way to make themselves more useful, or at least entertaining, to larger folk. You gain a +2 racial bonus on any Disguise and Perform skill, and Perform is always a class skill for you. This racial trait replaces knowledgeable.

Polyglot: Hajit, especially those who spend a lot of time traveling, develop a talent for learning new languages. You gain the Linguist rogue trick. This racial trait replaces force of personality.

Shiftless: Hajit have a reputation for larceny and guile—and usually well deserved. You gain a +2 racial bonus on Bluff and Sleight of Hand checks, and Sleight of Hand is always a class skill for you. This racial trait replaces sure-footed.



HALFLING, HAREEN

Hareen or "lesser people" are a rare breed of Halflings found in remote areas. They are survivors with close ties to nature. Civilization and its trappings both amaze and confuse them. Few ever adapt to civilized life.

Personality: Hareen are happy and full of life, unlike the Hajit, they do not spend their time thinking about abstract things, and thus they come off as simpletons to others.

Physical Description: Hareen are bulkier and stronger than other breeds of halfling. Hareen avoid metal in favor of hides and leather. Their hair is frequently dyed green, white, or brown, depending on the season to better fit in to their surroundings.

Relations: Hareen enjoy the company of those who share their focus on survival above all else. They value those with abilities that help ensure their own survival. Hareen are loyal to their clan and spend every waking moment finding ways to ensure the survival of the clan.

After long periods away from their own clan, many hareen consider those around them as their clan members.

Alignment: As a race, hareen tend to be neutral in alignment. Tribes that consider any outsider a threat, lean towards neutral evil. Tribes that recognize the usefulness of outsiders and trade with them often lean towards neutral good.

Lands: Hareen live in the forests of Ilkada, the Island Free States and southern Pisolum. They speak of a large, green forest as their homeland, but all hareen consider the forest where they live to be "The" right forest.

Religion: Hareen worship the goddess Usha above all others. Few hareen understand the concept of gods who are not forces of nature.

Names: Hareen names are monosyllabic. When a distinction is needed, hareen give their profession and their tribe. Thus Meel Hunter Grey-Tiger means Meel the hunter of the Grey-Tiger tribe. Tribes are named after powerful animal or monster roaming the area where the clan lives.

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Male Names: Bah, Dha, Kus, Meel, Mer, Sib

Female Names: Fa, Dak, Nur, Tahl, Zha

Adventurers: Hareen become adventurers to atone for some crime, to avenge their tribe, or out of wanderlust.

Society: Hareen society focuses survival. Tribes are either nomadic or sedentary. They spend a lot of time scavenging for food and making sure their homes are safe. Crafters of snares and traps are highly valued.

Gender Roles: Hareen treat both gender equally, without particular distinction between males and females.

Iconic Concepts: Hareen prefer the barbarians, druids, rangers, or rogues class.

Oddball concepts: A few hajit become fighters or cavaliers.

HAREEN RACIAL TRAITS

+2 Dexterity, +2 Wisdom, -2 Intelligence: Hareen are agile and strong-willed, but are not very bright.

Halfling: Any bonus or penalty that applies to Halflings also applies to hareen. This includes favored enemy bonuses and hatred.

Small: Hareen are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Slow Speed: Hareen have a base speed of 20 feet.

Fearless: Hareen receive a +2 racial bonus on all saving throws against fear. This bonus stacks with the bonus granted by halfling luck.

Child of nature: When wearing light or no armor, the hareen gains a bonus depending on their tribe's home terrain.

Child of the ash wastes: use *endure element* once per day as a spell-like ability to protect themselves from the heat (only).

Child of the frozen wastes: use *endure element* once per day as a spell-like ability to protect themselves from the cold (only).

Child of the mountain: Use your Dexterity modifier instead of Strength on all Climb checks.

Child of the plain: You gain the fleet feat.

Child of the sea: Use your Dexterity modifier instead of Strength on all Swim checks.

Child of the swamp: Gain the Acrobatic feat.

Halfling Luck: Hareen receive a +1 racial bonus on all saving throws.

Natural Hunter: Hareen gain a +1 racial bonus to hit with any thrown weapon that can be used in melee (such as javelins, and throwing axes).

Natural Survivor: Hareen receive a +2 racial bonus on Stealth and Survival skill checks.

Weapon Familiarity: Hareen are proficient with slings and any weapon with the word "halfling" in its name.

Languages: Hareen begin play speaking simplified dialects of Common and Hajit that are hard to understand. Hareen with high Intelligence scores can choose from the following list: Anuka, Exodite, Kaliban, and Sylvan

Illiteracy: Hareen do not automatically know how to read and write. Hareen must take at least one skill rank in the Linguistics skill to overcome this penalty, instead of learning a new language, the hareen must select to overcome this flaw. However, this makes them immune to any magical ward that requires read - such as glyphs and symbol spells.

ALTERNATE RACIAL TRAITS

Adaptable Luck: Three times per day, before making an attack roll, skill check or saving throw, you may, as an immediate action, apply a +2 luck bonus to it. This ability replaces halfling luck.

Fey affinity: You have dealt with the fey many times in the past and are now resistant to their abilities. You gain a +2 bonus to AC, CMD and saving throws when facing fey creatures. This replaces Fearless.

Fleet of Foot: Some hareen are quicker than their kin but less cautious. You move at normal speed (30 feet). This racial trait replaces Halfling luck and slow speed.

Outrider: Some hareen specialize in mounted combat. You gain a +2 racial bonus on Handle Animal and Ride checks. You also gain a +1 competence bonus to hit with any weapon while mounted. This racial trait replaces Natural Survivor.

Slave-borne: Many hareen are borne in captivity to slave parents. You learned how to

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read and write, but lack your race's natural affinity to the world. This racial trait replaces both illiteracy and child of nature.

HAVER

Over the course of centuries, the First Ones have interbred with those under their charge. As a result of which, they half created a variety of offspring. Havers are a common type of such cross-breeding, usually having a First One father and a mother of another race.

Havers are outcasts anywhere. Their First One parent wants nothing to do with them and the other parent consider them First Ones, since they share the black-skin common to most First Ones.

Havers are born without any external sexual organs, making them eunuch. They typically associate with females as breasts usually form. Their name, haver, is derived from havier, a neutered deer.

Grexdites never breed havers and consider them aberrations. Their offspring are either full First Ones of members of the other parent's race with the First One subtype.

Personality: Havers have a desire to impose their will on those around them, which is balanced by a strong desire for acceptance. Therefore, they are often seen as manipulative brown-nosers.

Physical Description: Havers are universally dark-skinned, which betrays their First One heritage. Their hair varies in color to match their non-First One parent. Havers share characteristics with their other parent, making their half-breed origins easy to see. They have

androgynous features, which often include small breasts.

Relations: Havers associate either with those they think that can command or manipulate, or those they seek to please or impress. Only rarely do they make long-term associations. Cambion matrons rear such children until they reach maturity but when they are grown, expel them from the tribe.

Alignment: Havers are torn between both of their heritages. Many decide to redeem their First One heritage, and opt for a way of good. Others seek revenge upon the world for what they perceive as a slight on the part of the universe. Overall, havers are neutral in alignment.

Lands: Havers are found anywhere First Ones live. They do not have lands of their own, though a few minor holdings are in their hands.

Religion: Havers prefer to follow the Dark Gods as their souls follow the typical progression of the First Ones.

Names: Havers typically receive names from their non-First One parent, and as such do not have any convention of their own. Later in life, many adopt a nickname based on their skillset or abilities.

Sample names: The Night Shade, the Blade of Ptorum, the Red Cloak.

Adventurers: Havers become adventurers to escape from their youth and the people they know. They seek fame and power on the roads.

Society: Havers live on the fringe of any society they live in. Thus they become self-reliant. They rarely join together for long periods as one seeks power over the others. Small, isolated communities are known to exist, but isolation is what keeps them together.

Gender Roles: Since havers do not reproduce, they do not have assigned gender roles. As such, they often change their gender identity to suit their current needs.



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Iconic Concepts: The iconic haver is a ranger, rogue, or sorcerer

Oddball concepts: A few havers become paladins to seek atonement. Others become clerics or druids seeking acceptance and power through the affairs of the divine.

HAVER RACIAL TRAITS

The following presents a human/ haver.

+2 Dexterity, +2 Charisma, -2 Intelligence

Havers are lithe and charming, are somewhat dim-witted.

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

Normal Speed Havers have a base speed of 30 feet.

Androgynous (Ex) A haver counts as male or female or neither, whichever is most advantageous to it. They usually select one gender to identify as, but change it as suits their needs. As half-breed creatures, they cannot reproduce and have no sexual organs.

Darkvision (Ex) Havers can see in the dark up to 60 feet.

Disguise Expert (Ex) A haver gains a +2 bonus to Bluff and Disguise checks to disguise themselves as a First One or as one of their other parent's race, or to appear as a member of one gender or another.

Evasive A haver gains their choice of Deceitful, Persuasive, or Stealthy as a bonus feat.

Shadow Jump (Su) Once per day, as a move action, a haver can jump between shadows as if using a *dimension door* spell. A haver must jump from a shadowy area to another, up to 5 feet per level each day. Activating shadow jump does not provoke attacks of opportunity.

Split parentage (Ex) Havers are humanoids with the First One subtype. Also select another race at character creation. A haver qualifies as either a First One or a member of that race for the purpose of qualifying for feats, prestige classes, and any other class or race-related option.

Languages Havers begin play speaking Common and Exodite. Those with a high Intelligence score add any non-secret regional languages to their list of bonus available languages.

ALTERNATE RACIAL TRAITS

The alternate races below represents a more specialized haver, replacing evasive with the power below.

Anuka-Haver: You gain a +2 to Strength but lose the Dexterity bonus. You may replace shadow jump to gain the benefit of one mutation. Neither male nor female anuka ever accept your dominance over them. They will at best consider you an equal.

Cambion-Haver: You may select healing hands or vicious as a feat, once taken, this counts as a racial ability. One or both may be taken as feats.

Halfling-Haver: You are small and have a movement speed of 20.

Kynean-Haver: You may replace shadow jump with mystic body.

Ptahn-Haver: You may replace shadow jump with shadowspark usable a number of times per day equal to 1 + your Wisdom modifier.

Skythian-Haver: You may replace shadow jump with bone razor that starts the equivalent of a short sword.

SPECIAL ACCESS

Havers in the Legacies campaign have access to material in [Service is Eternal](#), the book of the First Ones of Saggakar. Any feat, class, or prestige class from that book is legal for them.



HUMAN

Humans are numerous in Saggakar. They come from a variety of stocks and have a wide range of skin, eye and hair colors. In Saggakar, only in a few places do humans segregate themselves by their ethnicity. There is relatively little racism among them. Instead they focus such petty differences on those who follow either a different pantheon, a different master, those who come from a different country, etc.

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ALTERNATE RACIAL TRAITS

Half-Cambion: One of your parents was cambion and though human, you have vestigial horns and a short tail. Replace the bonus feat with resistant to fire (as a cambion). You also qualify for any feat, prestige class or ability that requires you to be cambion. You gain a +2 bonus to Disguise to pass of as a cambion.

Kaliban-blooded heritage: The blood of kaliban flows within you. You do not get the human bonus feat at first level, but instead gain darkvision up to 30ft plus 5ft. per 3 levels up to 60ft. You gain the kaliban subtype. Your skin is pale white and your eyes black. You gain a +2 bonus to Disguise to pass of as a kaliban.

Skythian-blooded heritage: You have Skythian blood in your veins. Bones shards pierce your skin in places. You replace the bonus feat to gain a bone razor. However, it is one size category smaller than a pure skythian's. You also qualify for any feat, prestige class or ability that requires you to be skythian. You gain a +2 bonus to Disguise to pass of as a skythian.

Son of the matrons (male only): You have cambion blood or grew up among them. Having spent your youth surrounded by criminal activities, you are now "one of the boys." Replace the bonus feat with the vicious cambion trait.

Taken (female only): You grew up among the cambion. You lose the "Skilled" ability, but replace it with healing hands (see cambion). You also qualify for any feat, prestige class or ability that requires you to be cambion.

KALIBAN

Milk-white skin and a lot of bad attitude can best describe the kaliban. These nomadic marauders are best known for their penchant for cannibalism. Kalibans are omnivorous scavengers who can eat the flesh of other intelligent creatures.

Kalibans have been seaborne reavers for centuries now. They live on longboats in filthy conditions and survive on whatever they can scrounge. A kaliban longship is always a dangerous proposition as kalibans may decide at any moment to raid any coastline they see.

Treasure is not the only thing they seek, but food.

They are extremely resilient and can row against the wind for days to arrive unseen.

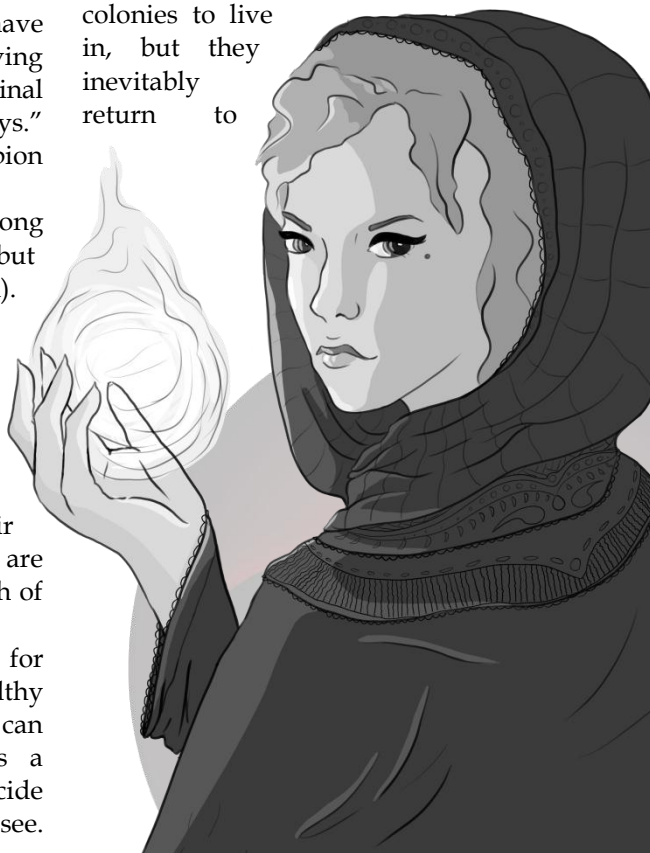
Personality: Kalibans spend most of their time thinking about their stomach. They often have a penchant for making those around them uncomfortable. They relish in it. They favor quiet demeanors until their inner fury is revealed then they become howling savages.

Physical Description: Kalibans are larger and bulkier than humans, their skin is milk-white and almost inevitably covered with tattoos or ritual scars to make them look fearsome. They have black eyes, not unlike those of a shark. Many file their front teeth to make them look more ferocious.

Relations: Kalibans make only temporary alliances. They respect strength and power above all.

Alignment: Most kalibans are of chaotic neutral alignment. Many who lean to evil eat whatever and whoever they want.

Lands: Kalibans were given a number of colonies to live in, but they inevitably return to



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their nomadic ways. The seaways are the only place they call home. Most kalibans settlements are in port cities or temporary villages

Religion: Kalibans are not very religious, but they nevertheless pay attention to any and all deities, taking a “just in case” approach.

Names: Kaliban names tend to be simple with guttural sounds. They often give themselves epithets to sound fearsome. They scar or tattoo themselves to justify the name, such as Barkat the Wolf or Barkat the Red.

Male Names: Barkat, Gorguz, Origeg, Qolom

Female Names: Akata, Garza, Keeta, Toomel

Adventurers: A kaliban’s nomadic nature is the most common motivation for adventure.

Society: Everyone in kaliban society is responsible for the protection of the tribe and the gathering of food. Most other races believe kalibans are only interested in eating other intelligent creatures. Kalibans are omnivorous, able to eat both fresh and spoiled meat without difficulty. Kalibans have no interest or patience for agriculture or sedentary life. They consider those who settle in such life to be weak, and kalibans prey on the weak.

Gender Roles: All kalibans spend their lives gathering food for themselves. Pregnant females care for the children for the first few years of life, doing all the work of teaching and raising the young. Once they reach the age of 6 or 7, they are turned over to the males who complete the rest of their education: combat and survival for the most part. Either gender can rule the tribe: experience, ruthlessness and cunning are the qualities kalibans respect the most.

Iconic Concepts: The iconic kaliban is a barbarian, fighter, ranger, rogue, or witch. They

favor classes that require on-hands training, over bookish, sedentary pursuits.

Oddball concepts: Kalibans who become spell caster prefer classes that can cast their magic spontaneously, such as bards, oracles or sorcerers. Classes that require longer training or continuous study – such as monks and wizards – rarely hold a kaliban’s interest for long.

KALIBAN RACIAL TRAITS

+2 Strength, +2 Dexterity, -2 Intelligence

Kalibans are strong and agile, but are dull and slow.

Medium As Medium creatures, Kalibans have no special bonuses or penalties due to size.

Normal Speed Kalibans base land speed is 30 ft.

Kaliban-blooded: Kalibans are humanoid with the kaliban subtype.

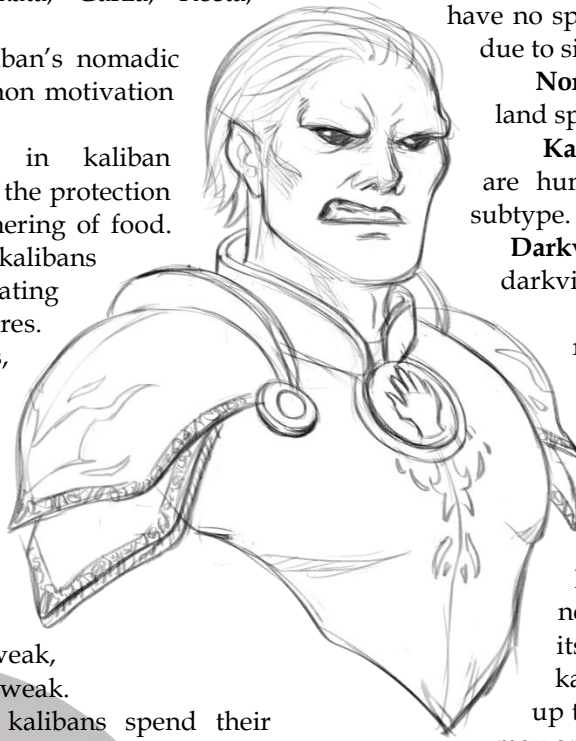
Darkvision: Kalibans have darkvision 60ft.

Ferocity: Kalibans remains conscious and can continue fighting even if their hit point total is below 0. Kalibans are still staggered and loses 1 hit point each round. A kaliban dies when its hit point total reaches a negative amount equal to its Constitution score. A kaliban may use this ability up to once per day. A kaliban may opt not to use their ferocity.

Kaliban’s Endurance: Kalibans gain Endurance as a bonus feat. If a Kaliban gains that feat again, the bonuses stack. This ability explains the Kalibans’ ability to travel great distances and thus earn their name.

Weapon Familiarity: Kalibans are always proficient with great axes and falchions, and treat any weapon with the word “kaliban” or “orc” in its name as a martial weapon.

Languages: Kalibans begin play speaking Kaliban and Common. Kalibans with a high Intelligence score can choose from the following: Anuka, Giant, Exodite, or Skythian.



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ALTERNATIVE RACIAL TRAITS

Filthy and disgusting: Your lack of personal hygiene is notorious. Because of it, creatures with scent get a +4 bonus to track you by scent. However, creatures with scent or a bite attack only attack you if they succeed at a DC 10+ Constitution bonus + half character level Fortitude save. If they fail, they are repulsed and may attack another target. This save happens at the start of the creature's turn and does not require any action on its part. A creature that makes its save can freely attack you for 24 hours. This replaces ferocity. No, jumping into a river with soap or *prestidigitation* does not get rid of the smell.

Omnivorous Stomach: Because you are so used to eating all kinds of things, you have developed a strong resistance. You may eat tainted and rotten meat without issue. You gain a +4 racial bonus to save versus any ingested poison. This replaces Kaliban's endurance.

Seaborne raider: You are at home on the waves. You always have your sea legs and gain a +1 racial bonus to Acrobatics, Climb, and Survival while on a boat or shifting surface. You are proficient with the harpoon. This replaces weapon familiarity.

Shark teeth: Many kalibans become adept at biting in combat, replacing weapon familiarity with a secondary bite attack. If the kaliban gains a bite other means, the bite counts as one size larger.

Sprinter: You are very fast on your feet, but do not have the stamina of your fellow kalibans. Replace "Kaliban's Endurance" with the Fleet feat.

KYNEAN

Often believed to be akin to elementals, kyneans are actually coalesced arcane energy. Most kyneans research strange phenomenon with a curiosity similar to a human's philosophical pursuits for the meaning of life.

Not native to Saggakar, their native lands came during a period where they all lay dormant. The Mists hold a particular fascination for them.

Personality: Kyneans tend towards stoic and posed personalities. They prefer to act after

long and in-depth analysis. Few would ever call kyneans "hot-headed".

Physical Description: Kyneans are shorter than human, but weigh a lot more. Over the course of their lives, their bodies remain pretty much the same. Many kyneans adorn their bodies with gems and precious metals. Their appearance is dumpy.

Relations: Kyneans have earned the respect of other because of their abilities to manipulate magic. Many not used to working with them make the mistake of considering them slow or dim-witted. They have formed closed bonds with the hajit because of their shared history of opposition to the First Ones.

Alignment: Kyneans favor neutral and good alignments.

Lands: Kyneans trace their origins to Nyen'to and the Eastern Shores. However, they have join communities across the world, gathering near areas where the Mists are common, such as Kyr.

Religion: Kyneans believe themselves related to the great elementals lords of air, earth, fire, and cold and worship them as gods. Even the smallest parcel of an element holds a divine essence.

Society: Kyneans are somewhat sexually neutral with males and female forms. The outward gender gives an idea of their inner personalities. In spite of being effectively asexual, kyneans understand the relations and gender roles in other races, and usually marry with a kynean of the opposite gender.

Gender Roles: Kyneans reproduce when two kyneans feed a portion of their gathered essence and power into a crystal such as quartz or amethyst, called an egg. The crystal determines the color of the kynean. The egg grows into a fully-grown adult within one calendar year. Engaging in such a ritual is so taxing to the kyneans that they avoid doing it more than once every 2 to 5 years. Their obsessive gathering of arcane power is not simply a quirk of their culture but an instinctive biological drive to ensure healthy offspring as deformities, diseases, and other such afflictions are much more common in offspring of magically weaker kyneans. Thus, there are no

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Kyanean "children" only full-grown adults at "birth". Though fully "grown" they need years of training to become competent. The most magically powerful parent stays for a year with the child to mentor and care for the child until they can settle into the community. Rarely, both parents remain with the child.

Names: Kyanean names are in two parts, usually taking one name from both parents. Thus, the child of Axo-Sal and Kas-La might be Axo-Kas. The kyanean knows his name at birth.

Sample Names: Axo-Sal, Bo-Asx, Dema-Ma, Gals-Pa, Iska-Te Has-Ona, Joia-Kul, Kas-Bi, Maqia-Ra, Xan-Ti, Yav-Ma.

Adventurers: A kyanean adventures to acquire the knowledge so craved by his race. Knowledge is to be gathered before spending long periods of meditation and pondering to determine their meaning and potential usage. Philosophy is the great catalyst of all knowledge and wisdom.

Iconic Concepts: The iconic kyanean is an arcane spell caster.

Oddball concepts: A few kyneans become paladins or fighters, not dedicating themselves to arcane magic.

KYNEAN RACIAL TRAITS

+2 Strength, +2 Intelligence or Charisma, -2 Dexterity Kyneans are extremely strong and sharp of mind, but their hard exteriors make them less agile than most. "Male" kyneans favor Charisma while "females" favor Intelligence.

Medium: As Medium creatures, kyneans have no special bonuses or penalties due to size.

Normal Speed: Kyanean base land speed is 30 ft.

