



THE WORLD OF THE LOST LANDS

PATHFINDER ROLE PLAYING GAME
RULES ADDENDUM



FROG GOD
GAMES



PATHFINDER ADDENDUM

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Special Thanks: To all of the authors, editors, artists, cartographers, and playtesters over the years who contributed to the products set in the Lost Lands and helped bring this world to life!

Dedication: To our amazing fans and backers, who supported our products and enabled us to finally publish this massive and long-awaited compendium of the Lost Lands!

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FROG GOD GAMES

ISBN: 978-1-62283-998-8

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NEW ARCHETYPES & CLASS

These class options are drawn from the **Lost Lands**, but can be used in any fantasy campaign.

NEW CLASS OPTIONS

Class	Option	Description
Barbarian	Bearsarker	A barbarian pledged to a holy vision of endless rage
Barbarian	Ulfhander	Wearers of the sacred wolf cloak
Cleric	Cold Domain	Wields elemental cold to freeze foes
Cleric	Creation Domain	The hand which creates also destroys
Paladin	Spear Maiden	Women dedicated to the warrior gods Wotan and Donar
Sorcerer	Cunning Woman Bloodline	Healers and fate manipulators from the Northlands

BARBARIAN ARCHETYPES

BEARSARKER (BARBARIAN ARCHETYPE)

While the gods do not normally interfere in the lives of mortals, save for the most heroic, there are those who have been touched by the gods and granted power through them. Some are not merely granted powers, but are transformed by the contact with the gods. One of these mortals so altered are the Bearsarkers, a cult dedicated to the worship of Wotan and the glory of the spear-din.

The Bearsarker Cult is a sacred order of men and women who have dedicated their lives Wotan. There are many reasons they choose to do so, but the most common is that they feel an intense desire to enter a savage fury and commit rampant acts of slaughter. This urge to rage is even greater during battle, and so in order to control this drive and have a place in society, the Bearsarker Cult of Wotan has formed. Through esoteric arts, ritual drunkenness, and great personal sacrifice, the Bearsarker not only tames their inner fire, but also learns to become a whirling spirit of death and destruction, when the time for such action is called for. Most do not live long, especially when one considers that their rituals are fairly violent and often result in severe injury and maiming. It is not unusual to find a Bearsarker who has plucked out one of their own eyes to gain wisdom, or who has spent time mediating while hung on a tree of woe.

Members of the cult undergo extensive training in order to learn to control their rage, as well as training in religion and the esoteric arts. Although inwardly highly meditative and thoughtful people, the outward appearance of the Bearsarkers gives others pause, considering the reputation of the cult for great savagery barely contained as well as incredible feats of stamina and strength. As per their religious dictates, Bearsarkers do not bathe except for rare ritual purification purposes, clad themselves only in a loincloth and bear robe, and never cut their hair or beards. This shaggy, unkempt and wild appearance is the means by which the cult is known, and seeing a Bearsarker on the other side of a battlefield has been known to turn the morale of even the most hardy of warriors. Also, despite, or because of, their sacred status, Bearsarkers are afforded a great deal of leeway in their actions and behavior.

Bearsarkers must be good or neutral aligned, must maintain the unkempt appearance of their faith, worship Wotan above all other

gods, remain honorable, forsake marriage, children and wealth, and live to serve the Northlander people as a whole. Some Bearsarkers cults have formed around other aspects of the All Father and exist in lands far removed from the Northlands, and serve those aspects and people instead of Wotan. Members of this archetype automatically suffer a -2 penalty to all Charisma-based skills, except Intimidate.

Fury of the Gods (Ex): This works the same as a barbarian's normal rage class feature; however, the number of rounds per day a Bearsarker can rage is equal to 4 + their Wisdom modifier rather than Constitution. They gain additional rounds at the normal rate. Also, Bearsarkers gain Knowledge (religion) as a class skill. This replaces rage.

Berserk Fury (Ex): At 2nd level, a Bearsarker that enters their fury of the gods inspires fear in enemies who witness it. Any enemy who sees this display of savagery must make a Will save (DC 10 + 1/2 the Bearsarker's level + the Bearsarker's Wisdom modifier) or become shaken for the duration of the Bearsarker's fury. Each additional Bearsarker in a fury at the same time adds +1 to the Will save DC to a maximum of +5, but one Bearsarker must be chosen who leads the fury to determine its duration and whose Wisdom modifier is used to determine the save DC. This ability replaces uncanny dodge.