Kyanean Magic: Kyneans manipulate ambient arcane energies. They add +1 to the DC of any saving throws against conjuration spells that they cast. Those with a Charisma of 11 or higher also gain the following spell-like abilities: at will—*dancing lights*, *acid splash*, and 3/day *unseen servant*. The caster level for these effects is equal to the kyanean's level. The DC for these spells is equal to 10 + the spell's level + Charisma modifier.

Mystic Body (Su): Kyneans manipulate the energies that course through their bodies. A

kyanean adds a shield bonus to AC equal to his Intelligence modifier.

Languages: Kyneans begin play knowing Kyanean and Common. Kyneans with high Intelligence scores can choose any non-secret language.

Unusual build: Kyneans are much bulkier and more heavily proportioned than most humanoids. As a result, kyneans must purchase armor and equipment (but not weapons) as though they were one size category larger.

ALTERNATE RACIAL TRAITS

Arcane Body: A kyanean can use the magical power contained in his body to fuel a metamagic spell. Once per day you can spontaneously cast metamagic spells at their normal casting times. This ability replaces mystic body.

Burned-Out Gem: Your body lost its attunement to the arcane energies permeating the world. You appear like a dull and blurry crystal. You gain spell resistance equal to 11 plus your level. You still have 1 point of natural armor. This ability replaces kyanean magic and mystic body.

Crystal Skin: A kyanean's hard crystalline skin grants it a natural armor bonus to AC equal to their Constitution bonus (minimum of +1). Kyneans automatically fail any save from an effect with the force descriptor. Those kyneans are vulnerable to sonic energy, taking half again as much damage (+50%) from sonic energy. This racial trait replaces kyanean magic.

Crystalline Form: Kyneans with this trait gain a +2 racial bonus to AC against ranged attacks. In addition, once per day, they can deflect a single ranged attack targeted at them as if they were using the Deflect Arrows feat, except they can use it against a ray or ran This racial trait replaces mystic body.

Gem Familiar: You are attuned to a gem-shaped entity that serves as you as a familiar. It is a purely magical construct shaped like a type of animal chosen from the wizard familiar list. It counts as a familiar (see wizard) using half your character level. A gem familiar only gives you a skill bonus if you have a class that grants you a familiar. If you gain a familiar ability, add your spellcasting ability modifier to your level to

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determine its abilities. This replaces mystic body.

Humanoid build: You are much frailer than other kyneans. You do not have to pay extra for equipment and clothes. You do not have the unusual build ability and your mystic body only provides 1 point of shield bonus.

PTAHN

The ptahn came to Saggakar with the First Ones, serving as servants, scouts and soldiers. After the establishment of the Empire, they received holdings to settle and flourished. In spite of this, most ptahn still toil as slaves under uncaring masters.

Many now harbor a strong grudge towards their masters and often join resistance movements. Their hunger for freedom is so strong that many prefer to run into the Mists in the blind hope of a better life.

Personality: Like the felines they resemble, ptahn are extremely curious. They also have a strong longing for freedom and a desire to be free. Most ptahn resent their masters.

Physical Description: Ptahn look like feline humanoids. They have short fur whose colors range the full spectrum of cats. They have cat's eyes that allow them to see in the dark.

Relations: Ptahn do not trust others quickly or easily. However, once they form a bond with someone, they consider themselves friends for life.

Alignment: Ptahn tend towards neutral alignment.

Lands: Ptahn lands are usually in wild areas that were given to them by rulers to colonize as a thank you. Free ptahn are quite common in

Brumis, Faremh and Markhem, but communities exists in every city of the empire.

Religion: Ptahn do not have their own religion. They adopt the one of those they live with, or that of their master.

Names: Ptahn adopt names from the culture where they live.

Adventurers: A ptahn adventures out of curiosity and a desire for freedom. A large number of ptahn leave their homes to join resistance movements away from their homes to prevent retribution against their families.

Society: Most ptahn are enslaved or in the service of the First Ones. These live in abject poverty, serving and taking any job they can. This also created a strong, but secret, opposition to the First Ones.

Gender Roles: Ptahn mate for life whenever possible and both mates share the responsibilities together. Males and females are fully egalitarian, with the person best suited for a task placed in charge.

Iconic Concepts: The iconic ptahn choses to become clerics, monks and rogues.

Oddball concepts: Some ptahn chose less traditional paths by becoming cavaliers, druid or rangers (often with feline affinity). Some ptahn become paladins or inquisitors.

PTAHN RACIAL TRAITS

+2 Dexterity, +2

Wisdom, -2 Intelligence

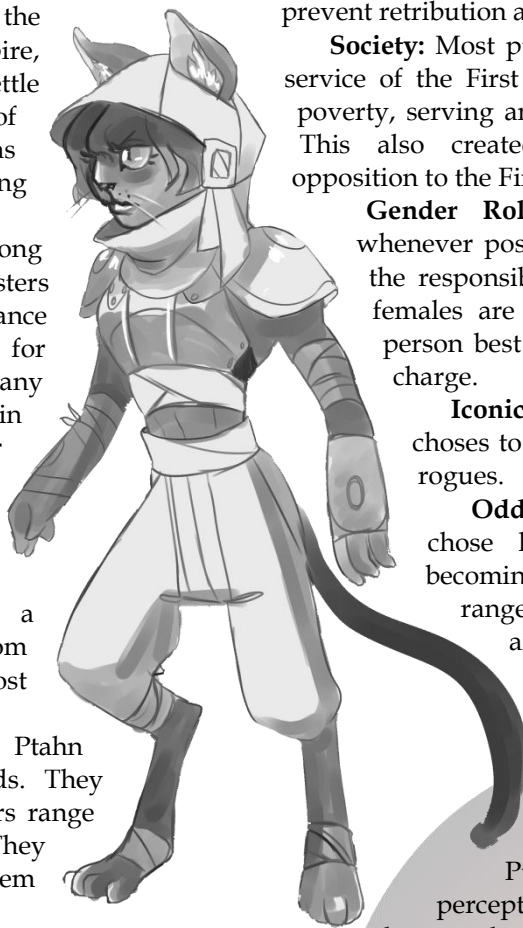
Ptahn are nimble and perceptive, but their racial heritage leaves them with little intellectual prowess.

Medium As Medium creatures, Ptahn have no special bonuses or penalties due to size.

Normal Speed Ptahn base land speed is 30 ft.

Native Outsider Ptahn are outsiders with the native subtype.

Darkvision Ptahn can see in the dark up to 60 feet.



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Languages Ptahn begin play speaking Common and Exodite. Ptahn with a high Intelligence score add Hajit, Hellish, and Skythian to their list of additional languages.

Shadowborn: Your connection to shadows is greater than most and your fur is very dark. You gain Stealthy as a bonus feat.

Shadowspark (Su) As a standard action a ptahn can unleash a bolt of crackling black lightning against a target within 30 feet that deals 1d6 plus one for every two level points of electrical damage with a successful ranged touch attack. A ptahn can use this ability a number of times per day equal to 3 + the ptahn's Wisdom modifier.

Subdued A ptahn can choose either Great Fortitude or Iron Will as a bonus feat.

Weapon Familiarity: Ptahn treat any First One weapon as martial weapons.

ALTERNATE RACIAL TRAITS

The following racial traits are available to Ptahn to replace the standard racial traits.

Dark ptahn: Due to their connection to elemental shadow, ptahn cast any spell with the darkness descriptor as though they were 1 level higher. (Thus a *darkness* spell cast by a shadowborn ptahn counts as a 3rd-level spell). This replaces shadowborn.

Pale Shadow: Your ties to the plane of shadows are weaker than most and are better adapted to live on the surface world. You may use *blur* as a spell-like ability once per day with a caster level equal to the ptahn's character level. This replaces shadowborn.

Shadow Strength A Ptahn with this racial trait can draw on the strength of his dark nature. As long as he is standing in partial shadow or darker conditions, he gains +2 Strength, +2 Dexterity and a +2 bonus to Intimidate checks. This ability replaces shadowspark.

Shadow Bourne: A ptahn with this racial trait can choose any shadowspark feat for which he qualifies as a bonus feat. This ability replaces shadowborn and weapon familiarity.

Vengeance You swore to destroy the First Ones and their minions wherever they are. A ptahn with vengeance gains the benefits of favored enemy (First Ones) as a ranger. You gain Blood Vengeance as a bonus feat. This

replaces shadowborn, subdued and weapon familiarity.

SKYTHIAN

Story goes the skythians, were born of the bones that litter ancient battlegrounds and to this day, they seek to avenge some long-forgotten defeat. Skythians are not scholarly and their history only speaks of great battles they engaged in or the blood spilt to the glory of the First Ones. Created for combat; forged in battle; and tempered in the blood of thousands of enemies sums up the skythians.

Over the last two centuries, Skythians begun to live for something else, to find a deeper meaning to their life. Many now seek to find an inner peace, a sign that their lives have more meaning than a series of battles and a brutal, bloody death. The First Ones repress these groups with great ruthlessness, seeking to promote and encourage their inner rage and bloodlust.

Personality: Most other races consider skythians as dim bullies. They relish in battle and in the glory of warfare. Many skythians secret seek to find inner peace amid the turmoil of their lives.

Physical Description: Skythians have in skin and hair like humans but have shards of bones breaking through their skin. They are typically the same size as a human.

Relations: Skythians seek challenge and competition. They respect those who are willing to take part in them, particularly anukas and kalibans. They dislike hajit and have nothing but contempt for the ptahn, whom they consider inferiors. The hareen fascinate them.

Alignment: Skythians lean heavily towards lawful evil..

Lands: Skythians live everywhere. Having settled where their masters commanded them to settle. Skythians rule a few distant colonies known for their repressive, brutal and militaristic regimes.

Religion: Skythians follow the religion of their masters, the Dark Gods. However, in recent years a few mystics have begun preaching about a path to inner peace, and turned to the Pantheon of Man for answers.

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Names: Male and female skythians are known by their war cry. A skythian's war cry and name do not change throughout his life. When they need differentiation, they add the name of their hometown as a family name. Thus, Gowaa of Hellsmere hails from Hellsmere.

Sample names: Gur'Tak, Kyaah, Tokey'ah

Adventurers: Skythians become adventurers out of a desire to prove their worth. Wealth, power and prestige are only side benefits, rarely a goal in themselves.

Society: Skythian society is one of constant preparation for war. They live regimented lives training tirelessly to improve themselves. Even when they turn their lives to more philosophical pursuit, they do so with a single-mindedness that typifies them. When freed, they take up martial professions such as soldiering. Males and females share the same appetite for mayhem.

The few skythians who live long enough to become elders and mentor the young ones. Their words are highly valued and during times of crisis, local rulers call upon them to serve as generals and captains.

Adventurers often learn more about themselves and the place of their people in the world. Retired adventurers are highly sought by younger skythians because of this gathered knowledge.

Gender Roles: Males and females skythians are equal in every way. They make little distinction when dealing with others, expecting males and females to be equally capable.

Sexual reproduction usually involves some type of combat between the partners, wrestling is the most common, but battles using bone razors or other weapons are not unheard of. A male who triumphs over a female gets the right to mate. The male plunges a bone razor into the female's belly (dealing the usual damage). The

razor then shatters and mixes with her inner bone shards. Over the course of the next two weeks, small shards of bones pierce her skin and fall to the ground. These shards grow into young skythians. The infants are born able to stand and fight. Only one child per impregnation usually survives to adulthood, rarely two. The parents rarely have anything to do with their children, leaving them to fend for themselves.

Skythians have fully functional human-like sexual organs and characteristic but they rarely play any role in their reproduction cycle. They find the sexual rites of mammals ineffective.

Some skythians try to reproduce that way as a means of opposing their violent past.

Iconic Concepts: The iconic skythian is a fighter, a monk, or a rogue.

Oddball concepts: A few become cavaliers. Skythians who become spell casters are an oddity among their people but more and more are becoming clerics or witches, though they frequently multi-class with fighter or rogue.

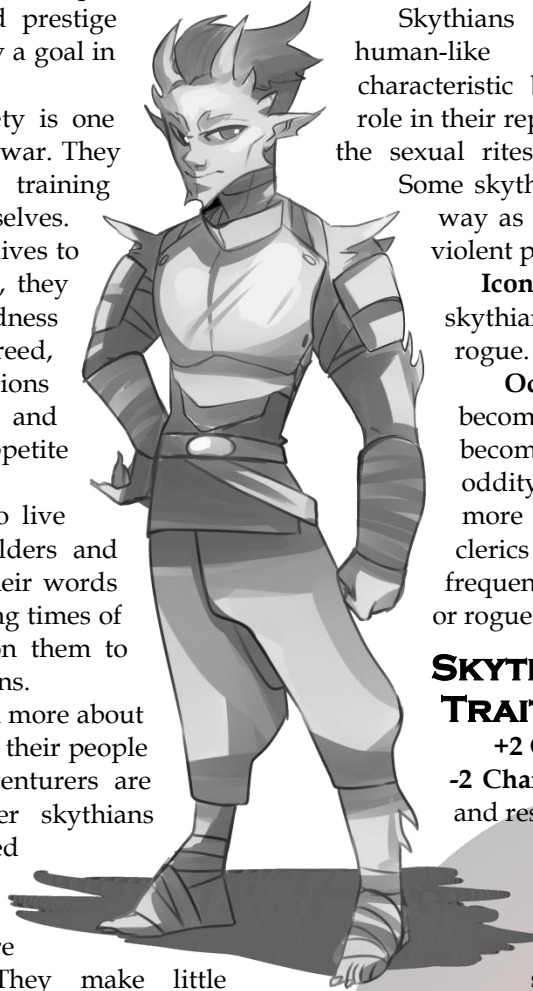
SKYTHIAN RACIAL TRAITS

+2 Constitution, +2 Dexterity, -2 Charisma: Skythians are quick and resilient, but socially inept.

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

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

Bone Razor (Su) As a swift action a Skythian can create a sharp bone weapon from the many bony protrusions covering the skythian's body. Once drawn, a bone razor is not attached or connected to the skythian's body (it can be disarmed). A bone razor is the equivalent of a longsword in game terms. This



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ability can be used at-will and though painful, does not inflict any damage to the skythian. A bone razor can be disarmed and sundered with a hardness of 6 and a number of hit points equal to the creator's Constitution bonus. A skythian is immune to damage from bone razors he created.

Skythians are proficient with any weapon created through the bone razor ability. Bone razors count as a manufactured weapon, a natural weapon and a monk weapon.

Darkvision (Ex) Skythians can see in the dark up to 60 feet.

Dedicated to violence (Ex) Skythians get a +1 racial bonus to their attack rolls with melee weapons.

Hard to intimidate (Ex) The DC to Intimidate a Skythian is increased by their Constitution modifier and the duration of any fear effect lowered by 1 round, whether the skythian succeeded or failed on the saving throw.

Languages Skythian begin play speaking Common and Skythian. Those with a high Intelligence score add any non-secret regional languages to their list of bonus available languages.

Reckless (Ex) Skythians get a +2 racial bonus on Will saves against fear effects.

Favored Class: Skythians rarely select a spell casting class as their favored class. Archetypes that remove all spell casting are acceptable.

ALTERNATIVE RACIAL TRAITS

Dark Skythian: Replace dedicated to

violence, hard to intimidate and reckless racial features with the spell-like ability to cast *invisibility* on themselves once per day.

AGE AND WEIGHT

When making a Saggakar character, you may randomly generate your character's age, using the random age table. If you choose your starting age, your character must select an age at is at least older than the minimum age for that race and class.

STARTING AGE

The age of adulthood in the table is also the age of sexual maturity.

Group A This group includes barbarian, rogue, sorcerer, and witch

Group B This group includes bard, cavalier, fighter, gunslinger, oracle, paladin, ranger, and summoner.

Group C This group includes alchemist, cleric, druid, inquisitor, magus, monk, and wizard.

M A This is the point of middle age. When a character reaches that age, apply -1 to Strength and Dexterity, and +1 to Intelligence, Wisdom, and Charisma.

Old This is the point where a character enters old age. When a character reaches that age, apply -2 to Strength, Dexterity, and Constitution, and +1 to Intelligence, Wisdom, and Charisma.

Venerable This is the point where a character becomes venerable. When a character reaches that age, apply -3 to Strength, Dexterity, and Constitution, and +1 to Intelligence,

ace	Adult	Group A	Group B	Group C	M A	Old	Ven	Max
Anuka	18 yrs.	+1d6	+2d6	+3d6	40 yrs.	50 yrs.	60 yrs.	+3d20
Cambion	15 yrs.	+1d4	+1d6	+2d6	40 yrs.	50 yrs.	60 yrs.	+5d20
Drakonian	10 yrs.	+1d6	+1d8	+2d8	25 yrs.	40 yrs.	55 yrs.	+3d10
Hajit	20 yrs.	+2d4	+3d6	+4d6	50 yrs.	75 yrs.	100 yrs.	+5d20
Hareen	18 yrs.	+2d4	+3d6	+4d6	50 yrs.	75 yrs.	100 yrs.	+5d20
Haver	15 yrs.	+1d6	+2d6	+3d6	55 yrs.	85 yrs.	110 yrs.	+5d20
Human	15 yrs.	+1d4	+1d6	+2d6	35 yrs.	53 yrs.	70 yrs.	+2d20
Kaliban	14 yrs.	+1d4	+1d6	+2d6	50 yrs.	75 yrs.	100 yrs.	+5d10
Kynean	50 yrs.	+4d6	+6d6	+9d6	50 yrs.	75 yrs.	100 yrs.	+5d10
Ptahn	10 yrs.	+1d4	+1d6	+2d6	30 yrs.	45 yrs.	60 yrs.	+2d10
Skythian	8 yrs.	+1d4	+1d6	+2d6	25 yrs.	40 yrs.	50 yrs.	+2d10

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Wisdom, and Charisma.

(Jon Brazer Enterprises)

Max This is the modifier to venerable age. This roll should be made in secret when a character reaches venerable. When the character reaches that age, he will die of old age at a random point during the year.

[Ultimate Psionics:](#)

elan, xeph
(Dreamscarred Press)

OTHER RACES

From time to time, members of other, previously unknown races do come to Saggakar through the Mists. Members of these races typically die quickly in the arenas as exotic delights for the crowd.

Others find small communities of their peers. Such groups include drow, dwarves, elves, and a variety of other races. Because of their rarity, they do not hold any significant power.

MINOR RACES

Some non-core races that are somewhat well-known are as follows. These races are recommended as matching the flavor of the setting.

[NeoExodus Campaign Setting:](#) pryimidians, sasori (LPJ Design)

[Obsidian Twilight Campaign Setting:](#) lykians, osirians (LPJ Design)

[Shadowsfall Campaign Setting:](#) wanderer



Race	Height	Weight	Modifier	Weight Mult.
Anuka, male	6 ft. 2 in.	185 lbs.	2d20	x(3+Str) lbs.
Anuka, female	6ft. 0 in.	170 lbs.	2d20	x(3+Str) lbs.
Cambion, male	5 ft. 2 in.	100 lbs.	2d10	x5 lbs.
Cambion, female	5 ft. 0 in.	90 lbs.	3d10	x5 lbs.
Drakonian, either gender	5 ft. 6 in.	125 lbs.	2d10	x5 lbs.
Hajit, male	2ft. 7in.	30 lbs.	2d4	x1 lb.
Hajit, female	2ft. 4in.	25 lbs.	2d4	x1 lb.
Hareen, male	2ft. 11in.	35 lbs.	2d6	x1 lb.
Hareen, female	2ft. 8in.	30 lbs.	2d6	x1 lb.
Haver	4ft. 6in.	100lbs.	2d10	x5 lbs.
Human, male	4 ft. 10 in.	120 lbs.	2d10	x5 lbs.
Human, female	4 ft. 7 in.	85 lbs.	2d10	x5 lbs.
Kaliban, male	5 ft. 3 in.	150 lbs.	2d12	x5 lbs.
Kaliban, female	5 ft. 0 in.	110 lbs.	2d12	x5 lbs.
Kyanean, either gender	4 ft. 4 in.	200 lbs.	4d8	x8 lbs.
P'tan, male	4 ft. 10 in.	85 lbs.	2d10	x3 lbs.
P'tan, female	4 ft. 9 in.	80 lbs.	2d8	x3 lbs.
Skythian, either gender	5 ft. 2 in.	110 lbs.	2d10	x5 lbs.

TYRANTS! SAGGAKAR

OKAYAAA: THE TEMPLE

Okayaaa stood on the rafter of the great temple of the goddess Ilkresda. She had been there for most of the day, immobile, with no end in sight. The difficulty in stealing the silver incense dispenser laid neither in the entering of the temple undetected, nor in balancing on the narrow beam, nor in waiting immobile for hours.

The difficulty lay in waiting for the hajit's endless chatter to cease. The priestesses had an endless supply of gossip integrated into their religion, encouraging lonely housewives and young ladies to share thoughts, feelings, and experiences about their neighbors, their friends and even their spouses. It was as if these people washed their dirty laundry as a village. Okayaaa disliked the hajit for that reason: they talked too much, talked all the time and talked as if their words held divine power of wisdom. Hajit used religion to justify their love of gossips and self-promotion.

It was late in the evening when the priestesses retired for the night, having shared all the gossip they heard throughout in the day. Okayaaa now knew the affairs of more than a score of local ladies. She knew who cheated their masters by diverting funds to their own enterprises. She knew whose children had to be whipped and beaten for disobedience. She cared for none of it.

Finally alone, Okayaaa leapt down from her perch, massaged her legs and arms from the stillness and began search for the incense dispenser. Her skythian heritage allowed her to see perfectly in complete darkness. A few minutes and the incense dispenser was hers.

Just then every candle in the temple flickered back to life, bathing the room in a soft glow. Before Okayaaa stood a creature from another world, it carried a sword over its angelic face and a sword in hand and stood as tall as the skythian.

"Thief, surrender or meet the justice of heaven!" it commanded.

The thief smiled, pulling out a bony protrusion from her forearm with a cracking sound, she formed a blade. *"The long arm of the law doesn't reach far enough to grab hold of me,"* she replied, moving into a defensive stance.

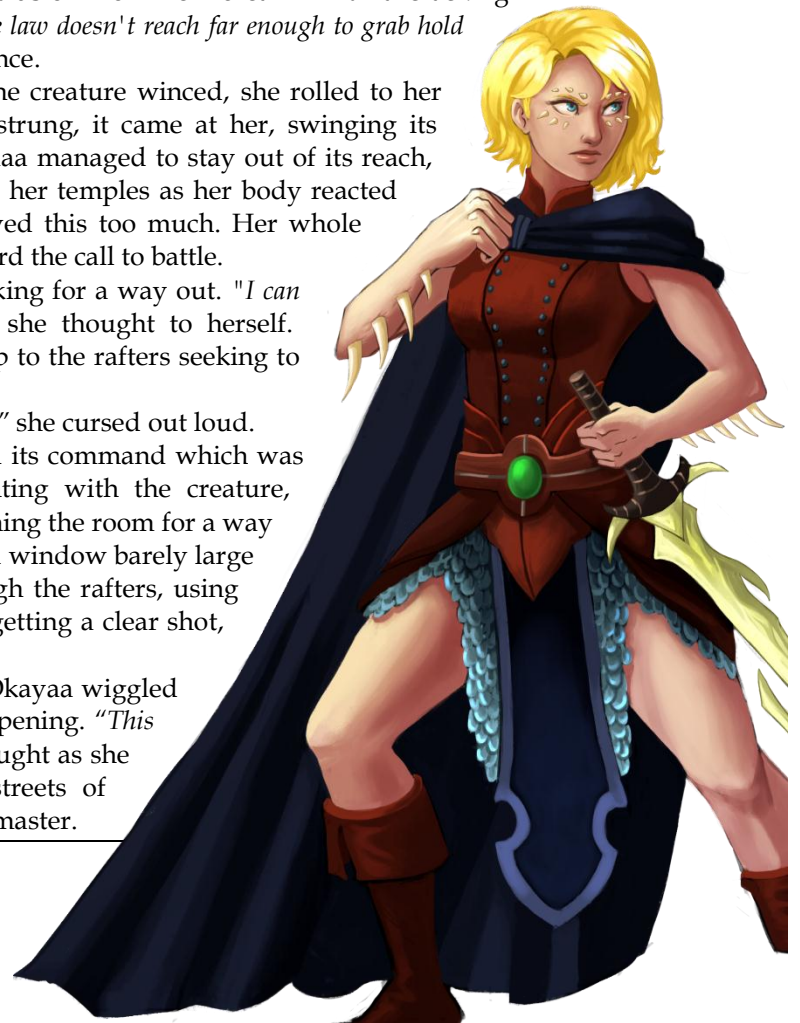
A quick jab gave her the advantage. As the creature winced, she rolled to her right, striking the thing's knee. Though hamstrung, it came at her, swinging its sword with precise thrusts and swipes. Okayaaa managed to stay out of its reach, darting and dodging. Blood pounded through her temples as her body reacted to the adrenaline. She enjoyed this. She enjoyed this too much. Her whole race had been bred for battle, and Okayaaa heard the call to battle.