Naked Fury (Ex): At 3rd level a Bearsarker who is not wearing armor and is lightly encumbered gains a +2 dodge bonus to AC. This bonus increases by +2 every three barbarian levels thereafter. This replaces trap sense.

Unarmed Fury (Su): At 5th level, a Bearsarker's hands actually transform into bear claws while in a fury. The Bearsarker cannot wield any weapons but gains 2 claw attacks that deal 1d6 points of damage + both the Bearsarker's Strength and Wisdom modifiers. The Bearsarker can suppress this transformation if they choose to do so, but each round they do so reduces the number of rounds they can use their fury of the gods that day by 1 round. This replaces improved uncanny dodge.

Fanged Fury (Su): At 7th level, whenever a Bearsarker uses their unarmed fury ability, they gains the benefits of a *greater magic fang* spell (cannot be dispelled) granting them a +1 enhancement bonus to their claw attacks and any other natural attacks they may have (through the animal fury rage power, for example). This bonus increases by +1 every three barbarian levels thereafter. This replaces damage reduction.

Rage Powers: The following rage powers complement the Bearsarker archetype: come and get me*, flesh wound*, good for what ails you*, inspire ferocity*, knockback, liquid courage*, roaring drunk*, smasher*, and terrifying howl.

*See *Pathfinder Roleplaying Game Advanced Player's Guide*

ULFHANDER (BARBARIAN ARCHETYPE)

The feared Bearsarkers are not the only blood mad battle ragers in the Northlands; there are several smaller cults dedicated to Wotan that seek to harness their inner fires. Of these, the most well-known are the Ulfhander, those who iron will not bite. Like their Bearsarker cousins, the Ulfhander have dedicated themselves to Wotan, but not just the leader of battles, but also as the master of beasts. In addition to their amazing fighting prowess, the Ulfhander also have the ability to physically transform into wolves in order to carry their battle madness into enemy shieldwalls.

The key to the Ulfhander power, other than their faith and worship of Wotan, is their divinely blessed cloaks. These cloaks, made from the whole skins of wolves that a prospective Ulfhander has killed in unarmed combat, grant them their powers. With their cloak on, the Ulfhander can ignore injury, fight with a ferocious rage, and even assume the form of a wolf. Without it, they are just a normal man, albeit one who has spent the better part of their life alternating between contemplation of the divine and training for war.

Much like their Bearsarker cousins, the Ulfhander practice esoteric rituals and spend a great deal of time outside of combat in prayer and meditation. Whereas the Bearsarkers tend towards meditation, scarification, and personal sacrifice as routes to the divine, the Ulfhander take a more active approach and seek to understand the boundaries between man and beasts, and men and gods, by regularly blurring those boundaries. Vision quests, time spent living as a wolf, and other odd behaviors are common. It is not unheard of for an Ulfhander to become entranced by the beauty of the Allfather's creation and stand still, marveling at the mysteries in new fallen snow, sunrises, or still ponds.

Fury of the Gods (Ex): This works the same as a barbarian's normal rage class feature; however, the number of rounds per day an Ulfhander can rage is equal to 4 + their Wisdom modifier rather than Constitution. They gain additional rounds at the normal rate. Also, Bearsarkers gain Knowledge (religion) as a class skill. This replaces rage.

Sacred Wolfskin (Su): Each Ulfhander obtains a sacred wolfskin at 1st level that they have hunted barehanded. When worn, this wolfskin grants the Ulfhander DR 1/—, which increases by +1 at 3rd level and every three levels after that (at 6th, 9th, 12th, 15th, and 18th). If the Ulfhander is not wearing their sacred wolfskin, they do not have access to the fury of the gods, brother of the wolf, skin of the wolf, or rage powers class features. Ulfhanders are not proficient in any armor and may not wear armor and also wear their sacred wolfskin. This replaces the normal barbarian armor proficiencies as well as damage reduction. If the wolfskin is lost or destroyed, the Ulfhander must spend 3 months in uninterrupted contemplation while hunting a new wolf to replace it.

Brother of the Wolf (Ex): At 4th level, the Ulfhander may form a bond with a wolf. This functions as a druid's nature bond class feature, save that the effective druid level of the character is their levels in Ulfhander archetype –3. At 8th level and every four levels after that (12th, 16th, and 20th), the Ulfhander may add an additional wolf companion to their pack, up to a maximum of their Charisma modifier.

Skin of the Wolf (Su): At 6th level, the Ulfhander may transform into a wolf as a druid's wild shape class feature, but the Ulfhander becomes a specific individual wolf. The effect lasts a number of hours equal to the character's levels in Ulfhander –3. The Ulfhander may use this ability once per day at 6th level, and an additional number of times per day every two levels after to a maximum of eight times a day at 18th level. This replaces trap sense, uncanny dodge, and improved uncanny dodge.

Rage Powers: The following rage powers complement the Ulfhander: animal fury, beast totem*, greater beast totem*, lesser beast totem*, night vision, raging leaper, scent, and terrifying howl.

*See *Pathfinder Roleplaying Game Advanced Player's Guide*

CLERIC DOMAINS

COLD DOMAIN

Followers of deities dedicated to the chill of winter and the cold between the stars don't tend to be kind, generous people. Indeed, they are generally regarded as cold hearted. The most notorious of cold aligned deities is Althunak, the Demon God of Ice and Snow. While not all cold domain followers are as cannibalistic and hateful as Their frigid clerics, most are not much better.

Granted Powers: You can call forth cold, command creatures of ice, and your flesh does not freeze.

Freezing Touch (Sp): As a melee touch attack, you can imbue the chill of winter upon your target. If you hit the foe, your touch deals 1d6 points of cold damage + 1 point for every two cleric levels you possess. You can use this ability a number of rounds per day equal to 3 + your Wisdom modifier.

Cold Resistance (Ex): At 6th level, you gain resist cold 10. This resistance increases to 20 at 12th level. At 20th level, you gain immunity to cold.

Domain Spells: 1st—*obscuring mist*, 2nd—*chill metal*, 3rd—*sleet storm*, 4th—*ice storm*, 5th—*cone of cold*, 6th—*freezing sphere*, 7th—*elemental body IV* (ice only), 8th—*whirlwind*, 9th—*elemental swarm* (ice only)

CREATION DOMAIN

Masters of the arts and crafts, clerics of crafting deities focus on making things. Their divine patrons are varied, but all share the need to make, to build, and to repair. While the smith-god at her forge is the most common example, there are gods whose purview includes all the crafts, such as leather working, pottery, or weaving. For those outside of a craft, the secrets of production can seem like magic, and many guilds couch their most valuable lore in mystical terms. To the forge priest, this is as it should be, for every hammer blow, every sliding loom scuttle, every rotation of the potter's wheel is a prayer, a sacrifice, and a dedication.

Granted Powers: You have a knack for creating objects from scratch. You gain a +2 competence bonus to Craft checks and Profession checks for professions skills related to construction or creation. You gain Profession for any creation-related profession as a class skill.

Creator's Touch (Sp): With your touch, you imbue an object with +50% hit points. Alternately, if an object has the broken condition, you can remove that condition with a touch. Objects that receive additional hit points from your touch cannot receive more additional hit points as long as the first ones bestowed still remain. An object that has already received additional from your touch can receive the benefits of removing the broken condition with another touch. Additional hit points to an object from this spell remain for 1 hour per cleric level you possess or until removed through damage. The removal of the broken condition from an object does not wear off, though the object can obtain the broken condition again through additional damage. You can use this ability a number of times per day equal to 3 + your wisdom modifier.

Material Transformation (Su): At 6th level as a swift action you can give any weapon or armor you touch the properties of being made from a special material such as adamantine, cold iron, darkwood, dragonhide, mithral, or silver. The transformation lasts for a number of rounds per day equal to 1/2 your cleric level and can be ended by you with a thought as a free action. You can use this ability as many times per day on as many weapons and armor as you like as long as the total time of these transformations does not exceed your maximum allotted rounds per day. When this maximum is reached, all objects previously transformed by you revert to their original material if they have not already done so.

Domain Spells: 1st—*bless water* or *curse water*; 2nd—*make whole*; 3rd—*create food and water*; 4th—*minor creation*; 5th—*fabricate*; 6th—*major creation*; 7th—*permanency*; 8th—*greater polymorph*; 9th—*polymorph any object*.

PALADIN ARCHETYPES

SPEAR MAIDEN

Warrior women are not unknown in the Northlands, and certain regions such as Gatland, Estenfir, and Vastavikland produce a large number of them. Some of these warrior women spend only part of their youth as fulltime warriors and many an outlander is surprised to find that Halla, mother of five, is a demon with a sword. Then there are the shield maidens, sworn by mighty oaths to Wotan and Donar to stand between the many threats of the Northlands and the people they serve. They are living weapons that spend their days and nights honing themselves for battle, and woe be to any who face them across a shieldwall. To follow the road of a spear maiden is a hard choice to make, but once made, few ever go back on their oaths.