Her initial advantage gone, she began looking for a way out. *"I can get myself killed if this goes on much longer,"* she thought to herself. Placing a foot on the altar, she jumped back up to the rafters seeking to escape.

The angel closed its eyes and rose. *"Really?"* she cursed out loud.

Face to face once more, the angel repeated its command which was also ignored. As much as she enjoyed fighting with the creature, Okayaaa needed a quick end to the fight. Scanning the room for a way out, she smiled as her gaze focused on a gabled window barely large enough for her to fit through. Jumping through the rafters, using the crossbeams to prevent the guardian from getting a clear shot, she made her way across the temple ceiling.

A strong kick shattered the window and Okayaaa wiggled through but her pursuer got stuck in the tiny opening. *"This is the life: loot and good fight. I love this,"* she thought as she landed on her feet, vanished in the dark streets of Farelis, headed back to hand the trinket to her master.



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CLASS OPTIONS

DIVINE CASTERS FROM OTHER PLANES

Any divine caster traveling from another plane gets the benefit of a free one-time *atonement* spell the first time they come to Saggakar. Simply pick a new deity. Should that PC travel out to another plane, he may resume his previous faith without issue.

BARBARIAN

SAVAGE (ARCHETYPE)

There are many warriors closely in touch with their primal rage. Savages are people who give in to their animalistic nature, channeling the powers of large beasts, particularly the mammoth. Kalibans and anukas often gather around such warriors, as their savagery quickly becomes legendary.

Racial Enemy (Ex) Starting at 3rd level, a savage trained himself to fight a specific type of opponent, much like a ranger. Select an enemy type from the ranger's list of favored enemy. When facing their racial enemy and wearing

light armor, savage gains +1 dodge bonus to AC and saves against that type of opponent. This bonus increases by 1 for every three additional level, to a maximum of +6 at level 18. This replaces trap sense.

Power of the mammoth (Ex) Starting at 5th level, a savage's natural attacks – whether gained through rage or not – inflict damage as if they were one size category larger. This replaces uncanny dodge and improved uncanny dodge.

BLACK DRAGON KNIGHT

(PALADIN ALTERNATE CLASS)

Shortly after the founding of the Amoran state in Mitaka, followers of Sanlys came forth with a story about their goddess. They held that as she lay on her deathbed, she told them that she was a draconic being much older than Saggakar and that she knew and remembered worlds beyond the Mists. She asked them to draw some of her blood and keep it as her gift to them. The deed done, she took her place among

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	1	2	3	4
1 st	+1	+2	+0	+2	Brotherhood of Sanlys, my soul to Sanlys	-	-	-	-
2 nd	+2	+3	+0	+3	Blood of Sanlys, lay on hands	-	-	-	-
3 rd	+3	+3	+1	+3	Sneak attack +1d6, touch of Sanlys	-	-	-	-
4 th	+4	+4	+1	+4	Dictate of Sanlys	0	-	-	-
5 th	+5	+4	+1	+4	Bonus feat	1	-	-	-
6 th	+6/+1	+5	+2	+5	Sneak attack +2d6	1	-	-	-
7 th	+7/+2	+5	+2	+5		1	0	-	-
8 th	+8/+3	+6	+2	+6		1	1	-	-
9 th	+9/+4	+6	+3	+6	Blood of Sanlys II, sneak attack +3d6	2	1	-	-
10 th	+10/+5	+7	+3	+7		2	1	0	-
11 th	+11/+6/+1	+7	+3	+7	Word of Sanlys	2	1	1	-
12 th	+12/+7/+2	+8	+4	+8	Eyes of Sanlys, sneak attack +4d6	2	2	1	-
13 th	+13/+8/+3	+8	+4	+8	Blood of Sanlys III	3	2	1	0
14 th	+14/+9/+4	+9	+4	+9		3	2	1	1
15 th	+15/+10/+5	+9	+5	+9	Body of Sanlys, sneak attack +5d6	3	2	2	1
16 th	+16/+11/+6/+1	+10	+5	+10		3	3	2	1
17 th	+17/+12/+7/+2	+10	+5	+10		4	3	2	1
18 th	+18/+13/+8/+3	+11	+6	+11	Sneak attack +6d6	4	3	2	2
19 th	+19/+14/+9/+4	+11	+6	+11		4	3	3	2
20 th	+20/+15/+10/+5	+12	+6	+12	Son of Sanlys	4	4	3	3

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the gods as the White-Handed Goddess.

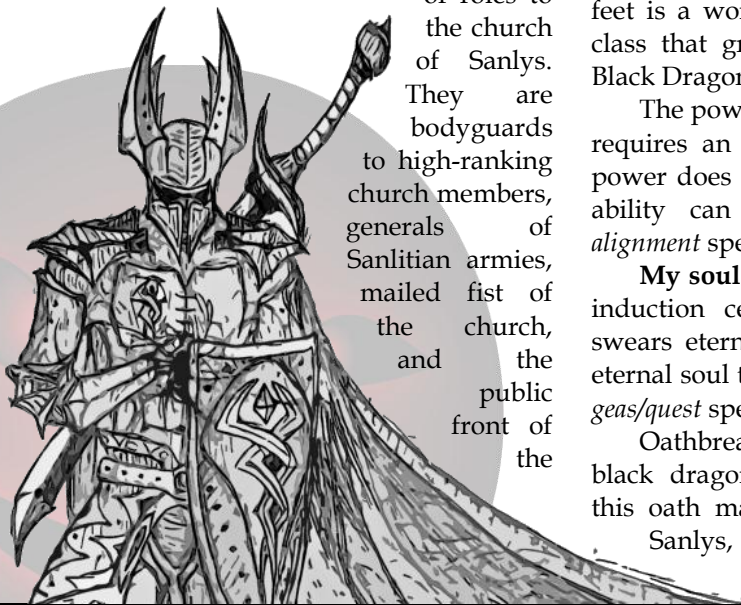
This group took the name black dragon knights – from the color of their goddess’ blood – and became a zealous crusading force, spreading the teaching of their goddess. In Mitaka, they serve as a not-so-secret police. Abroad, they gather information, performing any task required to advance their church’s goals.

Black dragon knights wear the dreaded Sanlitian armors (see Magic Items). In battle, they use poison and any dirty trick available to ensure victory. They have a well-deserved reputation as dirty fighters.

The order maintains few fortresses, instead meeting and training in the many recesses of temples of Sanlys. They frequently surround themselves with skeletons and zombies. These creatures are always marked or branded with the white hand of Sanlys on their forehead. Although they use the undead, they firmly oppose necromancers, grave robbers, and intelligent undead. The black dragon knights believe and promote that receiving the blessing of undeath is a reward to those who embrace their faith. They find abhorrent the forced imposition of undeath, such as those created by a create spawn ability. However, they allow themselves a lot of leeway as to who “accepts” their blessing.

Role: Black dragon knights serve a multiple

of roles to the church of Sanlys. They are bodyguards to high-ranking church members, generals of Sanlitian armies, mailed fist of the church, and the public front of the



White-Handed Goddess’ will.

Alignment: Any non-good, however, the VAST majority of Black Dragon Knight is lawful evil in alignment.

Hit Die: d10.

Special: A secret council handpicks promising warriors. Candidates participate in a secret ritual where the head dragon injects them with the blood of Sanlys. Those who survive the ordeal (by making a successful Fortitude saving throw [DC 20]) become black dragon knights.

Those who fail arise as zombies under the command of the church of Sanlys before the next sunrise. Regardless of the outcome, the warrior joins the ranks of the armies of the White-Handed Goddess.

CLASS SKILLS

The black dragon knight’s class skills are Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Intimidate (Cha), Knowledge (nobility) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Wis), and Stealth (Dex).

Skill Ranks per Level: 2 + Int modifier.

CLASS FEATURES

Aura of Evil (Ex): The power of a black dragon knight’s aura of evil is equal to her black dragon knight level.

Brotherhood of Sanlys (Su): Black dragon knights immediately know if anyone within 5 feet is a worshipper of Sanlys (has levels in a class that grants divine spells) or is a fellow Black Dragon Knight.

The power also lets them know if the person requires an *atonement* spell from Sanlys. This power does not extend to any other deity. This ability can be blocked by an *undetectable alignment* spell.

My soul to Sanlys (Ex): Upon surviving his induction ceremony, a black dragon knight swears eternal allegiance to the order and his eternal soul to Sanlys. This is the equivalent of a *geas/quest* spell.

Oathbreakers are hunted down by other black dragon knights, *atonement* for breaking this oath may be granted by other priests of

Sanlys, but the order relentlessly pursues them nonetheless.

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Black dragon knights automatically know if any fellow knight has broken his vow of allegiance within a one-mile radius. This ability can be blocked by the same things that block a *detect magic* spell.

Blood of Sanlys (Ex): At 2nd level, the black dragon knight becomes immune to all mundane poisons. At 5th level, he becomes immune to all magical poison. At 9th level, he becomes immune to all fear effects, mundane or magical. At 13th level, he becomes immune to all diseases, including supernatural ones.

Lay on Hands (Su): Starting at 2nd level, a black dragon knight gains the ability to lay on hands, as a paladin. However, he may only use this ability on himself or another black dragon knight.

Sneak attack At 3rd level, a black dragon knight gains the ability to make sneak attacks, like a rogue. They gain an extra 1d6 at levels 6, 9, 12, 15, and 18.

Touch of Sanlys (Su): At 3rd level, a black dragon knight may apply his own poisonous blood to a piercing or slashing weapon as a swift action. The poison has a DC equal to 10 + half class level + Con modifier. It inflicts 1d2 Con damage 1/round for a number of rounds equal to half his class level. At 10th level, this becomes a free action.

Dictate of Sanlys (Su): At 4th level, a black dragon knight gains Command Undead as a bonus feat. He can channel negative energy a number of times per day equal to 3 + Charisma modifier, but only to use Command Undead. You can take other feats to add to this ability, such as Improved Channeling, but not feats that alter this ability, such as Alignment Channel.

At 8th level, a black dragon knight can spend two charges of his dictate of Sanlys to use *command undead* as a spell-like ability.

Spells: Beginning at 4th level, a black dragon knight gains the ability to cast a small number of divine spells which are drawn from the black dragon knight spell list presented below.

A black dragon knight must choose and prepare his spells in advance. To prepare or cast a spell, a black dragon knight must have a Charisma score equal to at least 10 + the spell

level. The Difficulty Class for a saving throw against a black dragon knight's spell is 10 + the spell level + the black dragon knight's Charisma modifier. Like other spell casters, a black dragon knight can cast only a certain number of spells of each spell level per day. When a black dragon knight gets 0 spells per day of a given spell level, he gains only the bonus spells based on his Charisma score for that spell level.

A black dragon knight must spend 1 hour each day in quiet prayer and meditation to regain his daily allotment of spells. A black dragon knight may prepare and cast any spell on the black dragon knight spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Through 3rd level, a black dragon knight has no caster level. At 4th level and higher, his caster level is equal to his black dragon knight level - 3.

Word of Sanlys (Sp): A 11th level black dragon knight can use *fear* a number of times per day equal to his Charisma modifier (minimum 1) as a spell-like ability, with caster level equal to his class level.

Eyes of Sanlys (Ex): At 12th level, a black dragon knight gains the blindsense ability and can pinpoint creatures within a distance of 30 feet.

Body of Sanlys (Su): At 15th level, a black dragon knight's blood grants him inhuman longevity. The character no longer takes ability score penalties for aging and cannot be magically aged. Any penalties he may have already incurred, however, remain in place. Bonuses still accrue, and he dies of old age when his time is up.

Son of Sanlys (Su): At 20th level, the black dragon knight is no longer the same person. His type changes to dragon, but keeps all of his subtypes. The PC gains darkvision 60ft, DR 10/magic, low-light vision, immunity to magic sleep and paralysis effects, and SR 30.

SPELL LIST

1st - *bane, cause fear, command, curse water, death knell, detect poison, disguise self, inflict light wounds, magic weapon, protection from good, read*

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magic, summon monster I (evil creatures only), undetectable alignment

2nd - *blindness/deafness, bull's strength, darkness, darkvision, desecrate, eagle's splendor, hold person, invisibility, scare, silence, summon monster II (evil creatures only)*

3rd - *animate dead, bestow curse, bind oath, deeper darkness, dispel magic, greater magic weapon, inflict moderate wounds, magic circle against good, nondetection, summon monster III (evil creatures only), vampiric touch*

4th - *dispel good, fear, greater invisibility inflict serious wounds, poison, resounding blow, slay living, summon monster IV (evil creatures only)*

CHAMPION OF CLAYRIAN

(CAVALIER ALTERNATE CLASS)

Champions of Clayrian dedicate their life to achieve greatness in the name of the Warrior Lord Clayrian. They believe that Clayrian constantly challenged himself in contests of strength and agility. All his time, skill and dedication allowed him to reach godhood by defeating a weak god and taking his essence.

Every moment of their life, every victory

they claim, they do in the name of the Warrior Lord. For all their dedication, they also enjoy the company of others. The revelries in which they participate are legendary, for they are the site of different types of contests. Be they drinking or sexual conquests, champions of Clayrian enjoy life. The champions do not have a formal base of center of worship. They claim to be living temples, that no building or shrine can embody his teachings as well as they do.

Champions of Clayrian spend little time preaching, preferring to show off their prowess and lead by example. They are too busy living their own life and being living examples of the teachings of Clayrian. Although there is a lot of machismo to the Warrior Lord's teachings, they do not discriminate; many women became legendary champions and are highly revered by the initiates.

Role: The champion of Clayrian must constantly challenge himself and seek greater and greater glory. They rarely seek to amass riches or possessions.

Alignment: Must remain neutral. A Champion who changes his alignment or who changes his religion loses all of the special abilities granted by this class until their alignment returns to neutral and they receive an

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Battle savvy, Divine strength 1/day
2 nd	+2	+3	+0	+0	Divine shield 1/day
3 rd	+3	+3	+1	+1	Bonus feat
4 th	+4	+4	+1	+1	Divine celerity
5 th	+5	+4	+1	+1	Divine strength 2/day
6 th	+6/+1	+5	+2	+2	Bonus feat
7 th	+7/+2	+5	+2	+2	Divine shield 2/day
8 th	+8/+3	+6	+2	+2	Improved strength
9 th	+9/+4	+6	+3	+3	Damage reduction 1/-, bonus feat
10 th	+10/+5	+7	+3	+3	Divine strength 3/day
11 th	+11/+6/+1	+7	+3	+3	Divine blessing
12 th	+12/+7/+2	+8	+4	+4	Damage Reduction 2/-, Divine shield 3/day
13 th	+13/+8/+3	+8	+4	+4	Bonus feat
14 th	+14/+9/+4	+9	+4	+4	Divine blessing
15 th	+15/+10/+5	+9	+5	+5	Damage Reduction 3/-, Divine strength 4/day
16 th	+16/+11/+6/+1	+10	+5	+5	Bonus feat
17 th	+17/+12/+7/+2	+10	+5	+5	Divine shield 4/day
18 th	+18/+13/+8/+3	+11	+6	+6	Damage reduction 4/-, bonus feat
19 th	+19/+14/+9/+4	+11	+6	+6	Divine blessing
20 th	+20/+15/+10/+5	+12	+6	+6	Divine strength 5/day

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atonement spell.

Hit Die: d10.

Religion: Must have Clayrian as their patron deity.

CLASS SKILLS

The champion of Clayrian's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Intimidate (Cha), Knowledge (local) (Int), Knowledge (religion) (Int), Ride (Dex) and Swim (Str)

Skill Ranks per Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the champion of Clayrian.

Weapon & Armor Proficiency: A champion of Clayrian is proficient with all axes (any weapon with 'axe' in its name) and slings, but not any other weapon. Champions of Clayrian only use axes, slings and natural weapons as they deem any other weapons "unworthy". Champions of Clayrian are proficient with all armor and shields (except tower shields).

Battle Savvy: A champion of Clayrian adds his class level to his fighter levels for the purpose of qualifying for feats. Thus, a champion of Clayrian 2/ fighter 2 or a champion of Clayrian 4 can both select the Weapons Specialization feat, which requires four levels of fighter.

Divine strength (Su): Once per day, a champion of Clayrian can call on the Warrior Lord for strength as a swift action. For a number of rounds equal to half his class level (minimum 1 round), he gains a luck bonus to Strength and Constitution equal to half his class level. The Champion of Clayrian gains an additional instance of this ability at 5th level, and every 5 levels thereafter (3/day at 10th, 4/day at 15th, and so on).

Divine shield (Su): At 2nd level, a champion of Clayrian can ask for protection. Once per day as a swift action, the champion of

Clayrian shines with a bright aura, granting him a deflection bonus to AC equal to half his class level and a resistance bonus to all saves equal to one third his level (minimum 1). These bonuses last for a number of rounds equal to half his class level. He gains another use of this ability per day every 5 levels above 2nd-level (2/day at 7th, 3/day at 12th, and so on).

The aura sheds light as candle.

Bonus Feat: A champion of Clayrian may select a combat feat.

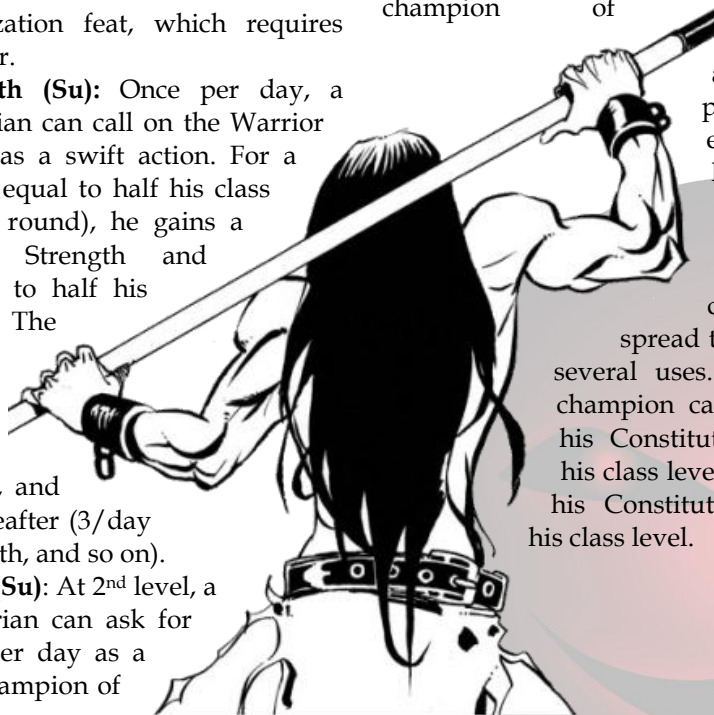
Divine celerity (Su): A 4th level champion of Clayrian gains a +5 foot enhancement bonus to his base land speed. This benefit is added after armor, encumbrance and any other movement modifiers are applied.

Improved strength (Su): Beginning at 8th level, the champion of Clayrian's bonus to his Strength and Constitution scores from divine strength increase to +4.

Damage Reduction (Su): At 9th level, a champion of Clayrian gains DR 1/- This damage reduction stacks with damage reduction from any other source the PC may have. Every three champion of Clayrian levels thereafter, this damage reduction increases by 1 point.

Divine blessing (Su): At 11th level, the champion of

Clayrian can heal a number of hit points of damage equal to his class level times his Constitution modifier as a swift action. The champion can spread this healing between several uses. At level 14th, the champion can heal up to twice his Constitution modifier times his class level and 19th four times his Constitution modifier times his class level.



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CLERIC

DOMAINS

DEMON

Associated Domains: Chaos, Evil.

Replacement Power: The following granted power replaces the touch of chaos power of the Chaos domain or the touch of evil power of the Evil domain. Demons are a race of chaotic evil outsiders.

Fury of the Abyss (Su): As a swift action, you can give yourself an enhancement bonus equal to 1/2 your cleric level (minimum +1) on melee attacks, melee damage rolls, and combat maneuver checks. This bonus lasts for 1 round. During this round, you take a -2 penalty to AC. You can use this ability for a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st—*doom*, 3rd—*rage*, 6th—*planar binding* (demons only).

DEVIL

Associated Domains: Evil, Law.

Replacement Power: The following granted power replaces the touch of evil power of the Evil domain or the touch of law power of the Law domain. Devils are a race of lawful evil outsiders.

Hell's Corruption (Su): You can cause a creature to become more susceptible to corruption as a melee touch attack. Creatures touched take a -2 penalty on all saving throws and must roll all opposed skill checks twice, taking the worse result. This effect lasts for a number of rounds equal to 1/2 your cleric level (minimum 1). You can use this ability for a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st—*command*, 3rd—*suggestion*, 6th—*planar binding* (devils only).

DRAGON

You have innate connection to dragons and their kin.

Associated Domain: Scalykind.

Replacement Power: The following granted power replaces the serpent companion ability of the Scalykind domain.

Dragonbreath (Su) At 4th level, you may use a breath weapon once per day as a standard action. When you gain this ability, choose acid, cold, fire, or electricity—this determines what kind of damage your breath weapon deals. Once you make this choice, you cannot change it later. Your breath weapon fills a 15-foot cone, and deals 3d6 points of damage—this damage increases by 1d6 points at every even-numbered level you gain beyond 4th

level. A creature hit by your dragonbreath attack can attempt a Reflex save (DC 10 + 1/2 your cleric level + your Wisdom modifier) to take half damage. At 9th level, you can use this ability two times per day, and at 14th level you can use it three times per day.

Replacement Domain Spells: 3rd—*draconic reservoir*^{APG}, 4th—*dragon's breath*^{APG}, 6th—*form of the dragon I*.

FAMILY

Associated Domain: Community.

Replacement Power: The following power replaces the calming touch power of the Community domain.

Binding Ties (Su): As a standard action, you can touch an ally and remove one condition affecting the ally by transferring it to yourself. This transfer lasts a number of rounds equal to your cleric level, but you can end it as a free action on your turn. At the end of this effect, the condition reverts to the original creature, unless it has ended or is removed by another effect. While this power is in use, the target is immune to the transferred condition. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd—*calm emotions*, 3rd—*create food and water*.

SCALYKIND

Granted Powers:

Venomous Stare (Sp): You are a true lord of reptiles, able to induce pain, panic, and confusion with a mere glance, and your mesmerizing eyes can even drive weak creatures into unconsciousness. As a standard action, you can activate a gaze attack with a 30-foot range. This is an active gaze attack that can target a single creature within range. The target must make a Will save (DC = 10 + 1/2 your cleric level + your Wisdom modifier). Those who fail take 1d6 points of nonlethal damage + 1 point for every two cleric levels you possess and are fascinated until the beginning of your next turn. You can use this ability a number of times per day equal to 3 + your Wisdom modifier. This is a mind-affecting effect.

Serpent Companion (Ex): At 4th level, you gain the service of an animal companion. Your effective druid level for this animal companion is equal to your cleric level -2. You may choose either a viper or a constrictor snake as your companion.

Domain Spells: 1st—*magic fang*, 2nd—*animal trance*, 3rd—*greater magic fang*, 4th—*poison*, 5th—*animal growth**, 6th—*eyebite*, 7th—*creeping doom* (takes the form of Diminutive-sized snakes), 8th—*animal shapes**, 9th—*shapechange*.

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* Includes only snakes and other reptiles.

FARM WARDEN (ARCHETYPE)

A rather large cult devoted to Usha, the farm warden travel the world, promoting the many blessings their goddess bestows the world. Many believe them to be druids, with whom they are often associated.

Prerequisite: Female, Cleric of Usha

Class Skills: Farm wardens replace Appraise and Knowledge (history) with Knowledge (nature) and Survival.

Weapons and Armor proficiencies: A farm warden replaces her proficiencies with those of a druid. Unlike a druid, use of metal armor does not impede their spellcasting abilities. However, it is considered unorthodox to do so.

HOLY MATRON (ARCHETYPE)

Although most clerics of the Dark Mother are evil, they worship and revere life above all. Holy matrons are priestesses who devote themselves to life.

Prerequisite: Female, Cleric of the Dark Mother

Class Skill Holy matrons add Bluff to their list of class skills, but removes Appraise.

Variant Channel: No matter her alignment, a holy matron channels positive energy to heal living targets. This

does not change the channel's effect on non-living creatures. Holy matrons can spontaneously swap any non-domain spell for a *cure* spell of equal or lower level, losing the ability to spontaneously cast *inflict* spells. This replaces the usual channel energy ability and spontaneous spellcasting.

MISSIONARY (ARCHETYPE)

Every year, many volunteers leave their homes to bring pagans and unbelievers under the benevolent umbrella of their pantheon. These missionaries leave their home with little more to protect themselves than the clothes on their backs, a holy symbol and religious texts. Many head for Nyen'to or the Assar Wastelands.

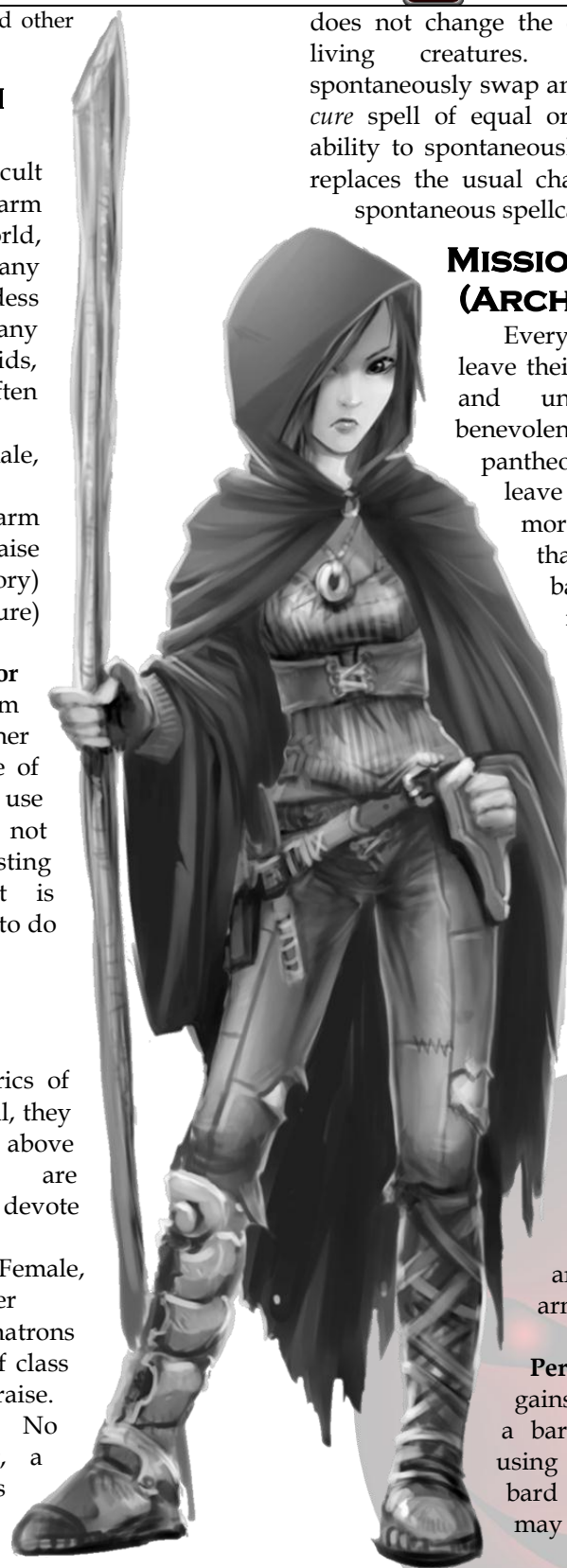
Prerequisite:

Cleric of any deity of the Halfling Pantheon or the Pantheon of Man

Class Skill A missionary adds Perform to his list of class skills, but removes Appraise.

Weapon and Armor Proficiency A missionary is proficient with all simple weapons, the weapon of his chosen deity and shields (except tower shield). However, they are not proficient with any armor.

Evangelistic Performance A missionary gains a faith-based ability like a bard's Bardic Performance, using half his class level as his bard level (minimum 1). They may use the following



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abilities once his level is sufficiently high: *distraction, fascinate, inspire courage, suggestion, or mass suggestion*.

These effective levels stack with bard if the missionary gains bardic performance from another source.

This replaces a cleric's armor training usual spellcasting. A missionary casts spells like a cleric one level lower (they can only cast orisons at 1st level).

SUBVERSIVE PRIEST (ARCHETYPE)

Subversive priest hide among their communities, sowing the seeds of rebellion. These priests tend to be highly charismatic with a strong militaristic streak among them and often help in organizing the militant arm of the faith.

Prerequisite:
Cleric

Class Skills: Subversive priests add Bluff and Disguise to their list of class skills. They lose Appraise and Knowledge (nobility).

Bane of the Infidels (Su)
At 5th level, instead of gaining an extra 1d6 on his channel, a subversive priest instead gains their choice of a combat feat or Versatile Channeler as a bonus feat. At 9th, 13th, and 17th level, a subversive priest may either select to gain an additional 1d6 of channel power or one of the bonus feats.

DRUID

ALPHA MALE (ARCHETYPE)

Alpha males are the leaders of many anukan tribes. They assume the burden of leadership because of their physical attributes. As leaders, it is their responsibility to protect

and defend those who submit to them. An alpha male knows that the success or failure of his tribe falls squarely upon his shoulders, and that others judge him for it. If they are fat and successful, it is only because of his leadership.

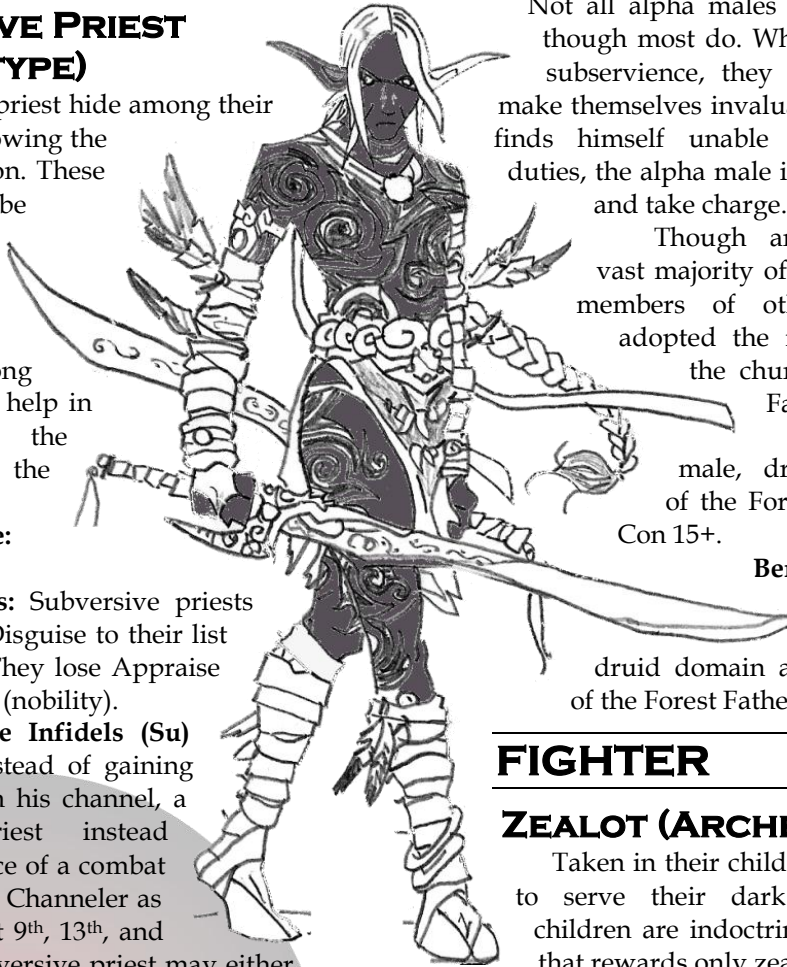
Leadership and command is natural for these men, they understand that command attracts females. They do not force themselves upon others, others are naturally drawn to them.

Not all alpha males lead their tribes, though most do. When in position of subservience, they do their best to make themselves invaluable. If the leader finds himself unable to perform his duties, the alpha male is ready to step in and take charge.

Though anukas form the vast majority of the alpha males, members of other races have adopted the macho beliefs of the church of the Forest Father.

Prerequisite:
male, druid, worshipper of the Forest Father, Str or Con 15+.

Benefits: an alpha male replaces the usual druid domain access with those of the Forest Fathers.



FIGHTER

ZEALOT (ARCHETYPE)

Taken in their childhood and trained to serve their dark masters, these children are indoctrinated into a faith that rewards only zealous action.

Prerequisite: Fighter

Skills A zealot replaces Knowledge (dungeoneering) with Knowledge (religion) in their class skills.

Diligent (Ex) At 3rd level, and again at 7th, 11th, 15th and 19th level, a zealot may select one of the following diligences. Unless specified, using a diligence is a swift action. Each diligence may be taken more than once, each additional selection grants one extra use per day (where

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applicable). This ability replaces armor training 1-4 and armor mastery.

All is Possible Through Faith (Su) The zealot gains an insight bonus to CMB equal to his class level for a single maneuver. This ability is usable once per day.

Combat Training The zealot may select a combat feat.

Faith is a Mountain (Su) For one round, the zealot gains an insight bonus to CMD equal to his class level. This ability is usable once per day.

Fiery Speech (Su) If a zealot spends at least five minutes before a battle speaking to his troops, they gain an insight bonus to their first saving throw equal to half his class level, in addition, they gain a bonus to their attack rolls equal to one third his class level (min 1). This ability is usable once per day.

Fanatical Leader (Su) A zealot never takes a penalty for his reputation as long as his cohort worships the same deity. The zealot also does not take penalties for frequently moving around or causing the death of a follower.

Religious Fervor (Ex) Once per day, a zealot may enter a religious trance that lasts for a number of rounds equal to 3 + class level. While in a trance, the zealot cannot cast spells, but gains a +2 sacred bonus to attack rolls, weapon damage and Will saves against mind-affecting spells.

Shield of Faith (Sp) As a move action, a zealot may call upon the power of his deity to protect him. This acts as a *shield of faith* spell with the caster level equal to his class level.

Zealous Argument (Su) By invoking the power of his deity, a zealot adds his class level to any Charisma-based check. This ability is usable once per day.

INQUISITOR

A nearby table details which inquisitions are available to inquisitors devoted to the gods of Saggakar.

Inquisition by religion

Halfling Pantheon	Inquisitions
Amaretat	Fate
Bandi'sher	Anger, Imprisonment
Ilkresda	Conversion
Kursid	Illumination, Order
Mohanna	Black Powder
Rukmini	Conversion
Pantheon of Man	
Clayrian	Anger, Tactics
Mareen	Justice, Order
Sanlys	Conversion, Torture
Soffro	Heresy
The Dark Gods	
The Law	Fervor, Order
The Warrior	Anger, Tactics
The Zeal	Anger, Heresy

PALADIN

HIDDEN LIGHT (ARCHETYPE)

The hidden light is a paladin who acts in the name of good, but does so under the cover of darkness. A knight of good and right, the hidden light fights the First Ones without reward or recognition. Hidden lights are hunted as vigilantes.

Prerequisite: Paladin

Skills: A hidden light replaces Diplomacy, Handle Animal and Ride with Bluff, Disguise and Escape Artist.

Armor proficiencies: A hidden light is only proficient with light armor and all shields (except tower shield)

Devious: A hidden light gains the sneak attack ability like a rogue. The amount of damage increases by 1d6 every odd level. This ability replaces lay on hands.

SORCERER

AMORAN (BLOODLINE)

The blood of the Amoran Five still runs strong today. A few sorcerers can manage to draw power from this connection. Amoran sorcerers often take on a support role in

Special: This bloodline is only available to PCs with human blood in them, such as

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cambions. Those without human blood cannot take this bloodline.

Class Skill: Knowledge (nobility)

Bonus Spells: *true strike* (3rd), *rope trick* (5th), *haste* (7th), *dimension door* (9th), *overland flight* (11th), *chain lightning* (13th), *invisibility*, *mass* (15th), *maze* (17th), *wish* (19th)

Bonus Feats: Dodge, Heighten Spell, Improved Initiative, Point Blank Shot, Skill Focus (Knowledge (nobility)), Spell Focus, Spell Penetration, Still Spell.

Bloodline Arcana: Whenever you cast a targeted spell on one of your allies (but not an enemy), you may include yourself as an additional target for free. This works only on spells that can affect other allies such as *haste* or *enlarge person*.

Bloodline Powers: The divine energy of your ancestors fills your blood. You can channel their power through your body to accomplish great feats.

Channel the Ancestors (Su): Starting at 1st level, as a swift action, you may call upon your ancestors. This allows you to use your Charisma in place of your Constitution, Dexterity or Strength to make a single ability or skill check (but not attack rolls or saving throws). You may use this ability a number of times per day equal to 3 + your Charisma modifier.

Ancestral Guidance (Su): At 3rd level, you may use your Channel the Ancestors to include attack rolls with spells and saving throws.

Ancestral Assault (Sp): At 9th level, you may call upon your ancestors to materialize and attack your foes. Antique-looking, spectral spears fall from the sky. Anyone caught in the area takes 1d6 points of piercing damage per sorcerer level. Targets are allowed a Reflex save for half damage. The DC is equal to 10 + half your sorcerer

level + your Charisma modifier. The spears remain for one round, creating difficult terrain before disappearing completely. At 9th level, you can use this ability once per day. At 17th level, you can use it two times per day. The range of this ability is 60 feet. You may expend one use of Channel the Ancestors to exclude any square occupied by an ally. Such squares are not difficult terrain.

Luck of the Ancestors (Su): At 15th level, you may expend two uses of channel the ancestors to reroll any saving throw. You must take the second roll, even it is worse.

Power of the Ancestors (Su): At 20th level, you may apply up to one metamagic feat to a spell without the usual added time. If you apply more than one metamagic feat, ignore one metamagic casting time increase. This only applies to the casting time but does not remove the added spell level from the metamagic feat. Thus casting an *Empowered magic missile* would take a standard action to cast but still cost a 3rd-level spell slot to cast.

FIRST ONE (BLOODLINE)

The blood of the First Ones pulses through your veins. Your magic has a primal and dark nature. You should hide the nature of your magic as many may seek to use you in their schemes.

Class Skill: Disguise

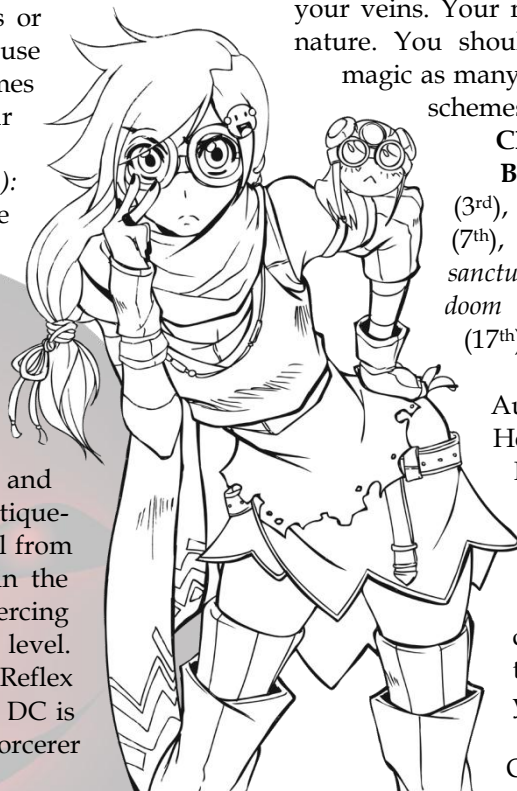
Bonus Spells: *false guidance* (3rd), *alter self* (5th), *bestow curse* (7th), *moonstruck*^{APG} (9th), *sigil sanctuary* (11th), *veil* (13th), *creeping doom* (15th), *mass charm monster* (17th), *hellish reprisal* (19th),

Bonus Feats: Baneful Aura^{SiE}, Deceitful, Feast of the Heart^{SiE}, Grexodite Heritage^{SiE}, Iron Will, Skill Focus (Bluff), Stealthy, Weapon Focus

^{SiE}: This feat appears in [Service is Eternal](#).

Bloodline Arcana: When casting a spell of the transmutation school, count your level as one higher.

Bloodline Powers: First One sorcerers walk a fine line



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between their original heritage and the dark heritage of the First Ones. These abilities have no visible manifestation of their powers, unless used.

Vengeance (Sp): Starting at 1st level, you can fire a spray of slime as a standard action, targeting any foe within 30 feet as a ranged touch attack. The spray deals 1d6 points of piercing damage + 1 for every two sorcerer levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier. While not First Ones themselves, they count as First Ones to qualify for feats.

Deceptive Caster: At 3rd level, anytime you apply a metamagic feat to a spell of the illusion or transmutation school, the modification of the spell's level is lowered by 1 (min. 0).

Unusual Anatomy (Ex): At 9th level, your anatomy changes, giving you a 25% chance to ignore any critical hit or sneak attack scored against you. This chance increases to 50% at 13th level.

Alien Resistance (Su): At 15th level, you gain spell resistance equal to your sorcerer level + 10.

Aberrant Form (Ex): At 20th level, your body becomes truly unnatural. You are immune to critical hits and sneak attacks. In addition, you gain blindsight with a range of 60 feet, damage reduction 5/—, and the First One subtype.

WITCH

SCION OF THE WIZARD-LORDS (ARCHETYPE)

The Wizard-Lords of Vippar are long-deceased but their spirits still linger in many places of their former empire. These spirits are quite willing to form pacts and share some of their wisdom with the living. Those who make pacts with them often find that their patron seeks to steal or destroy magic across Saggakar.

Prerequisite: Witch

Spells: A scion of the Wizard-Lords replaces his patron spells with the following: 4th – see invisible, 6th – dispel magic, 12th – greater dispel magic, 14th – spell turning

Magic Syphon (Su): At 1st level, a scion of the Wizard-Lords may attempt to syphon any

spell or spell-like ability that affects him. As an immediate action, the witch gains spell resistance equal to 11 + witch level. A spell that does not overcome the spell resistance is dispelled – the spell has no effect on the witch, but affects others normally. This ability has no effect against spells that do not allow spell resistance. If the magic syphon negates a spell, the witch immediately gains a number of temporary hit points equal to the level of the spell. A witch can use this ability a number of times per day equal to his Intelligence modifier. Magic syphon only affects one magical effect. This replaces the first level hex.

Thus, a scion of the Wizard-Lords caught in a *fireball* spell that successfully activates the magic syphon would be unscathed. However,



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his allies would be affected normally.

Contact the Wizard-Lords (Su): At 8th level, a scion of the Wizard-Lords may commune with the Wizard-Lords once per day and gain the benefits of a *commune with nature* spell. This replaces the 8th level hex.

Greater Magic Syphon (Su): At 10th level, a scion of the Wizard-Lords' magic syphon ability extends to all allies within 5 feet per witch level (to a maximum of 100ft. at level 20). Only roll against spell resistance once, and if the spell fails to penetrate the witch's spell resistance, then the entire spell is negated as if dispelled by a *dispel magic* spell. All allies in the range of the syphon gain temporary hit points equal to the level of the syphoned spell. This replaces the 10th level greater hex.

WIZARD

FORBIDDEN DELVER (ARCHETYPE)

Many scholars seek to maintain and expand knowledge and understanding of the magical forces wielded by the early First Ones. As such, these brave men and women try to fight and save the lost writings and magic of the First Ones.

Prerequisite: Wizard

Bonus Languages: Instead of Draconic, a forbidden delver may select Exodite for their bonus languages.

Arcane School: A forbidden delver selects his arcane schools as normal, but instead of their usual powers, they gain the following abilities instead of the usual abilities:

Forbidden knowledge (Su): At 1st level, a forbidden delver gains a +2 bonus on saves against any spell cast by a First One or any spell or effect with the First One descriptor. The forbidden delver also gains a bonus to all Knowledge skills related to the First Ones equal to half their class level.

At 10th level, the forbidden delver gains spell resistance equal to 11 + wizard class level against any spell or spell-like ability cast by a First One or effect with the First One descriptor.

Bonus Feats: a forbidden delver cannot select any crafting feats as bonus feats. Instead, they add Combat Casting, Greater Spell Penetration, Spell Focus and Spell Penetration to their list of available feats instead.

Mask of the First Ones: At 10th level, a forbidden delver can become a First One for a short period of time. When the mask is active, no *minion mark* appears on the forbidden delver. This replaces the usual 10th level bonus feat.

Drovite: Gain SR equal to 6+class level for a number of minutes equal to twice his wizard level. These must be used in blocks of 1 minute.

Exodite: As a move action, you can jump between shadows as if using a *dimension door* spell. You must jump from a shadowy area to another, to a distance of 5 feet per level.

Grexdote: You may increase your caster level by 1 for the purpose of determining the duration and DC to dispel the effect.

Harovite: You may gain cold and electricity resistance 5 for a number of minutes equal to twice his wizard level. These must be used in blocks of 1 minute.



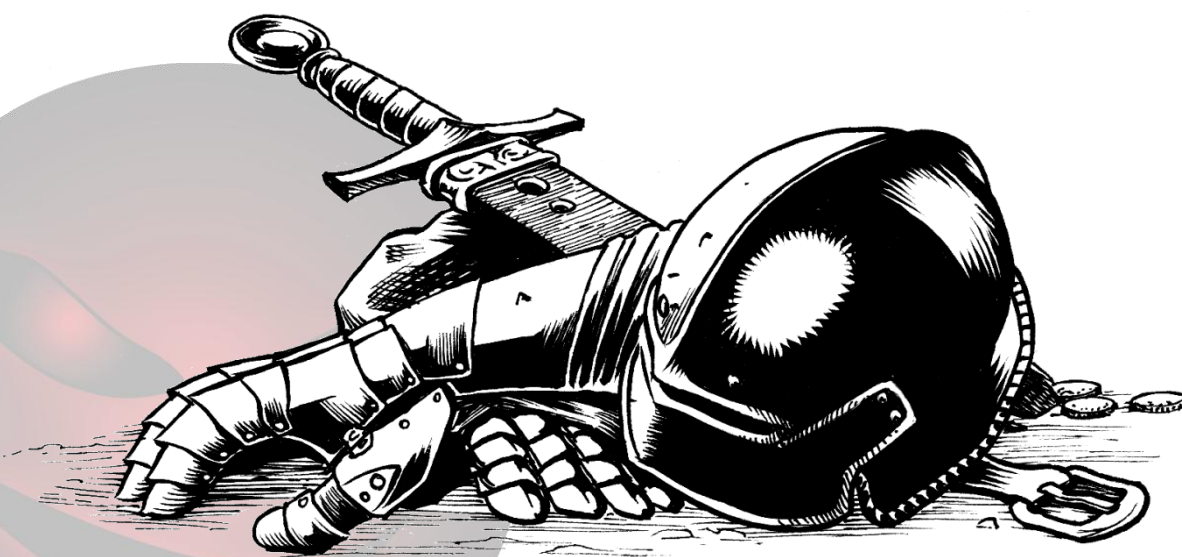
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FEATS

Feat Name	Prerequisite(s)	Effect
Additional Mutation	Anuka	Gain an additional mutation
Alpha Rage	Anuka	Give damage bonuses to allies when you rage
Arcane Body, Improved	Arcane body, kynean	Use arcane body additional times per day
Arcane Crystal	Caster level 3, kynean	Add Constitution bonus to determine bonus spells
Arcane Crystal Energy	Arcane caster level 9, Arcane Crystal	Take Con damage to cast spell without expending a spell slot.
Blood Rage	Kaliban, rage ability	Extend rage when you kill an enemy
Blood Vendetta		Gain bonuses against the powers of the First Ones
Black Lightning Beam	Shadowspark racial ability	Use shadowspark in a 30ft. line.
Black Lightning Burst	Black Lightning Cone	Use shadowspark in a 15 ft. burst centered on you.
Black Lightning Cone	Shadowspark racial ability	Use shadowspark on a 15 ft. cone.
Black Lightning Fist	Shadowspark racial ability	Deal shadowspark damage on unarmed attack
Black Lightning Sheath	Two shadowspark feats	Use shadowspark as <i>fire shield</i> .
Black Lightning Surge	Shadowspark racial ability	Trade shadowspark for temporary hit points.
Blessings of the Dark Gods	First One or divine worshipper of the Dark Gods or the Dark Mother	Gain bonuses to dice rolls you can change daily.
Bone Blade	Bone razor racial ability	Create larger, better bone razors
Bone Blade, Improved	Bone Blade	Create even larger, better bone razors
Bully	Base attack bonus +1	Deal additional damage to smaller targets
Cannibalize	Kaliban	Gain insight into the mind of targets you eat
Cannibalize, Greater	Cannibalize	Gain bonus to Strength checks
Cannibalize, Improved	Cannibalize	Gain bonus to Fortitude saves and temporary hit points
Crystal Shield	Arcane Crystal, caster level 5	Sacrifice spell slots for AC bonus
Crystal Strike	Arcane Crystal	Sacrifice spell slots to deal additional damage
Crystalline Resilience	Kynean	No longer fail saves against force effects
Dancing Warrior	Acrobatics 1 rank, base attack bonus +1	Gain AC bonuses
Defensive Grip	Base attack bonus +1	Trade attack bonus for shield bonus to AC
Demon Hunter	Ability to cast 3 rd level spells or manifest 3 rd -level power, Spell Penetration	Gain benefits against evil outsiders
Disjointed Skeleton	Escape Artist 1 rank, Skythian	May pass in areas too small for you without penalty
Enhanced Darkvision	Darkvision	Extends your darkvision by 30 ft.
Erinyes Heritage	Cambion	Gain bonus to Fly and glide for short distance
Erinyes Heritage, Improved	Erinyes Heritage, level 9+	Gain fly speed
Eyes of the Dragon	Drakonian or divine caster of the Many-Headed Serpent	Gain a gaze attack
Faceted Body	Kynean	Gain bonuses on CMD to be avoid being grappled.
Familiar Reach	Familiar class feature	Cast spell through familiar from a distance
Filthy Beast	Kaliban	Gain bonus against diseases and poisons
Font of Life	Channel positive energy	Trade spells for additional healing

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Gem Soul	Arcane caster level 1, kynean	Know more spells of your highest level
Gem Soul, Greater	Able to cast 6 th level spells, Improved Gem Soul	Gain bonus with a specific school of magic
Gem Soul, Improved	Gem Soul	Gain bonus with a specific school of magic
Healing Hands, Improved	Healing hands racial ability	Gain bonuses to all healing and curing abilities
Human Appearance	Cambion or skythian, Disguise 1 rank	Gain bonuses to pass yourself as human.
Metallic Lacing	Caster level 1, kynean	Inflict additional damage of one particular element
Mutation Focus	Anuka, mutation with a save DC	Increase the save DC of the mutation
Mystic Shield, Improved	Mystic body racial ability	Mystic body grants deflection bonus
Reinforced Bones	Skythian, base attack bonus, Great Fortitude	Gain DR 1/piercing
Reinforce Bones, Improved	Base attack bonus +10, Reinforce Bones	Increase DR to 5/piercing
Scorching Body	Cambion	Gain bonus against fire effects
Scorching Weapons	Cambion	Weapons deal fire damage
Shadow Caster	Caster level 1, dark ptahn racial ability or First One	Gain bonuses when casting shadow spells
Shadowspark, Greater	Shadowspark racial ability	Deal additional damage with shadowspark
Succubus Heritage	Cambion, Charisma 13+	Gain bonus when casting spells of the enchantment school
Succubus Heritage, Greater	Improved Succubus Heritage	Cast <i>suggestion</i> as a spell-like ability
Succubus Heritage, Improved	Succubus Heritage	Cast <i>charm person</i> as a spell-like ability
Terran Sorcery	Arcane Crystal	Substitute Constitution for your spell casting attribute.
Thug	Base attack bonus +1	Deal additional nonlethal damage on a hit.
Victorious Feast	Anuka, draconian, hareen, kaliban, or rage ability	Feasting on defeated enemy reduces fatigue
Vampire Heritage	Human	Take Constitution drain instead of negative levels



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ADDITIONAL MUTATION

You are slightly different from other Anukas.

Prerequisites: anuka

Benefits: You gain an additional mutation.

Special: You may select this feat multiple times. Each time, select a new mutation.

ALPHA RAGE

Your rage is legendary and all those with you tend to follow your lead in battle

Prerequisites: anuka

Benefits: On the round you enter rage your allies (including you) gain a +1 bonus to melee weapon damage rolls. This effect stops if you stop raging or fall unconscious.

ARCANE BODY, IMPROVED [METAMAGIC]

You can harness and unleash the potent energy stored in your body.

Prerequisite: arcane body racial feature, kynean

Benefits: You can use your arcane body racial trait a number of times per day equal to your Constitution modifier.

ARCANE CRYSTAL

You are one with the stones and draw energy from the world around you.

Prerequisites: caster level 3, kynean.

Benefits: Add your Constitution modifier to your spellcasting ability score to determine bonus spells. For example, a Kynean sorcerer with a Charisma of 16 and a Constitution of 14 would have the bonus spells as if he had a Charisma of 18.

Note: Although the feat name is "arcane" this works with both arcane or divine magic.

ARCANE CRYSTAL ENERGY

You may channel your own life force to power your spells.

Prerequisites: arcane caster level 9, Arcane Crystal

Benefits: You may cast any arcane spell known without expending a spell slot. However he must take one point of Constitution damage per level of the spell.

BLOOD RAGE

When covered in your enemy's blood, you cannot help but keep on raging. However, you rage for much longer than others can.

Prerequisite: Kaliban, rage ability

Benefit: When you kill an enemy while in rage, you extend your rage for one round. However, you cannot come out of rage for that round. If you begin your rage on the same turn, you cannot use this feat.

BLOOD VENDETTA

You have sworn the destruction of the First Ones and have steeled yourself against their power.

Benefit: You gain a +2 bonus to all saving made against any effects caused by creatures with the First Ones subtype.

BLACK LIGHTNING BEAM

You can unleash your shadowspark in a long beam.

Prerequisites: shadowspark racial ability

Benefits: As a standard action that provokes attacks of opportunity, you can spend two uses of your black lightning ability to deal shadowspark damage in a 30 ft. line; creatures hit get a Reflex save for half damage. The DC is 10+ half your character level + your Wisdom modifier.

In addition, you can use your black lightning one additional time per day.

BLACK LIGHTNING BURST

You learn to unleash your shadowspark all around you.

Prerequisites: Black Lightning Cone

Benefits: As a standard action that provokes attacks of opportunity, you can spend two uses of your black lightning ability to deal its damage in a 15 ft. radius burst centered on you; creatures within the burst get a Reflex save for half damage. The DC is 10+ half your character level + your Wisdom modifier.

In addition, you can use your black lightning one additional time per day.

BLACK LIGHTNING CONE

You can channel your shadowspark in a cone.

Prerequisites: shadowspark racial ability

Benefits: As a standard action that provokes attacks of opportunity, you can unleash a 15ft. cone; creatures hit get a Reflex save for half damage. The DC is 10+ half your character level + your Wisdom modifier.

In addition, you can use your black lightning one additional time per day.

BLACK LIGHTNING FIST [COMBAT]

You have learned to master your shadowspark to unleash it whenever you succeed at making an unarmed attack.

Prerequisites: Improved Unarmed Strike, shadowspark racial ability

Benefits: You can expend one use of your shadowspark ability as a swift action to wreath your unarmed strikes in shadowy electricity. Add your shadowspark damage to your unarmed strike damage. You may not use this feat more than once per round.

BLACK LIGHTNING SHEATH

You have mastered the power of the shadowspark and can wrap yourself with it.

Prerequisites: at least two other shadowspark feats

Benefits: As a full-round action that provokes attacks of opportunity, you can sheath yourself in

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shadowy electricity by spending three uses of your black lightning ability. The Black Lightning Sheath lasts for a number of rounds equal to your Wisdom modifier.

You gain the following effects:

- Your alignment is treated as Chaotic Evil for purposes of all spells and effects, and you radiate Chaos and Evil as if you were a cleric of your character level, in addition to your actual alignment.
- You are sheathed in electrical energy like a *fire shield* spell. You take half damage from electricity attacks and deal your shadowspark damage back on a natural, unarmed or non-reach melee weapon attack.

While using this ability, you cannot use other shadowspark abilities.

BLACK LIGHTNING SURGE [COMBAT]

You can use your shadowspark to feed energy back into themselves.

Prerequisites: shadowspark racial ability

Benefits: As a swift action, you may spend one use of your black lightning ability to gain a number of temporary hit points equal to your character level. These temporary hit points last for one hour, or until lost.

In addition, you can use your black lightning one additional time per day.

BLESSINGS OF THE DARK GODS

You are the chosen one of the Dark Gods.

Prerequisites: First One or divine worshipper of the Dark Gods or the Dark Mother

Benefits: Every morning, you may gain a +2 profane bonus to either: attack rolls, initiative, or skill checks. You select may change the bonus once at sunset.

BONE BLADE [COMBAT]

You learned to create larger bone razors.

Prerequisites: bone razor racial ability

Benefits: You can create a larger or finer bone blades. This blade functions exactly like masterwork bastard sword or rapier. It has twice the amount of hit points of a bone razor (Con x 2). The creator is automatically proficient with the weapon.

BONE BLADE, IMPROVED [COMBAT]

Prerequisite: Bone Blade

Benefits: When using the Bone Blade feat, you can create a great sword of masterwork quality. It has four times the amount of hit points of a bone razor (Con x 4). The creator is automatically proficient with the weapon.

BULLY [COMBAT]

You revel in hurting those smaller than you.

Prerequisite: Base attack bonus +1

Benefits: When wielding a weapon you are proficient with, you gain a +1 bonus on damage roll with melee or thrown weapons against creatures smaller than you.

CANNIBALIZE

You can steal an enemy's memories and skills by eating its brain.

Prerequisite: kaliban

Benefit: You must eat the brain of an intelligent creature that has been dead for less than an hour. This has no effect if the target has fewer hit dice than you do. If it has more hit dice than you have, you gain the skill ranks the target had in one skill, to a maximum of your level.

You add your own ability to the skill. Using this feat is a full round action. This bonus lasts for a number of minutes equal to one-half your level.

CANNIBALIZE, IMPROVED

You are able to gain some of a creature's strength and power by consuming its heart.

Prerequisite: Cannibalize

Benefit: When using the cannibalize feat, you eat the heart of the target. If the target has more hit dice than you have, you gain a +1 competence bonus to all Strength-related rolls and skill checks, this includes attack and damage rolls.

CANNIBALIZE, GREATER

You are able to gain some of a creature's health and power by consuming its liver.

Prerequisite: Improved Cannibalize

Benefit: When using the Improved Cannibalize feat, you eat the liver of the target. You heal 1d6 points of damage per hit dice of the defeated creature. You only gain this bonus if the creature has at least as many hit dice as you.

CRYSTAL SHIELD

You may channel your arcane power to defend yourself.

Prerequisites: Arcane Crystal, caster level 5

Benefits: Once per round as an immediate action, you may sacrifice a spell slot to gain an insight bonus to AC equal to the level of the spell sacrificed.

CRYSTAL STRIKE

You can channel magical energy into your unarmed strikes.

Prerequisites: Arcane Crystal

Benefits: When you hit with an unarmed strike, you may expend a number of spell slots up to half your caster level (minimum 1). For every spell level spent in this manner, your unarmed strike deals an additional 1d4 points of damage.

CRYSTALLINE RESILIENCE

You can use your arcane energies to shore up the vulnerability of your crystalline body.

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Prerequisites: kynean

Benefits: You no longer automatically fail saving throws against force effects.

DANCING WARRIOR [COMBAT]

You have learned the ancient dances of protection of the anukan tribes.

Prerequisite: Acrobatics 1 rank, base attack bonus +1

Benefit: While wearing a no armor, a light or medium you are proficient with, you perform a warrior's dance. Doing so grants a +1 dodge bonus to AC and CMD. You must end 10 feet away from your starting point. This bonus stacks with the dodge feat.

DEFENSIVE GRIP [COMBAT]

You mastered the art of holding a weapon defensively.

Prerequisite: Base attack bonus +1

Benefits: When wielding a melee weapon you are proficient with, you may take a -1 penalty to your attack roll to gain +2 shield bonus to AC.

DEMON HUNTER

You have mastered the art of fighting against creatures of the nether planes.

Prerequisites: Ability to cast 3rd level spells or manifest 3rd-level power, Spell Penetration

Benefit: When fighting against evil outsider, any spell you cast gains a +1 to all caster level checks. Once per day, you can increase the DC of any spell you cast by +1 against evil outsiders.

DISJOINTED SKELETON

You have learned to manipulate your skeleton to move through openings that would not allow someone of your size.

Prerequisites: Escape Artist 1 rank, skythian

Benefit: As a full-round action, you can distort your body to pass through small openings. You may squeeze through openings that would allow someone up to two size smaller than you.

ENHANCED DARKVISION

Your darkvision extends beyond that which is usually common to your race.

Prerequisite: darkvision

Benefit: Increase the range of your darkvision by 30ft.

Special: You may take this feat multiple times, each time adding 30ft. to the range of your darkvision.

ERINYES HERITAGE

Your ancestry includes an erinyes through whom you have vestigial wings.

Prerequisite: cambion

Benefit: You gain a +2 racial bonus to Fly checks. Whenever you fall, willingly or not, you may make a DC 15 Fly to ignore 10 feet of falling distance. For every point by which you beat the DC, you may ignore an additional 1 foot of falling. This feat allows you to take ranks in the Fly skill.

ERINYES HERITAGE, IMPROVED

Your wings are much stronger and allow you to fly for short periods.

Prerequisite: Erinyes Heritage, level 9+

Benefit: You gain a fly speed equal to your base land speed. You may fly for a number of minutes per day equal to your level, average maneuverability.

EYES OF THE DRAGON

Your eyes radiate with power like those of true dragons.

Prerequisite: Drakonian or divine caster of the Many-Headed Serpent

Benefit: You gain a gaze attack with a range of 5 feet. Everyone within 5 feet of you must make a DC 10+1/2 character level + Charisma modifier) or be shaken for one round. Anyone who succeeds is immune to its effect for 24 hours. This is a mind-affecting fear effect. You may turn off your gaze as a free action.

Special: You may take this feat twice, each time doubling its range up to 20 feet.

FACETED BODY

Your body has sharp angles making it difficult to grab and hold.

Prerequisites: kynean

Benefits: You gain a bonus to your CMD against grapple equal to one third your character level (minimum or +1).

FAMILIAR REACH

You share a closer bond with your familiar allowing you to share spells over greater distance.

Prerequisite: familiar class feature

Benefit: You can cast spells on your familiar at a range of 5ft. per 2 caster level.

Normal: You must be within 5ft. of your familiar to cast a spell.

FILTHY BEAST

Your diet and poor hygiene have made you resistant to poison and disease.

Prerequisite: kaliban

Benefit: You gain a racial bonus on all saving throws against poison and disease equal to one-half your character level (minimum of 1).

FONT OF LIFE

You have a great affinity for life and all living things.

Prerequisite: channel positive energy

Benefit: When using channel positive energy, you may sacrifice a prepared spell or a spell slot to add the level of the spell to the healing granted.

GEM SOUL

Your soul is linked to the stones of power, giving you a particularly crystalline appearance. Your connection to the stones of power grants you an additional reserve of arcane energy.

Prerequisites: Arcane caster level 1, kynean.

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Benefits: You may cast one additional known high level arcane spell per day. The maximum spell level that can be taken equals your spellcasting ability modifier (Intelligence for wizards, Charisma for bards and sorcerers).

If you learn a spell of a level higher than your spellcasting ability modifier, the spell gained is of the ability modifier's level. For example, a 10th level Kynean sorcerer with a Charisma of 18 would gain an extra 4th level spell, even if he knows 5th level spells.

GEM SOUL, GREATER

By focusing his inner arcane energies and sacrificing some of your life force, you can unleash great magical energies.

Prerequisites: able to cast 6th level arcane spells, Improved Gem Soul.

Benefits: Once per day, you can cast one arcane spell known as a Quickened spell, even if you do not have the feat. The caster takes Constitution damage equal to one point per spell level. You cast this spell as if you were a spontaneous caster.

The total value of the gems in your body rises to 3gp per Constitution modifier, minimum of 3gp.

GEM SOUL, IMPROVED

Your body takes on the actual and metaphysical properties of a particular gemstone.

Prerequisite: Gem Soul

Benefits: You take on the color of your associated gem. Your caster level increases by one for spells of that school. Spells of the associated school have their DC increased by 1.

These gems may not be extracted without killing you, and even then the quantities are very small (2 gp per points of Constitution modifier, minimum of 2 gp).

School	Gem	Color
Abjuration	Emerald	Green
Conjuration	Sapphire	Deep Blue
Divination	Diamond	Clear
Enchantment	Amethyst	Purple
Evocation	Ruby	Red
Illusion	Tourmaline	Pale Blue
Necromancy	Onyx	Black
Transmutation	Topaz	Yellow

HEALING HANDS, IMPROVED

Your skills as a healer are great.

Prerequisite: healing hands racial ability

Benefits: You always count your level as one higher for any ability that cures, heals or removes a negative condition, such as *remove disease*, *heal*, and channel positive energy.

HUMAN APPEARANCE

Your appearance is very close to a human and easily can pass yourself off as one.

Prerequisite: cambion, or skythian, Disguise 1 rank

Benefit: You get a +10 racial bonus on all check to make yourself pass off as human. This bonus only applies to looking like a human, not a specific individual.

METALLIC LACING

Your body is laced with veins of metal that focus and channel magical energies.

Prerequisites: caster level 5, kynean.

Benefits: Veins of metal marble your body. These metals may not be extracted without killing you, and even then the quantities are very small (1 gp per points of Constitution modifier, minimum of 1gp).

Metal	Energy
Copper	Electricity
Gold	Acid
Platinum	Sonic
Silver	Cold
Steel	Fire

You inflict one additional point of damage per dice when casting a spell with the element descriptor associated with your metallic lacing.

MUTATION FOCUS

You have mastered your mutations, making them much more effective than that of others.

Prerequisites: anuka, have a mutation with a save DC.

Benefit: Increase the DC of all your mutations by 2.

MYSTIC SHIELD, IMPROVED

Your crystal skin twists magical energies around you more than around others of your race.

Prerequisite: mystic body racial ability

Benefit: Your crystal skin grants you a deflection bonus, instead of a shield bonus. At your choice, you may elect not to use this feat, providing you a shield bonus.

REINFORCED BONES

Your bones are particularly strong and protect you from blows.

Prerequisites: Skythian, base attack bonus +5, Great Fortitude

Benefit: You gain DR 1/piercing. You are also immune to nonlethal attack caused by whips.

REINFORCED BONES, IMPROVED

Your bones grow larger, allowing you to shrug off simple blows.

Prerequisites: base attack bonus +10, Reinforced Bones

Benefit: Your DR increases to 5/piercing.

SCORCHING BODY

Hell fire courses through your veins.

Prerequisite: cambion

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Benefit: You gain a +2 bonus on saving throws against fire attacks and spells with the fire descriptor or light descriptor.

SCORCHING WEAPONS [COMBAT]

Hell fire stirs within your body, making weapons you hold burning hot.

Prerequisite: cambion

Benefit: As a swift action, you can make up to two held manufactured metallic weapons become red-hot for 1 round, dealing 1 additional point of fire damage with a successful hit.

SHADOW CASTER

Your command over shadow and darkness create longer lasting spell effects.

Prerequisites: caster level 1st, dark ptahn racial ability.

Benefit: When you cast spells of the shadow sub-school or spells with the darkness descriptor, your caster level is two higher when determining the duration of those spells.

SHADOWSPARK, GREATER

Your shadow connection is stronger than other Ptahn's.

Prerequisites: shadowspark racial ability

Benefits: Your shadowspark ability deals 1d6 points of damage per two character levels.

SUCCUBUS HERITAGE

Your ancestry includes a succubus, making you adept at manipulating others.

Prerequisite: cambion, Charisma 13+

Benefit: You cast any spell of the enchantment school at +1 caster level.

SUCCUBUS HERITAGE, GREATER

You are a master of manipulation and can get others to do what you want.

Prerequisite: Improved Succubus Heritage

Benefit: You may cast *suggestion* as a spell-like ability a number of times per day equal to your Charisma modifier (minimum of 1).

SUCCUBUS HERITAGE, IMPROVED

You are great at manipulating others around you.

Prerequisite: Succubus Heritage

Benefit: You may cast *charm person* as a spell-like ability a number of times per day equal to your Charisma modifier (minimum of 1).

TERRAN SORCERY

Your body is the vessel of your magical powers; by enhancing the one, you enhance the other.

Prerequisite: Arcane Crystal.

Benefits: You can substitute your Constitution for your spellcasting attribute.

THUG [COMBAT]

You like to hurt others.

Prerequisite: base attack bonus +1

Benefits: Once per round, you can deal 1 additional point of nonlethal damage when you hit with a melee or thrown weapon you are proficient with.

VAMPIRE HERITAGE

You are descending from a vampire and now are able to better resist dark

Prerequisites: Human

Benefit: Whenever you take a negative level, you may instead make an immediate Fortitude save with the same DC. If you succeed, you instead take twice the number of negative levels as Constitution drain instead.

VICTORIOUS FEAST

Feasting on vanquished enemies fills you with vitality.

Prerequisite: anuka, draconian, hareen, kaliban, or rage ability

Benefits: By devouring vanquished enemies, you remove the effects of fatigue. If you were exhausted, you are now only fatigued.

This feat only works once per hour, and only works on creatures of the same type as you (usually humanoid).

Bodies mangled by this feat cannot be brought back to life using *raise dead*, or made into undead with the *animate dead* spell.



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EQUIPMENT

ARMOR

Chitin Armor: Chitin armor is often made with the hide of huge insect. The armor plates are sewn onto thick cotton. This type of armor is a favorite of drakonians.

Cow hide: This armor is a thick cloak made of leather, frequently cow hide. This armor is worn by poor warriors and levies in remote areas.

Panther hide: Like its name implies, this armor is made of panther skin with a helmet made of a panther skull. The armor provides a +2 bonus to Stealth checks while in thick foliage and it does not impede movement or slow down its wearer. If the wearer has the Dancing Warrior feat, the armor check penalty is lowered by 1.

Panther skin: A lighter version of the Panther hide armor, a panther skin does not have the helmet and is an inferior armor. If the wearer has the Dancing Warrior feat, the armor check penalty is lowered by 1.

WEAPONS

Anuka sling: This sling is a larger version of a typical sling. Kalibans enjoy using these weapons.

Harpoon: A harpoon is a barbed spear with an attached rope 50 feet or less in length. Most harpoons have metal points, but some use ivory or are made entirely of wood. If you are proficient with the harpoon, it is a grappling weapon. A harpoon's weight includes 10 pounds for the weight of 50 feet of hemp rope. The weight can be reduced by using shorter or lighter rope. If you are not proficient with a

harpoon, treat it like a spear.

Macahuitl: Also commonly called a maqa, this is a wooden club lined with razor sharp shards of obsidian or shark teeth.

Scissor-bladed axe: This axe has a head that is split in the middle and is used to disarm.

Spearclub: This spear has a head wider than the typical spear. The head is lined with shards of obsidian or bone allowing the weapon to be used for slashing. It resembles a longer version of the macahuitl.

Throwing knife: This heavy throwing knife is top-heavy and is balanced for throwing like a throwing axe. Kalibans favor this weapon for the gruesome wounds it inflicts.

Trident, great: This longer version of a trident is frequently found in many coastal areas.

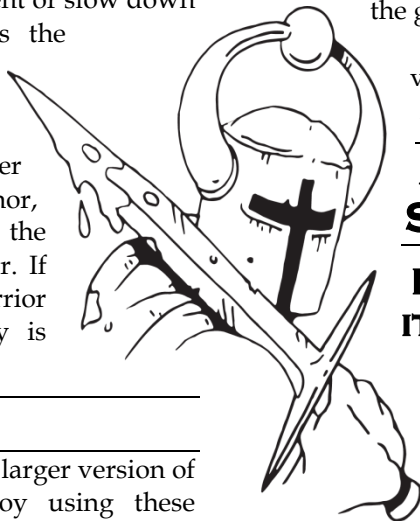
ALCHEMICAL SUBSTANCES

MEDENITE SLIME ITEM

The slime produced by medenites can be harvested and by treating with alchemical compounds, can be made into permanent items. Extracted medenite slime objects remain

viscous no matter how long they have been extracted from a medenite. Such items have a reputation as cheap, weak and low quality. Weapons of medenite slime commonly make their ways to slaves units. The fact that such weapons can be made quickly, increases their value when war preparations need to be made quickly.

Objects of medenite slime weigh the same as



Armor	Cost	Bonus	Max Dex bonus	Armor check penalty	Arcane spell failure	Feat	Weight
Chitin Armor	60gp	+4	+4	-3	20%	Medium	20lbs.
Cow Hide	5gp	+1	+8	-	5%	Light	5lbs.
Panther hide	100gp	+4	+6	-3	20%	Medium	30lbs.
Panther skin	40gp	+3	+6	-1	10%	Light	15lbs.

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their counterpart; cost half the cost; take half the time to craft (when crafted by a medenite); and have a hardness of 4. Only items without moving parts can be made: ladders and swords can be made, but ropes and whips could not. Such items are almost impossible to find outside of medenite quarters.

SKYTHIAN BONE WEAPONS

Skythian bones were drenched in the blood of countless enemies. Even after death, Skythian bone seeks to be fed with blood. Melee weapons made of Skythian bone inflict one additional point of damage to living opponents. Such weapons must be piercing or slashing.

Scythian bone weapons cost an additional 2,000gp.

ADVENTURING GEAR

Bag, body: These thick, leather bags have a thick waterproof canvas double lining. When properly closed, the bag becomes airtight, preventing smells from escaping. A body bag can hold up to 200 pounds of material. **Cost:** 8gp; **Weight:** 2 lbs. (empty)

Conch: These brightly colored seashells that, when blown sound like a blowing horn. A bard using a conch doubles the range of any sonic Bardic Performance if he succeeds at a DC 15 Perform (wind instrument) check. **Cost:** 1gp; **Weight:** 1 lb.

Flesh-eating scarabs: Necromancers favor these creatures to create skeletal creatures. Kept in a small metal container, when poured over a

body, they will devour all its flesh in 24h. After that, the scarabs become useless. In effect, these are a small part of a swarm. **Cost:** 20gp; **Weight:** 5 lbs. (includes box)

Heavy Cold Weather Gear: These thick furs are made of thick layers of furs are designed to be worn over armor. This provides a +4 circumstance bonus on Fortitude saves against exposure from cold. Because it is heavy and thick, it adds a -2 penalty to one's armor check penalty and imposes a 10% arcane spell failure. **Cost:** 8gp; **Weight:** 10 lbs.

Holy Chrism: Harvested from the myrrh tree, this thick paste-like resin is treated in a ritual creating holy water. The resulting paste can be applied to a weapon and deals one additional point of damage to an undead – even an incorporeal one. The paste dries and flakes into uselessness after 1d4 rounds. There is no such thing as unholy chrism. **Cost:** 30gp; **Weight:** 1 lb.

Preservative Agents: These alchemical solutions allow for the preservation of a dead body for an extended time without the use of magic. A single dose is enough to keep the body and keep away carrion and vermin for a single day. **Cost:** 5gp per dose; **Weight:** 1 lb.

Shield feathers: Shield feathers are common in jungle. These feathers can be added to a light or heavy shield and increase the shield's bonus by +1 but only against ranged attacks. They have no effect against melee attacks. **Cost:** 200gp; **Weight:** 1 lb.

Snow blinders: These goggles are usually

Simple weapon	ranged	Cost	Dmg (S)	Dmg (M)	Crit	Range	Weight	Type	Special
Anuka sling		1gp	1d4	1d6	X2	50 ft.	1 lb.	B	Kaliban
Two-handed martial weapon		Cost	Dmg (S)	Dmg (M)	Crit	Range	Weight	Type	Special
Spearclub		5gp	1d8	1d10	19-20	-	3 lbs.	B/S	Brace
Trident, great		30gp	1d8	1d10	x3	-	15 lb.	P	Reach
Light exotic weapon		Cost	Dmg (S)	Dmg (M)	Crit	Range	Weight	Type	Special
Throwing knife		12gp	1d4	1d6	x3	15ft.	2lbs.	P/S	Kaliban
One-handed exotic weapon		Cost	Dmg (S)	Dmg (M)	Crit	Range	Weight	Type	Special
Macahuitl		15gp	1d6	1d8	19-20	-	3 lbs.	B/S	
Scissor-bladed axe		45gp	1d6	1d8	20	-	15 lbs.	S	Disarm
Two-handed exotic weapon		Cost	Dmg (S)	Dmg (M)	Crit	Range	Weight	Type	Special
Harpoon		5gp	1d6	1d8	X3	10ft.	16 lbs.	P	Grapple, see text

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made of bone or wood with a thin slit in the center. They provide a +2 circumstance bonus to all saving throws against blinding effects from cold and snow, such as snow blindness, extreme bright light. However, these goggles impose a -4 circumstance bonus to vision-based Perception checks. **Cost** 2gp; **Weight** -

Snowshoes: These high-tension nets of rope or sinew in wooden frames lashed to the feet spread your weight across the snow, making you much less likely to break through the crust and rendering walking much easier. Snowshoes reduce the penalty for walking through heavy snow by 50%; for example, if moving through snow normally costs you 2 squares of movement per square traveled, snowshoes reduce this cost to 1.5 squares per square traveled. **Cost** 15gp; **Weight** 8 lbs.

Studded collar: this strong leather collar is lined with thick metal studs. Anyone grappling, pinning, swallowing or engulfing the animal takes one point of damage. This can only be worn by an animal. **Cost:** 15gp **Weight:** 4 lbs.

Tail spike: Some races have tails. A natural evolution of the jewelry is the tail spike. This is not a weapon, but a defensive garment. Tail spikes are a small armband-like contraption placed on the tail. When a creature attempts a grapple check against the wearer, they take 1 points of piercing damage. A tail spike requires

an intelligent creature with a tail to use correctly - it has no effect when worn by an animal. **Cost:** 200gp; **Weight:** 1 lb.

Tlahuiztli: The tlahuiztli is a tight-fitting cloth garment worn over armor. Its color marks the status of the warrior who wears it, and must be earned on the field of battle. Multicolored feathers adorn the suit and matching helmet, with various combinations meant to represent different animals. Officers and generals wearing one of them provide allies within 30ft. with a +1 morale bonus to melee attack rolls. **Cost:** 400gp **Weight:** 3 lbs.

FOOD AND DRINK

Fortified Wine: These wines are made from normal wine to which a form of brandy was added. The result is a drink that is stronger than wine with its own, unique flavor. **Bottle:** 25gp; **Weight:** 1lb. **Small Cask:** 125gp **Weight:** 8lbs

Hard Liquor: Every nation distills its own brand of hard liquor from the fruits and grain they have at their disposal. Each has distinct flavor and perfume. They can be purchased in bottles or small casks (containing 5 doses). When used on wounds, hard liquor gives a +3 bonus on all Heal checks to stabilize or stop bleed damage. **Bottle:** 50gp; **Weight:** 1lb. **Small Cask:** 250gp **Weight:** 8lbs.



PLAYER'S GUIDE

MAGIC ITEMS

WEAPON PROPERTIES

CALLING

A *calling* weapon can be summoned to the owner's hand as a swift action, so long as the weapon resides on the same plane as the owner. A creature must possess a calling weapon for 24 hours before being able to summon the weapon.

Moderate conjuration; CL 10th; Craft Magic Arms and Armor, *secret chest*; Price +1 bonus.

DISMISSING

A *dismissing weapon* may only be added to a melee weapon. When a creature with the extra planar subtype is hit by a dismissing weapon, it must make a DC16 Will save or be sent back to its home plane as if hit by a *dismissal* spell.

Moderate abjuration; CL 14th; Craft Arms and Armor, *dismissal*; Price +2 bonus.

WONDROUS ITEMS

BLOOD COMPASS

Created as a way to track someone, a blood compass is a cheap item that is commonly used by masters seeking escape-prone slaves. These items are frequently given to bounty hunters to help them in their work.

BLOOD COMPASS

Aura moderate divination; CL 7th

Slot None; **Price** 280 gp; **Weight** 1 lb.

DESCRIPTION

This black wooden box has a flip-top lid that opens to reveal a circular glass container with several drops of blood that congeals in a bubble and points in the direction of the person to whom the blood was extracted from. A *blood compass* has a range of up to 7 miles.

Once activate, a *blood compass* functions up to seven days, until the target is within 20 feet.

CONSTRUCTION

Requirements Craft Wondrous Item, *locate creature, scrying*, a drop of blood from the person to track; **Cost** 140 gp

CUTPURSE'S BANE

First created by a wizard tired of having his coin pouch stolen, the *cutpurse's bane* became an overnight sensation with merchants, adventurers and nobles rich enough to afford it. This nondescript leather coin purse is sold where cutpurses are common. Some thieves' guilds sell them as a form of insurance.

CUTPURSE'S BANE

Aura faint illusion; CL 1st

Slot -; **Price** 1,800gp; **Weight** 1 lb.

DESCRIPTION

When activated, the *cutpurse's bane* blends into the wearer's clothing and is extremely hard to see. The *cutpurse's bane* increases the DC of any attempt to steal its content by +5. Any Perception check to locate it using sight or sound takes a -5 penalty. Touch-based Perception checks are unaffected. Those bonuses only apply to the *cutpurse's bane* and its content.

A *cutpurse's bane* holds up to 50 coins or items of equal or lesser volume. It is not an extra-dimensional space.

CONSTRUCTION

Requirements Craft Wondrous Item, Craft (leatherworking) 2 ranks, *silent image, magic aura*; **Cost** 900gp

DEPUTATION TOKEN

These small tokens are given by the First Ones to slaves temporarily assigned to serve other master allow one to display their temporary allegiance. Also called "Tokens of the Watch", these tokens are quite common.

DEPUTATION TOKEN

Aura faint universal; CL 1st

Slot -; **Price** 50gp; **Weight** -

DESCRIPTION

These small token carried upon one's person and specify who they currently are working for. A deputation token alters the mark until it is removed at which point it becomes non-magical, and can be re-enchanted again.

CONSTRUCTION

Requirements Craft Wondrous Item, *minion mark*; **Cost** 25gp.

TYRANTS! SAGGAKAR

DRAX'S TOME

Drax the Blue once had his spell book stolen. After tracking down the thief, he learned it was stolen for its spells. Therefore, he devised the *mage's secret tome* to allow him to both keep his spell book safe and make it appear as if it was a simple notebook.

MAGE'S SECRET TOME

Aura faint transmutation; **CL** 5th
Slot -; **Price** 6,000 gp; **Weight** 1 lb.

DESCRIPTION

This common-looking tome acts as a *blessed book*. However, when the command word is spoken it appears to be a non-magical book. These books double as private journals or notebooks. Only one aspect can contain spells, the other must contain non-magical writing.

CONSTRUCTION

Requirements Craft Wondrous Item, *illusory script*, *secret page*; **cost** 3,000 gp

PTAHNATH UPJAHN

Ptahnath are bracelets created by the First Ones. The originals were made with ptahn bones and ptahn eyes, but they have since been changed to use onyx and tiger's eyes.

PTAHNATH UPJAHN

Aura faint transmutation; **CL** 5th
Slot wrist; **Price** 26,000 gp; **Weight** -

DESCRIPTION

A *ptahnath upjahn* is a pair of bracers that have a feline eye upon it. The bracers grant a +4 enhancement bonus to Dexterity and a +1 insight bonus to attack rolls with natural or unharmed attacks. This bonus does not make the attacks count as magical.

CONSTRUCTION

Requirements Craft Wondrous Item, *cat's grace*, *divine favor*; **Cost** 13,000gp

SANLITIAN ARMOR

Sanlitian armor is made of a tarry substance called dragonblood and is only made of by the clergy of Sanlys. Sanlitian armor provides its wearer with a resistance bonus to saving throws equivalent to the armor's enhancement bonus. Thus a +1 *Sanlitian chainmail* provides its wearer with a +1 resistance bonus to saving throws.

The cost of enhancing the magic bonus on a Sanlitian is increased. However, it does not change the armor's actual enhancement bonus

(similar to adding *glammered* or *slick*). The resistance bonus must always be the same as the enchantment bonus. Only black dragon knights can wear these armors. Other find themselves poisoned by unknown parties.

Table 1: Sanlitian Armor cost

Enhancement bonus	Cost
+1	+1,000gp
+2	+4,000gp
+3	+9,000gp
+4	+16,000gp
+5	+25,000gp

SPIKED BONE AMULET

These amulets are highly prized by skythians as a way to enchant their bone razors.

SPIKED BONE AMULET

Aura faint transmutation; **CL** 3rd – 15th
Slot neck; **Price** 4,000gp (+1), 16,000gp (+2), 36,000gp (+3), 64,000 (+4), 100,000 (+5); **Weight** -

DESCRIPTION

A *spiked bone amulet* is a magic item that allows skythians to magically enhance their bone razors. A *spiked bone amulet* can be enhanced like a weapon and given weapon enhancements. These enhancements function only with skythian bone razors. Unlike an amulet of mighty fist, a *spike bone amulet* must have a basic +1 enhancement before applying other bonuses.

Only bones razors or bone knuckles can be enhanced with these amulets.

CONSTRUCTION

Requirements Craft Wondrous Item, *greater magic*; **Cost** 2,000gp (+1), 8,000gp (+2), 18,000gp (+3), 32,000 (+4), 50,000 (+5);

VILSTRA'S HORSE

Created as a way to send messages quickly, these token made of horse hair and bone allow a rider to travel for a full eight hours.

MAGE'S BONE HORSE

Aura strong conjuration; **CL** 4th
Slot -; **Price** 200 gp; **Weight** -

DESCRIPTION

When activated, these tokens create a skeletal horse as if using the *mount* spell.

CONSTRUCTION

Requirements Craft Wondrous Item, *mount*; **Cost** 100 gp

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KORB THE BLIND: MAN IN THE MISTS

The Mists never scared Korb, they surrounded him ever since he was young, obscuring the world around him. Ever since he got lost in the woods as a child and the White-Handed Lady chose him as her instrument in Saggakar. From her, he learned the secrets of intrigue and the power of a well-placed rumor, how to heal or control others, how to kill, how to fight. And the axiom: "the best knife is the one that never comes near you".

Korb walked down the quiet street, lost in his thoughts, thinking back to his youth. His master ordered him to deliver a message to a rival, no doubt something insulting. His footsteps and the tapping of his staff echoed loudly. Korb did not care; he was not trying to sneak around.

Two large goons stepped ahead of him sword in hand. One of them, a grimy buck-toothed human said. "Well, well, kaliban... 'Seems you stepped into my domain. There is a fee and I am here to collect."

"I am a soothsayer in the service of my master. If you need to collect fees or dues, I encourage you to speak with him," Korb replied, in a calm and collected manner. "Now move aside, for I wish to return home as soon as my task is complete."

"I don't think milky-boy heard you correctly. He thinks we want to go through the legal system. But the only law here is you and me," said the other one.

Korb smiled. "Don't you know the bones already foretold of your demise? I will soon be feasting, even though I'm not hungry."

The thugs moved forward to engage Korb.

The priest called upon the power of the White-Handed Lady and the assailants turned on each other, stabbing and fighting each other as if sworn enemies. Korb smashed his staff on the head of the surviving one and taking hold of the head, he devoured the goon's brains.

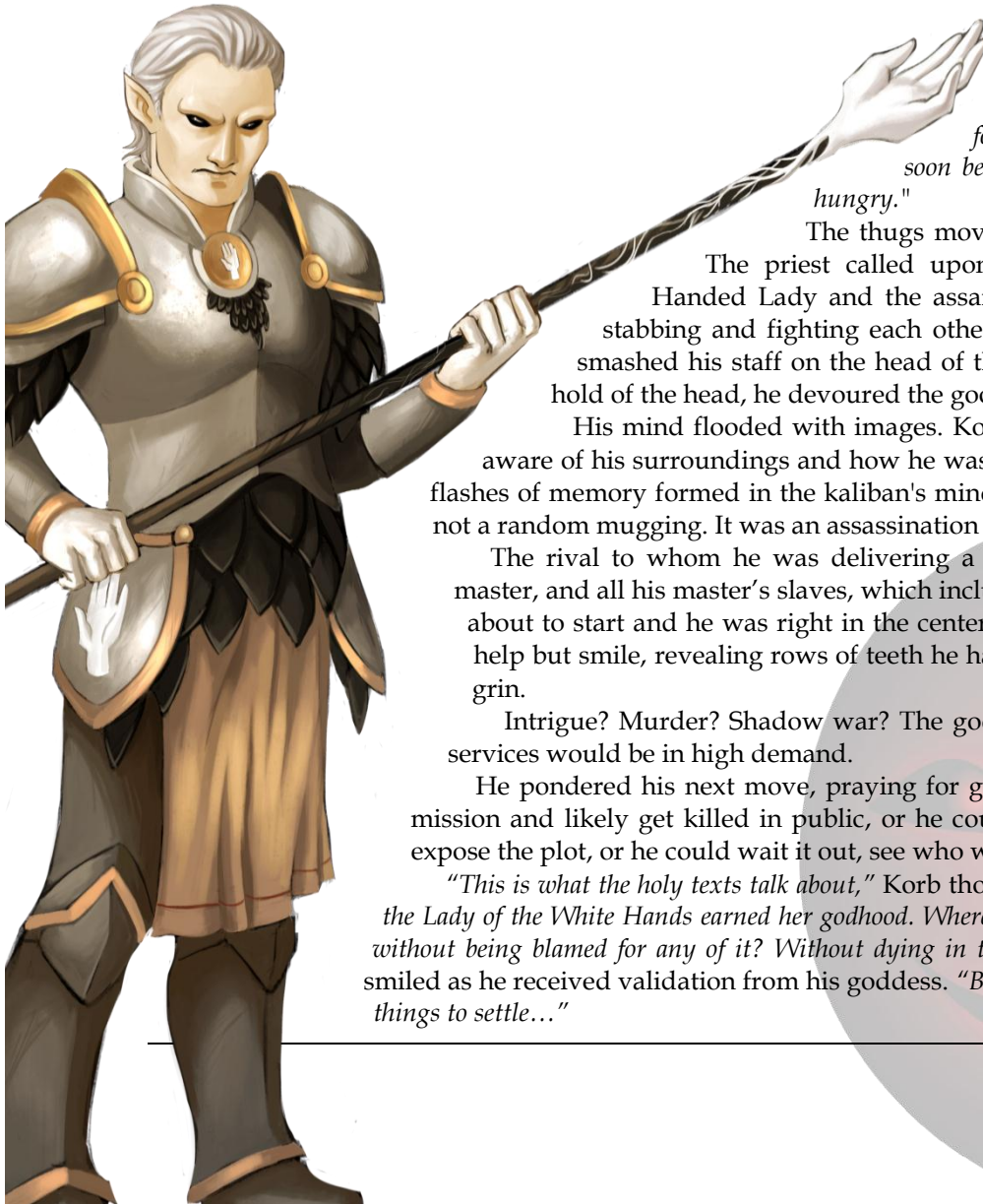
His mind flooded with images. Korb suddenly became acutely aware of his surroundings and how he was in a dangerous position. As flashes of memory formed in the kaliban's mind, Korb knew the attack was not a random mugging. It was an assassination attempt.

The rival to whom he was delivering a letter was trying to kill his master, and all his master's slaves, which included Korb. A secret war was about to start and he was right in the center of it. The kaliban could not help but smile, revealing rows of teeth he had filed to look like a shark's grin.

Intrigue? Murder? Shadow war? The goddess smiled upon him! His services would be in high demand.

He pondered his next move, praying for guidance. He could finish his mission and likely get killed in public, or he could return to his master and expose the plot, or he could wait it out, see who would win.

"This is what the holy texts talk about," Korb thought out loud. "This is where the Lady of the White Hands earned her godhood. Where could I get the biggest pay-off without being blamed for any of it? Without dying in the crossfire?" Korb the blind smiled as he received validation from his goddess. "Best to stay out here and wait for things to settle..."



TYRANTS! SAGGAKAR

MAGIC

NEW MAGIC SUBTYPE

FIRST ONES

Spells marked with the First Ones subtype call upon an inner darkness, a dark energy many spell casters avoid. Repeated use of these spells is believed to leave a black mark on the soul.

FOG MAGIC

The sudden appearance of these effects causes terror in any sentient beings. Creatures with a number of hit dice equal to or lower than the spell become frightened, as if affected by a *cause fear* spell (without the usual hit dice restriction) with a DC equal to 10+ spell level.

Because of their potential side effects, these spells are banned almost everywhere. Using them is a major offense that can lead to severe punishment.

Use of any spell of the conjuration (water) and any spell creates or interacts with fog, such as *fog cloud*, *stinking cloud*, or *cloudkill*, has a 1% chance per spell level of instead manifesting as a Mists of Saggakar in addition to the spell's usual effects.

D20	Effect
1-8	Normal fog
9-12	Dispelling fog
13-14	Hungry fog
15-16	Fog of death
17-18	Widened Fog
19-20	Vanishing fog

Using metamagic feats on these spells doubles the chance of manifesting Mists of Saggakar. Therefore, an *Extended obscuring mist* spell has a 2% chance of manifesting and an *Extended Widened obscuring mist* spell has 4% chance of manifesting.

Dispelling fog: Anyone in the area of the fog is the target of a dispel magic, with a caster level of 3d6. After dispelling a number of effects equal to its caster level, the fog vanishes without a trace.

Fog of death: As its name implies, this fog kills whatever finds itself inside its area. Creatures within must succeed at a DC 10 Fortitude save or take 1d3 points of Constitution damage.

Hungry fog: This fog is filled with negative energy dealing 1d6 points of damage a round to living creatures unless they make a DC 15 Fortitude save. Undead creatures and those healed by negative energy get no benefit from this fog.

Normal fog: Although it moves with a strange sense of purpose, this fog acts like normal fog. There is no additional effect.

Vanishing fog: Anyone in the fog must make a DC 10 Will save or vanish, whisked away to another plane, as if touched by a *plane shift* spell.

Widened Fog: The spell is automatically widened, per the metamagic feat. If the spell that already widened, the effects stack, making the fog four times as large.

PSIONICS

POWERS DESCRIPTION

The following powers were added as a means for psionically-endowed characters to interact with those bearing *minion marks*. They were made to be used with psionic powers from Dreamscarred Press' excellent [Ultimate Psionics](#).

IMPART MARK

Discipline Metacreativity; **Level** Cryptic 0, dread 0, marksman 0, psion/wilder 0, psychic warrior 0, tactician 0, vitalist 0

Display Auditory and visual

Manifesting Time 1 minute

Range willing living creature

Target touch

Duration instantaneous, see text

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Power Points 1

This power allows you to place a mark upon a subject. The *impart mark* power allows the First Ones to mark their minions like a *minion mark* spell. The biggest difference with the spell is that the impart mark power leaves an unreadable glowing symbol on the target's forehead. This can be hidden or read like a minion mark.

Augment: By spending additional power point, you can make the mark readable to all for 1 day, up to 1 day/ level.

REVEAL MINION MARK

Discipline Clairsentience; **Level** Cryptic 0, dread 0, marksman 0, psion/wilder 0, psychic warrior 0, tactician 0, vitalist 0

Display Auditory and visual

Manifesting Time 1 standard action

Range personal

Target you

Duration 10 min/ level, see text

Power Points Psionic focus or 1

You can read the any *minion mark* placed on a person. This power cannot be used to reveal any magical writings. If you lose psionic focus during that time, this power immediately ends.

Augment: By spending one power point, you may extend the duration to 1 hour/level.

SPELL LISTS

ALCHEMIST

LEVEL 1

enrage

BARD

LEVEL 0

glamer outfit
minion mark ^{FO}

LEVEL 1

enrage
scholar's index
sonic shield

LEVEL 3

cacophony

LEVEL 4

crystal wail

BLACK DRAGON KNIGHT

LEVEL 3

bind oath

CLERIC

LEVEL 0

glamer outfit

minion mark ^{FO}

LEVEL 1

blast of air
bone construct, lesser
destroy water
scholar's index

LEVEL 2

bone construct
cause fear, greater
Dagmar's disguise
fey ward
forest avenger

LEVEL 3

bane, greater
bind oath
bless, greater
bone construct, greater
cacophony
chrysalis
feat of greatness
ray of forgetfulness
undead beacon

LEVEL 4

glass window
righteous immolation

LEVEL 5

eternal darkness

LEVEL 6

primal transformation

DRUID

LEVEL 0

minion mark ^{FO}

LEVEL 1

blast of air
blind campsite
chlorophyll
destroy water
earthen blast
forage
quill skin

LEVEL 2

fey ward
mighty jaw
shimmering hide

LEVEL 3

chrysalis
halt plant

LEVEL 4

blades of jade
earthen wave
lightning wheel

LEVEL 5

air sphere

LEVEL 6

primal transformation

TYRANTS! SAGGAKAR

LEVEL 7

acid blast

LEVEL 8

blindness/ deafness, mass

LEVEL 9

create plane

PALADIN

LEVEL 3

bind oath

RANGER

LEVEL 1

blind campsite
chlorophyll
forage

LEVEL 2

forest avenger

LEVEL 4

blades of jade

SORCERER/ WIZARD

LEVEL 0

Illusion

glamer outfit

Universal

minion mark ^{FO}

LEVEL 1

Conjuration

acid wind

Divination

scholar's index

Enchantment

enrage

Evocation

blast of air

earthen blast

Necromancy

bone construct, lesser

Transmutation

quill skin

LEVEL 2

Abjuration

fey ward

Conjuration

vaporous armor

Evocation

shadow bolt

Illusion

Dagmar's disguise

shimmering hide

Necromancy

bone construct

share life

Transmutation

brittle

mighty jaw

LEVEL 3

Conjuration

mage armor, greater

ooze bolt

summon familiar

Divination

feat of greatness

Evocation

cacophony

lightning wheel

wall of darkness

Necromancy

bone construct, greater

halt plant

ray of forgetfulness

undead beacon

Transmutation

Vlistra's blade song

LEVEL 4

Conjuration

caustic cloud

Evocation

crystal wail

Necromancy

shape of the familiar

Transmutation

earthen wave

glass window

LEVEL 5

Conjuration

air sphere

Evocation

eternal darkness

fire tentacles

Transmutation

forced corporeality

transmute water to acid

LEVEL 6

Transmutation

primal transformation

transmute gold to steel

LEVEL 7

Evocation

acid blast

Necromancy

blindness/ deafness, mass

LEVEL 9

Conjuration

create plane

WITCH

LEVEL 0

minion mark ^{FO}

LEVEL 2

fey ward

forest avenger

shadow bolt

share life

shimmering hide

LEVEL 3

halt plant

mage armor, greater

ray of forgetfulness

shape of the familiar

summon familiar

undead beacon

PLAYER'S GUIDE

SPELL DESCRIPTION

ACID BLAST

School evocation (acid); **Level** druid 7, sorcerer/ wizard 6

Components V, S

Casting Time 1 standard action

Area 60-ft. cone-shaped burst

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

You release a bolt of caustic acid from your hands and extending outward in a cone. The roiling waves of acid do not harm any creatures or objects in the area that you wish to exclude from damage, up to a number of targets equal to your spell casting ability.

Any other creature within the area takes 1d6 points of acid damage per caster level (maximum 15d6).

ACID WIND

School conjuration (acid); **Level** sorcerer/ wizard 1

Components V, S, M (a dried lemon peel)

Casting Time 1 standard action

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

Area one 5 ft. square

Duration instantaneous

Saving Throw Reflex negates; **Spell Resistance** no

You call forth a breeze full of stinging acid droplets from your outstretched hand dealing 1d6 points of acid damage per caster level (maximum 5d6) to everything the target square. The acid quickly loses its potency leaving behind a sticky, wet film of soapy water.

AIR SPHERE

School conjuration (air, creation); **Level** druid 5, sorcerer/ wizard 5

Components V, S, M (a smokestick)

Casting Time 1 standard action

Effect one 10-ft. diameter sphere centered on you

Duration 1 hour/ level (D)

Saving Throw none; **Spell Resistance** no

This spell creates an unmoving, 10-foot diameter pocket of fresh air. The pocket has a semi-permeable surface; it allows creatures to enter and leave its area, but liquids and gasses cannot enter the sphere. Physical projectiles such as arrows or thrown weapons may enter the sphere, but it provides a +2

cover bonus against ranged attacks only.

The air remains pure and clean for the duration of the spell. Pressure from being deep underwater does not affect the sphere.

BANE, GREATER

School enchantment (compulsion, fear, mind-affecting); **Level** cleric 3

This spell functions like *bane*, except its penalty is equal to -1 per three caster level, to a maximum of -5.

BIND OATH

School necromancy (language-dependent); **Level** black dragon knight 3, cleric 3, paladin 3

Casting Time 10 minutes

Component V, S, DF

Range touch

Target living creature touched

Duration permanent; see text

Saving Throw none; **Spell Resistance** yes

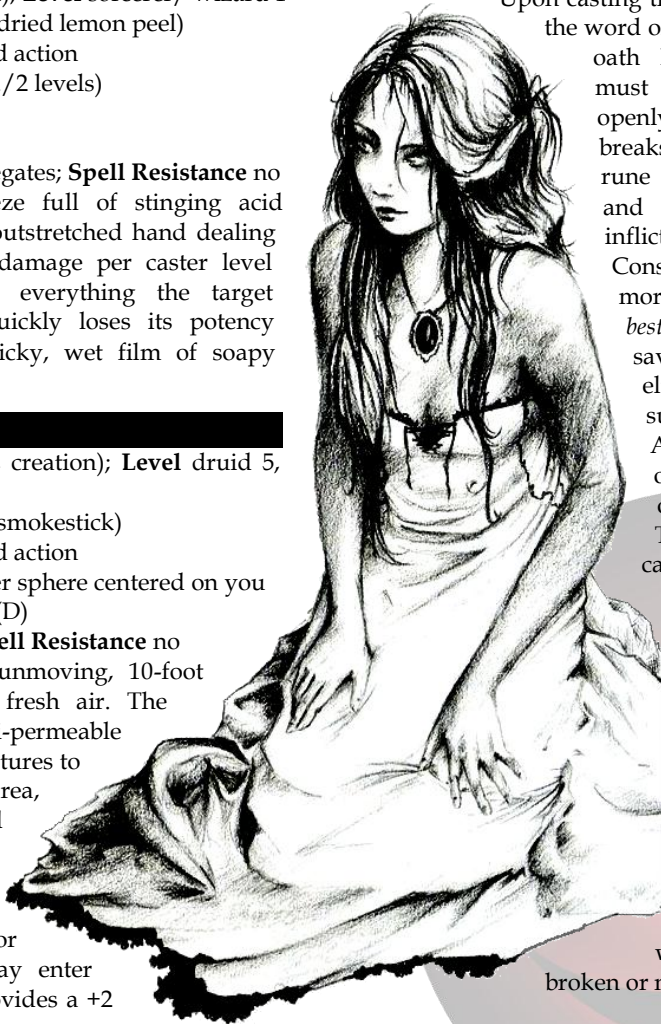
Upon casting this spell, the caster binds the word of a willing recipient to an oath he swears. The target must swear out loud and openly. If the target willingly breaks his oath, then a cursed rune appear on his forehead and the wound bleeds, inflicting 2 points of Constitution damage every morning to the target, like a *bestow curse* spell (without save). The purifiers eliminate anyone with such a mark as a heretic.

Any coercion, magical or otherwise to impose an oath fails.

This spell is sometimes called *lesser mark of justice*.

A *bind oath* cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, or *wish* spell. *Remove curse* works only if the caster level is equal to or higher than the caster level of the *bind oath*. These restrictions apply regardless of whether the oath was

broken or not.



TYRANTS! SAGGAKAR

BLADES OF JADE

School transmutation; **Level** druid 4, ranger 4

Components V, S

Casting Time 1 standard action

Range medium (100 ft. + 10ft./level)

Area 30 ft. radius

Duration 10 minute /level

Saving Throw Reflex special, see text; **Spell Resistance** no

You imbue green leaves, petals and blades of grass with the sturdiness of steel and a razor-sharp edge. Plants are unharmed and return to normal after the spell ends. Visual inspection is unlikely to reveal the altered nature of the plants (Perception DC 25).

The spell works like an *entangle* spell, except that the plants deal 1d6 points of damage per two caster level per square traversed by the creature.

Creatures with the woodland stride ability are unaffected by this spell..

BLAST OF AIR

School evocation; **Level** cleric 1, druid 1, sorcerer/ wizard 1

Casting Time 1 standard action

Component V, S

Area 15ft. cone

Duration instantaneous

Saving Throw Reflex negates; **Spell Resistance** yes

This spell creates a 15-foot cone of air that lifts dirt and other small objects. Creatures that fail their save are dazzled for 1 round per caster level.

If used against cloud effects, a *blast of air* clears a single 5-foot square.

BLESS, GREATER

School enchantment (Compulsion, Mind-Affecting); **Level** cleric 3

This spell functions like a *bless* spell except its bonus is equal to +1 per three caster level, to a maximum of +5.

BLIND CAMPSITE

School evocation (fire); **Level** druid 1, ranger 1

Casting Time 1 standard action

Component V, S, M (wooden kindling)

Range touch

Duration 12 hours

Saving Throw none; **Spell Resistance** no

This spell creates an invisible flame that generates heat equivalent to a campfire, but gives off no light. If touched or held, it deals 2d4 points of fire damage.

BONE CONSTRUCT

School necromancy (evil); **Level** cleric 2, sorcerer/ wizard 2

Casting Time 1 minute

Component V, S, DF, see text

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

Duration up to 1h per level (D)

Target: one corpse

Saving Throw none; **Spell Resistance** no

As *animated dead*, except once the duration expires, the skeleton or zombie crumbles and becomes unusable as though it had been animated.

BONE CONSTRUCT, LESSER

School necromancy (evil); **Level** cleric 1, sorcerer/ wizard 1

Duration 10 minutes per level (D)

As *bone construct*, except where noted above.

BONE CONSTRUCT, GREATER

School necromancy (evil); **Level** cleric 3, sorcerer/ wizard 3

Target: up to one corpse per level

As *bone construct*, except where noted above.

BLINDNESS/DEAFNESS, MASS

School necromancy; **Level** cleric 8, sorcerer/ wizard 7

Target one creature/level, no two of which can be more than 30 ft. apart

This spell functions like *blindness/deafness*, except that it affects multiple opponents.

BRITTLE

School transmutation; **Level** sorcerer/ wizard 2

Components V, S, M (a drop of a corrosive substance)

Casting Time 1 standard action

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

Target 1 object (see text)

Duration 1 round/ level (D)

Saving Throw see text; **Spell Resistance** yes

You reduce the hardness of an object by 1 point per three caster levels (max 5 at level 15). If the object is a creature, it gets a Reflex save to negate. The spell can only affect an object with an area of 15 ft. square or smaller. If the object is larger (such as a wall), it only affects a 15 ft. square area.

CACOPHONY

School evocation (sonic); **Level** bard 3, cleric 3, sorcerer/ wizard 3

This spell works exactly like a *sound burst* spell, except that it deals additional damage to crystalline objects (and creatures) in the area of effect take 1d6 points of sonic damage per caster level (maximum 10d6).

Cacophony in Saggakar This spell is considered highly illegal in areas where kyneans are common. Many kyneans seek to destroy all knowledge of

PLAYER'S GUIDE

this spell. Using this spell is a good way to become hunted by every kynean in the area.

CAUSE FEAR, GREATER

School necromancy (fear, mind-affecting); **Level** cleric 2

This spell functions like a *cause fear* spell except it affects a single creature of hit dice equal to or lower than your caster level, up to 15 hit dice.

CAUSTIC CLOUD

School conjuration (acid, creation); **Level** sorcerer/wizard 4

Casting Time 1 standard action

Component V, S, DF

Range personal

Area 20-ft radius emanation centered on you

Duration 1 round/ level (D)

Saving Throw Fortitude partial (see text); **Spell Resistance** no

This spell functions like *stinking cloud*, but deal 2d6 points of acid damage every round. A creature caught in the cloud takes half damage on a successful save.

CHLOROPHYLL

School transmutation; **Level** druid 1, ranger 1

Components V, S, DF

Casting Time 1 standard action

Range personal

Target You

Duration 1 week (D)

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

Your skin takes on a green tint that allows you to draw energy from the sun. While under the effects of this spell, you do not need to eat but require the same amount of water and air to survive.

Furthermore, if you spend eight hours in direct sunlight, you double all natural healing.

CHRYSLIS

School transmutation; **Level** cleric 3, druid 3

Components V, S, M (A cocoon from a butterfly)

Casting Time 10 minutes

Range touch

Target up to one willing creature touched per level

Duration 1 hour

Saving Throw none; **Spell Resistance** no

With this spell, you encapsulate a willing subject in a chrysalis. Within the chrysalis, the subject does not need to eat or drink and heals as if they receive a full day's rest each hour. While healing the subject is unconscious and helpless. If awakened the subject can break free from the chrysalis as a full round action. The spell ends when the duration

expires. Every disease, poison and other affliction affecting the target are suspended while in the chrysalis, with the target getting another saving throw at the end of the spell's effect with a +4 bonus. The cocoon is the same size as the target.

The chrysalis has Hardness 0 and 1 hit point per caster level. If it is destroyed the spell ends, and the subject is stunned for 1 round.

CRYSTAL WAIL

School evocation (sonic); **Level** bard 4, sorcerer/wizard 4

Components V, S

Casting Time 1 standard action

Area 40ft. radius centered on you

Saving Throw Fortitude partial; **Spell Resistance** yes

Your piercing scream vibrates through the surrounding materials and people damaging almost everything within a 40-foot radius. Unattended crystal or glass items take 1d6 points of damage/caster level (max 10d6) with no saving throw while crystalline creatures damaged by sound, receive a Fortitude saving throw for half damage. Creatures in the area must make a Fortitude save to avoid being deafened for 1d4 rounds. /me

Crystal Wail in Saggakar This spell is considered highly illegal in areas where kyneans are common. Many kyneans seek to destroy all knowledge of this spell. Using this spell is a good way to become hunted by every kynean in the area.

DAGMAR'S DISGUISE

School illusion (glamer); **Level** cleric 2, sorcerer/wizard 2

Casting Time 1 standard action

Component V, S

Range touch

Target one corporeal undead

Duration 24 hours

Saving Throw none; **Spell Resistance** no

This spell function as *disguise self*, but affects only undead creature. At the time of casting, you decide the undead's new appearance. This does not grant the creature any ability it had before, such as speech or the ability to think, only its appearance changes.

Dagmar Wyrnkin, creator of this spell came up with this spell to give her former companion the appearance of life.

DESTROY WATER

School transmutation (water); **Level** cleric 1, druid 1

Components V, S

Casting Time 1 standard action

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

TYRANTS! SAGGAKAR

Effect up to 2 gallons of water/level

Duration instantaneous

Saving Throw none, see text; **Spell Resistance** yes

This spell destroys up to 2 gallons of water per caster level. Creatures with the water subtype take 1d4 points of damage per caster level from this spell (5d4 max), a successful Fortitude save halves the damage.

DRAX'S PLANAR REFUGE

School conjuration (creation); **Level** cleric 9, sorcerer/ wizard 9

Casting Time 24 hours, see text

Component V, S, DF

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This spell creates a demi-plane. The caster of this spell decides, at the time of casting, the planar attributes of demi-plane.

Once created, the caster has no special control of the plane. This spell does not create any life within the plane, but allows for the creation of any structure desired. Any life forms must be imported. However, creatures from the astral and ethereal planes are attracted to these new planes and investigate them.

Drax the Blue creator of this spell created a network of these demi planes to help him in his secret underground railroad. To this day, many of the planes he created still exist, hidden from view. Such planes are always lit by at least one and sometimes up to three blue suns

EARTHEN BLAST

School evocation (earth); **Level** druid 1, sorcerer/ wizard 1

Components V, S

Casting Time 1 standard action

Area 15ft. cone-shaped burst

Duration instantaneous

Saving Throw Fortitude half; **Spell Resistance** yes

A cone of earth, rock, and dirt shoots from your fingertips. Any creature in the area of the blast takes 1d4 points of damage per two caster level (maximum 5d4). If the creature fails its Fortitude save, it is dazzled for 1 round.

EARTHEN WAVE

School transmutation (earth); **Level** druid 4, sorcerer/ wizard 4

Components V, S, M

Casting Time 1 standard action

Area line 5 ft. wide, 30 ft. long

Duration instantaneous

Saving Throw Reflex half, see text; **Spell Resistance** no

You send a wave through the ground away from you in a straight line. The 5 foot-wide line extends as far as 30 feet potentially knocking anyone in the area prone. Creatures within the area take 3d6 points of bludgeoning damage. Make a single trip attack against every target in the area, using your spellcasting ability modifier plus your caster level as your CMB.

On a successful Reflex save, the target takes half damage and cannot be knocked prone. Creatures with the Earth subtype cannot be knocked prone by this spell.

This spell can only be cast in an area of natural stone or earth. It does not function on worked stone.

ENRAGE

School enchantment (mind-affecting); **Level** alchemist 1, bard 1, sorcerer/ wizard 1

Casting Time 1 standard action

Component V, S, M (piece of wolverine fur)

Target creature touched

Duration 1 round/ level (D)

Saving Throw Will negates; **Spell Resistance** yes

The target of this spell flies into a rage similar to a barbarian. While under rage, the target gains a +2 morale bonus to Strength, but takes a -2 penalty to AC.

ETERNAL DARKNESS

School evocation (darkness); **Level** cleric 5, sorcerer/ wizard 5

Duration permanent (D)

This spell functions as *deeper darkness*.

FEAT OF GREATNESS

School divination; **Level** cleric 3, sorcerer/ wizard 3

Casting Time 1 standard action

Component V, S, DF

Range personal

Target you

Duration 1 round/ level (D)

Saving Throw none; **Spell Resistance** no

For the duration of this spell, use your caster level as your base attack bonus for any attacks with spells.

FEY WARD

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

Components V, S, M (iron dust)

Casting Time 1 standard action

Range touch

Area 10-ft.-radius emanation centered on touched location

Duration 1 round/ level

Saving Throw Fortitude negates, see text; **Spell Resistance** yes

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You create a magic circle that damages fey creature currently in or entering the area. Affected creatures take 1d4 points of damage per two caster levels (maximum 5d4) each round they remain in the area. A successful Fortitude save negates the damage for that round. The ward cannot be moved once cast.

FIRE TENTACLES

School evocation (fire); **Level** sorcerer/ wizard 5

This spell functions like *black tentacles*. However, it deals 1d6 points of fire damage to any target in the area, whether they are grappled or not. There is no saving throw against that damage.

FORAGE

School divination; **Level** druid 1, ranger 1

Casting Time 1 standard action

Component V, S, DF

Range personal

Target you

Duration 1 day / level

Saving Throw none; **Spell Resistance** no

This spell doubles the number of people for whom you forage when using the Survival skill.

FORCED CORPOREALITY

School transmutation; **Level** sorcerer/ wizard 5

Casting Time 1 standard action

Component V, S, F (a lump of cold iron)

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

Target one incorporeal creature

Duration 1 round/ level (D)

Saving Throw Will negates; **Spell Resistance** yes

Incorporeal creature you hit with a ranged touch attack becomes partially corporeal. The creature now takes physical damage normally for the duration of the spell. Creatures without a Strength score gain one equal to the highest of their Charisma or Wisdom scores.

While corporeal, a creature is disoriented and suffers a -2 to all attacks and saves. Any melee touch attacks the creature has now targets regular AC.

FOREST AVENGER

School transmutation; **Level** druid 2, ranger 2, witch 2

Casting Time 1 standard action

Component V, S, DF

Saving Throw none; **Spell Resistance** no

A *forest avenger* grants limited mobility to a mindless plant, making them use limbs and roots to attack. This spell functions like a *spiritual weapon*, but the damage is bludgeoning and requires plants or fungi within 20 feet of the target.

GLAMER OUTFIT

School illusion (glamer); **Level** bard 0, cleric 0, sorcerer/ wizard 0

Casting Time 1 standard action

Component V, S

Range personal

Target you

Duration 1 hour/ level (D)

Saving Throw none; **Spell Resistance** no

This spell functions like *disguise spell* except that it only changes the appearance of your clothing.

This spell cannot completely change the appearance of a vestment, but it can make it look nicer, cleaner, dirtier, or dingier. Thus, a peasant outfit may appear like a prince's garb.

GLASS WINDOW

School transmutation; **Level** cleric 4, sorcerer/ wizard 4

Components V, S, M (a glass bead)

Casting Time 1 round

Range touch

Area 3-ft. wide by 2-ft. high area of stone, metal, or wood

Duration 1 round/ level

Saving Throw none; **Spell Resistance** no

This spell makes a section of stone or wood as transparent

as glass allowing viewing through the material, but does not alter the substance itself. The window retains the hardness, hit points, and Break DC of the transmuted material.

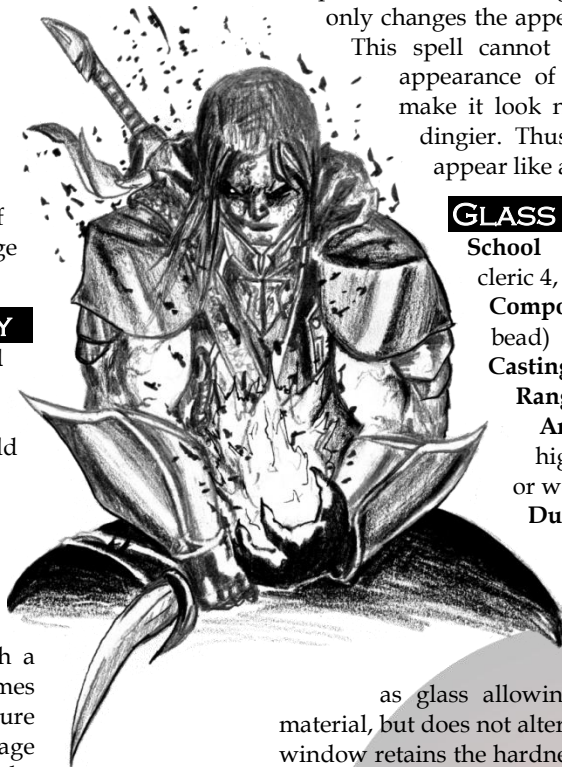
Glass window allows viewing through up to 4 inches of metal, up to 6 feet of stone, or up to 20 feet of wood. The viewing area created is always 3 feet wide and 2 feet high.

HALT PLANT

School necromancy; **Level** druid 3, sorcerer/ wizard 3, witch 3

Components V, S, DF

This spell functions as *halt undead*, except that it affects creatures of the plant type instead of undead.



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LIGHTNING WHEEL

School evocation (electricity); **Level** druid 4, sorcerer/ wizard 3

Components V, S

Casting Time 1 standard action

Range long (400 ft. + 40 ft./level)

Target one creature or object

Duration 1 round/ per levels or until discharged (D)

Saving Throw Reflex negates, see text; **Spell Resistance** yes

This spell functions exactly like a *flaming sphere* except that it deals 1d6 points of electricity damage/level (max 15d6). Once the target fails its saving throw, the wheel discharges and is dispelled.

You may dismiss a *lightning wheel* as a swift action.

MAGE ARMOR, GREATER

School conjuration (creation, force); **Level** sorcerer/ wizard 3, witch 3

Components V, S, F (piece of steel from an armor)

Casting Time 1 standard action

Range touch

Target creature touched

Duration 1 minute/ level

Saving Throw Will negates (harmless); **Spell Resistance** no

This spell functions as *mage armor*, except it provides a +6 armor bonus to AC.

MIGHTY JAW

School transmutation; **Level** druid 2, sorcerer/ wizard 2

Casting Time 1 standard action

Component V, S, M (tooth of a predator)

Range personal

Target you

Duration 1 round/ level

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

You grow a maw like a large feline or wolf. This gives you a bite attack doing damage appropriate to your size category.

If you already have a bite attack, this might jaws increases the damage of the bite by one size category.

MINION MARK

School universal [First Ones]; **Level** bard 0, cleric (First One Pantheon) 0, sorcerer/ wizard 0, witch 0

Casting Time 1 minute

Components S, V, F/DF

Range willing living creature

Duration instantaneous, see text

Saving Throw none; **Spell Resistance** no

A *minion mark* spell allows the First Ones to magically mark a willing target as one of its own minions in a manner similar to an *arcane mark*. A minion mark can be revealed the same way as an *arcane mark*. Using a *read magic* reveals the words "I belong to [name]".

A creature may only have one *minion mark* at a time.

A subsequent casting returns the mark, until the master dispels the mark or dies.

A creature marked by someone pass their master's name when they use this spell.

OOZE BOLT

School conjuration (creation); **Level** sorcerer/ wizard 3

Components V, S, M (dried grey ooze)

Casting Time 1 standard action

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

Effect one ooze bolt

Duration instantaneous; see text

Saving Throw none; **Spell Resistance** no

A bolt of gray ooze springs from your hand and flies toward the target. With a successful ranged touch attack, the bolt deals 2d6 points of acid damage. For every two caster levels, the acid, lasts for another round, dealing another 2d6 points of acid damage for that round. The acid may be neutralized by complete immersion in water or scrapping it off (deal 2d6 points of damage).

Immersion in water or the application of an antacid negates the damage for that round.

PRIMAL TRANSFORMATION

School transmutation; **Level** cleric 6, druid 6, sorcerer/ wizard 6, witch 6

Casting Time 1 standard action

Component V, S, DF

Range touch

Target creature touched

Duration 1 minute/ level (D)

Saving Throw Will negates; **Spell Resistance** yes

This spell changes a target into a primal version of itself, becoming larger, stronger, but also dumber and stupider. This spell grants a +6 enhancement bonus to Strength, Dexterity and Constitution but gives a -6 penalty to Intelligence, Wisdom and Charisma (minimum 1). The target loses the ability to speak, but still recognizes friends from foe.

QUILL SKIN

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

Components V, S

Casting Time 1 standard action

Range personal

Target you

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Duration 1 minute/ level (D)

Saving Throw none (harmless); **Spell Resistance** no
Hundreds of thin quills erupt from your skin. The quills serve as armor spikes and you are treated as if you are proficient with them. The quills cover the majority your body and do not harm you, hinder movement or any other actions.

The quills do not cause damage to clothing or other items worn. Creatures swallowing you take 1d6 points of damage each round while you remain swallowed.

Skythians using this spell add their Constitution modifier to the damage.

RAY OF FORGETFULNESS

School necromancy; **Level** cleric 3, sorcerer/ wizard 3, witch 3

Casting Time 1 standard action

Component V, S, M (small razor blade)

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

Effect ray

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** yes

Making a ranged touch attack, the caster makes the target lose one prepared spell or spell slot. This spell must be of level 2 or lower chosen randomly.

This spell may be used to counter spell. Used in that way, the spell of level 2 or less is automatically dispelled if the attack is successful.

RIGHTEOUS IMMOLATION

School evocation (fire); **Level** cleric 4

Casting Time 1 standard action

Component V, S, DF

Range personal

Target you; see text

Duration 1 round/ level (D)

Saving Throw see text; **Spell Resistance** no

When you channel energy to harm undead creatures, any undead that fail their saving throw take an additional 1d6 points of fire damage per two caster levels. Creatures that succeed on their Will save against the turn damage take half damage from this spell.

SCHOLAR'S INDEX

School divination; **Level** bard 1, cleric 1, sorcerer/ wizard 1

Casting Time 1 standard action

Component V, S

Range personal

Target you

Duration 1 minute/ level (D)

Saving Throw none; **Spell Resistance** no

By casting this spell, you gain the

benefits from any tomes you have read before. This only applies to any skill bonuses granted by a given tome. Tomes that grant no skill bonus cannot be recalled this way.

SHADOW BOLT

School evocation (darkness); **Level** sorcerer/ wizard 2, witch 2

Casting Time 1 standard action

Component V, S

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

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

This spell creates a bolt of negative energy. On a successful ranged touch attack, the missile deals 1d4 points of negative energy per caster level, up to 15d4.

SHAPE OF THE FAMILIAR

School necromancy; **Level** sorcerer/ wizard 4, witch 3

Casting Time 1 full round

Component V, S

Range medium (100 ft. + 10 ft./level)

Target your familiar

Duration 1 minute/ level (D)

Saving Throw none; **Spell Resistance** no

When you cast this spell, you transfer your mind and consciousness into your familiar, as if you had used a *magic jar* spell. Your body falls into a coma-like state while your familiar's spirit is safely suppressed.

If your familiar dies while you are in its body, you immediately return to your own body, suffering the usual effects for losing your familiar and take a negative level.

While in you are in your familiar's body, you may only cast spells with a vocal component if you have the Natural Spell feat.

SHARE LIFE

School necromancy; **Level** sorcerer/ wizard 2, witch 2

Casting Time 1 standard action

Component V, S

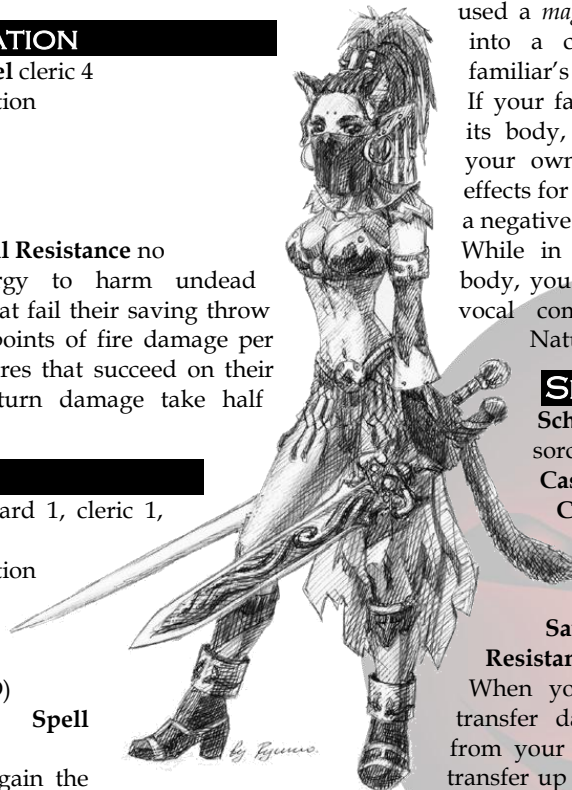
Range familiar touched

Target your familiar

Duration instantaneous

Saving Throw none; **Spell Resistance** no

When you cast this spell, you can transfer damage to your familiar or from your familiar onto you. You can transfer up to five points of damage per



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level. The one who is transferring the damage from is healed by an equal amount.

SHIMMERING HIDE

School illusion (glamer); **Level** druid 2, sorcerer/ wizard 2, witch 2

Components V, S, M (a transparent scale)

Casting Time 1 standard action

Range personal

Target you

Duration 1 minute/ level

Saving Throw none; **Spell Resistance** no

This spell turns your skin into a shimmering field of energy allowing you to apply your natural armor bonus to your touch attack against ranged attacks only.

SONIC SHIELD

School abjuration; **Level** bard 1

Components V

Casting Time 1 standard action

Range personal

Target you

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

This spell allows you to shape sound in such a way as to make attacks against you less effective. You essentially use your voice to vibrate the air around you into a sonic shield that confers a +1 deflection bonus to your AC. This bonus increases by 1 for every four caster levels, to a maximum bonus of +5 at 16th level.

This spell may be used at the same time as your other vocal abilities, but situations that deny you the full use of your voice (such as being in magical silence) also negate this spell.

SUMMON FAMILIAR

School conjuration (teleportation); **Level** sorcerer/ wizard 3, witch 3

Casting Time 1 standard action

Component V

Range the distance of your empathic link

Target your familiar

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This spell summons your familiar to you as if by a *dimension door*. Your familiar appears within arm's reach.

TRANSMUTE GOLD TO STEEL

School transmutation; **Level** sorcerer/ wizard 6

Components V, S, M

Casting Time 1 hour

Range touch

Area up to 1 cube ft. per level

Duration permanent

Saving Throw none (see text); **Spell Resistance** no

The idea that some would want to change gold into steel is unthinkable to most, but this spell has very potent powers when used in conjunction with other spells or in the creation of magic items. Soft, easily worked gold can be shaped into complex forms or razor thin blades and then turned into the highest grade steel with a simple spell. The steel created by the spell is free from any flaws or imperfections and is ready for immediate enchantment. It also holds enchantments better and longer than less pure forms of steel.

Transmute gold to steel can only be used on inanimate objects that have been prepared specifically for this purpose.

TRANSMUTE WATER TO ACID

School transmutation (acid); **Level** sorcerer/ wizard 5

Components V, S, DF

Casting Time 1 standard action

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

Effect 5 ft. cubed of water /level

Duration 1 minute/ level

Saving Throw no; **Spell Resistance** no

This spell transforms a volume of normal or magical water into an equal volume of highly corrosive acid. Any creature touching this acid takes 1d6 points of damage per round of exposure. If the acid is consumed, the victim takes 5d6 points of damage (no save) and must make a successful Fortitude save or take 2d4 points of Constitution damage. This spell cannot be used to change water that a creature has already consumed or ingested.

Creatures with the water subtype instead take 1d8 points of damage per round when in the area.

Once the spell is cast, the acid remains in place but can be moved

UNDEAD BEACON

School necromancy; **Level** cleric 3, sorcerer/ wizard 3, witch 3

Casting Time 1 full round

Component V, S, M, DF

Range up to one 1 mile.

Duration 1 hour per level (D)

Saving Throw Will negates, see text; **Spell Resistance** yes

This spell requires a beacon of some sort (something to draw attention). Once the spell is cast, all undead creatures within 1 mile of the beacon are drawn to it like moths to a flame.

Mindless undead creature with direct line of sight to the beacon receives no saving throw. Mindless

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undead without line of sight receive a Will save to ignore the effects.

Intelligent undead creature without line of sight automatically succeed saving throw, but are aware of its call and might still decide to answer it.

Creatures with undead affinity, such as sorcerers with undead bloodline are also drawn to the beacon, but if their type is not undead, they receive a +4 bonus to the save if they have line of sight to the beacon.

VAPOROUS ARMOR

School conjuration (creation); **Level** sorcerer/ wizard 2

Casting Time 1 standard action

Component V, S

Range personal

Target you; see text

Duration 10 minutes/ level (D)

Saving Throw None, see text (harmless); **Spell Resistance** yes

This spell surrounds you with a vaporous cloud, giving you a +2 deflection bonus and 20% concealment. The deflection bonus increases by one at caster level 7, 11, and 15.

VILISTRA'S BLADE SONG

School transmutation; **Level** sorcerer/ wizard 3

Components V, S

Casting Time 1 standard action

Range touch

Target bladed weapon touched

Duration 1 round/ level

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

You imbue a single melee weapon you touch with a magical aura that causes the weapon to emit a loud sonic blast whenever it successfully strikes a target. Any creature hit by the imbued weapon takes an additional 1d6 points of sonic damage.

Vilstra Zarmon, known as the "Transmuter of Weapons" created this spell during the conquest of Nyen'to. To this day, her name is reviled by the kyneans.

Blade song in Saggakar: This spell is considered highly illegal in areas where kyneans are common. Many kyneans seek to destroy all knowledge of this spell. Using this spell is a good way to be hunted by every kynean in the area.

WALL OF DARKNESS

School evocation (darkness); **Level** sorcerer/ wizard 3

Casting Time 1 standard action

Component V, S, F (a pinch of soot)

Range medium (100ft. + 10ft./level)

Effect wall up to 10ft./ level long and 5ft./level high (S)

Duration 1 round/ level

Saving Throw none; **Spell Resistance** no

Creates a wall of magical darkness blocking all lines of sight through the wall and prevents any light from crossing, providing full concealment to targets across the wall. The darkness blocks darkvision.

While the wall must be vertical, you can shape it in any continuous path along the ground that you like. It is possible to create cylindrical or square *walls of darkness* to enclose specific locations.



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OTHER PLANES

OTHER PLANES

Saggakar has a number of planes connected to it. These planes have been documented and travelled extensively. Traveling to and from one these planes does not trigger the Mists.

Near planes such as the ethereal plane, positive/negative energy planes exist pretty much as they do in typical game cosmology. The Mists exist in every one of these planes, and even outsiders avoid them. These planes are all limited at some point by Mists. Even infinite planes are shrouded with Mists.

AMORAN PARADISE

The Church of Man teaches about a rich afterlife for those who serve them. Amoran paradise is a place where the deserving receive great riches, each desire and want is fulfilled immediately, as was a powerful king or queen.

Amoran Paradise is a place that is unique for each person, with their personality and likes affecting everything around them. Each of the Five has its own domain within, where their followers can find a safe refuge.

Clayrian's lands are wooded and filled with enormous monsters and enemies to be defeated. Keron's mountain holds every tome ever written. Mareen's lands are an ordered city with a perfect perpendicular layout. Soffro's lands are built much like a souk with tents. Sanlys's palace has music playing everywhere.

Entering or leaving Amoran Paradise is difficult for armies of outsiders prevent entries and exits. However, there are a few ways in and out, but these ways are filled with dangers and defended by archaic creatures.

Planar Traits: Divinely morphic, infinite

CELESTIAL HEAVENS

The celestial heavens are a name given to planes dominated by the lords of good. These lands tend to be peaceful, calm and quiet, filled with angels, azatas and archons.

Accesses are guarded by contingents of armed outsiders commanded of powerful angels. Entry is strictly forbidden to the living

and particularly to servants of the First Ones. The lords of the Celestial Planes understand the dynamics of Saggakar and encourage those who fight for good to continue and not give up hope.

Planar Traits: Varied, but at least mildly good-aligned.

DUR'INDIRA

The Hajit gods all live in a lavish celestial palace, known as Dur'Indira (Fortress of Beauty) where the spirits of the dead attend to their every whim, and serve as go-betweens for their love affairs and plans of betrayal. It is made of white marble that shines in the sun. Its thousands of alcoves allow for indiscretions, scheming and gossiping.

All the gods reside in this palace. Construction and expansion is always ongoing (by slaves of the lesser races) to allow for new arrivals. Its hundreds of gold-crested minarets reach towards the sky. From their towers, the gods can look upon the world.

Depending on their alignments and tendencies, the palace has wings that reflect the personality of its inhabitants. Some parts of the palace are made of clean, white marble; others are falling apart while others are like enormous mausoleums.

When a hajit passes away, his soul heads to Dur'Indira where one of the gods claims it. Only those devoted to a god is assured of a place at their side. Others serve, potting their revenge and transfer to the gods of their choice. Even the afterlife is not permanent.

Planar Traits: Divinely morphic, normal magic, sentient, self-contained shape

ELEMENTAL LANDS

The Elemental Lands are the home of the elemental spirits worshipped by the kyneans. It is a plane where the elements clash together in raw form: floating islands, caustic rain, flaming clouds, and a variety of spectacular and dangerous effects.

Like the elements around them, the lords constant fight and plot against each other and

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against external forces seeking to control or bind them.

Elementals, genies and other creatures create havens for themselves where the raw forces do not clash. Many a First One spent fortunes to conquer one of these domains. It is considered one of the most prized accomplishments for one to take over a domain.

Binding of any kind is fiercely prohibited in the Elemental Lands, but the First Ones ignore such laws, binding lords and servants to their will with impunity.

Planar Traits: Every trait varies based upon their rulers. Each domain is unique.

NETHER PLANES

The nether planes are a collection of planes where demons, devils and many other evil outsiders come from. The name refers planes that include the Abyss and the Hells, but there are many other regions where powerful creatures carved a domain for themselves. Although each of these planes is unique, they take after their ruler.

The nether planes may be the easiest planes to enter and access, particularly in the Covenarchy of Hellassam, where the cambions have opened many permanent and semi-permanent portals to the domains of allied fiendish lords.

Planar Traits: Varied, but almost universally fire-aligned and at least mildly evil-aligned.

TIRNANOOG

Tirnanoog is a world parallel to Saggakar where the Fey live. Many hidden paths allow access to it. Known areas tend to be protected heavily by fey and friendly servants such as druids. When discovered, First Ones mount slaving expeditions to capture fey and shackle them using cold iron shackles.

Tirnanoog is a land of bright colors: brilliant lights and deepest darkness. Though there are villages within, it is mostly a land of deep, unexplored forests, deep lakes and high mountains.

Planar Traits: Timeless, infinite, wild magic

CRIME IN SAGGAKAR

Each nation of Saggakar has a system of laws that classifies crimes into three categories: Capital, Serious and Minor, as defined below. Although the specific method of punishment varies from place to place, the overall categories of crimes are constant across Saggakar.

Capital: These crimes include espionage, regicide, or treason, and conspiracy to commit such crimes. The penalty is death, but may include torture or necromantic transformation.

Serious: These crimes involve physical violence, massive property damage, or that prevent the government from functioning effectively. They include armed robbery, arson, counterfeiting coins, kidnapping, murder, and illegal slave trading. The penalty for such crimes vary greatly depending on where they are committed, many result in slavery, torture or confiscation of goods and titles.

Minor: These crimes usually refer to those where the impact do not include violence, such as burglary, petty theft, and embezzling. Penalty usually involves time in the stocks, whippings, and fines.

LOWERING PUNISHMENT

In the Legacies Campaign, PCs with a favor point from a powerful faction in the nation where the crime was committed may spend a favor to lower the gravity of punishment one step: from serious to minor and minor to none. Use of multiple favors can lower the severity by multiple steps.

Crimes dropped down from minor are commuted to a fine equal to 10xlevel of the offender in gold pieces. These fines usually end up in the magistrate's pockets. A DC 15+APL Diplomacy check further drops the bribe to one's level in gold pieces, doing so is usually considered an admittance of guilt - or that some crime did take place.

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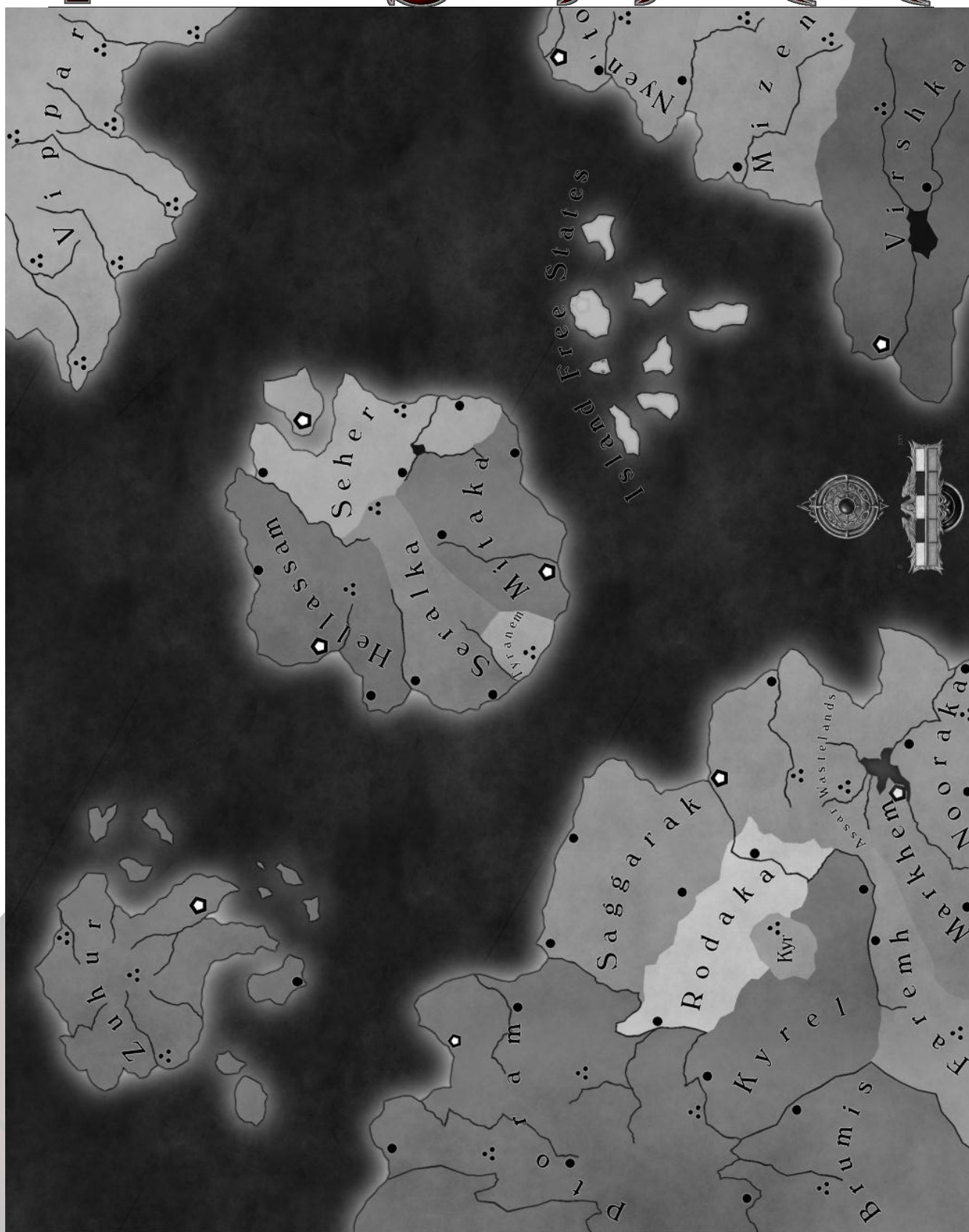
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- Six organizations for your characters to join.
- Four full pantheons, including the Dark Gods of the First Ones, the Halfling and their mythology, the Amoran Five a group of adventurers who attained godhood, and even the unaffiliated deities such as the Dark Mother, the Many-Headed Serpent and many more.
- Character and campaign concepts, filled with ideas on how to build your own character, your party, and your campaign.
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- New equipment and magic items.
- Over fifty new psionic powers and spells.
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