Master of the Spear 1 (Ex): At 1st level, the spear maiden gains the Weapon Focus (Spear) feat and treats a spear as a trip weapon.

Master of the Spear 2 (Ex): At 2nd level, a spear maiden gains a +1 bonus to CMD to make trip attacks made with a spear, and a +1 to CMD to defend against attacks that would sunder, disarm, or otherwise target her spear. Furthermore, this bonus applies to saving throws to resist spells that target her spear. This bonus increases by +1 every four levels. Also, a spear maiden may take the Weapon Specialization feat when she reaches 4th level. This replaces heavy armor proficiency and lay on hands.

Battle Maiden (Ex): At 3rd level, and every three levels thereafter, the spear maiden gains a combat feat. This replaces mercy.

Master of the Shieldwall (Ex): At 4th level, the spear maiden gains the Shield Wall** feat whether or not she has the prerequisites for it. She can use it even if her ally does not have this feat. When she uses this feat, she gains a +1 bonus to her attack and damage rolls. This bonus increases by +1 every 3 levels. This replaces spells.

Head of the Swine (Ex): At 5th level, the spear maiden gains the Swine's Head* feat whether she has the prerequisites for it or not. She can use it even if her ally does not have this feat. Whenever she uses the feat in combat, she gains a +2 bonus to attack rolls in addition to any bonus from charging. Furthermore, the critical threat range of her melee weapon is doubled. If she is wielding a spear, the threat range is increased to 18–20. If charging, she does not take the –2 penalty to AC. This replaces divine bond.

Feats marked with an asterisk (*) are presented in the Feats chapter of this book.

**See *Pathfinder Roleplaying Game Advanced Player's Guide*

SORCERER BLOODLINES

CUNNING WOMAN

Sorcerers are not well regarded in the Northlands, as indeed are all practitioners of arcane magic. Sorcerers get singled out for special persecution because their powers seem to erupt spontaneously and can appear in any person, anywhere. Furthermore, as there is not an established means of training young sorcerers, they often cause havoc and death with their new found and barely controlled abilities.

There is one type of sorcerer that is common and popular amongst the Northlanders, and that is the cunning woman. This bloodline is strong, and families that have one cunning woman in their midst often have several, indeed it is not unheard of for every woman in a bloodline to express sorcerous powers. What makes cunning women so well thought of is that their powers are generally not of the destructive kind, but instead provide a source of healing magic that is very rare in the Northlands. Young cunning women receive training and a place in society that is honored and respected, something that other sorcerers in the Northlands can only dream of.

Cunning women, and they are always female, are skilled healers with both mundane and magical skills. They often live on the edge of a settlement, not because they have been banished but due to the fact that their herbal remedies require extensive gardens and access to uncultivated lands. Those in need of the services of a cunning woman are welcome as long as they are polite, and payment is most often based on the means of their patients as opposed to the cost of the medicine or spells. There is a marked downside to being a cunning woman, and that traditionally they do not marry, though to perpetuate their bloodline they still must build some form of sexual relationship with men, often long term partnering that outwardly has all the hallmarks of marriage. Largely this is because folk wisdom says that cunning women are poison to their mates and cause them to die early. Also, many godi have a somewhat adversarial relationship with the local cunning woman. As most godi are only part time priests, they do not always receive spells from the gods, and thus may or may not be able to help when called (assuming they aren't busy doing something else as their fulltime job).

This means that most people go to the cunning women for their routine medical needs, and especially in emergencies, thus cutting the godi (who expect some form of donation or offering) out.

Class Skill: Heal

Bonus Spells: *cure light wounds* (3rd), *cure moderate wounds* (5th), *remove disease* (7th), *neutralize poison* (9th), *breath of life* (11th), *heal* (13th), *greater restoration* (15th), *mass cure serious wounds* (17th), *regenerate* (19th)

Bonus Feats: Animal Affinity, Brew Potion, Craft Wand, Magical Aptitude, Reach Spell, Self-Sufficient, Shielded Caster, Skill Focus (Heal)

Bloodline Arcana: Whenever you cast a cure spell, you may apply the Maximize spell metamagic feat to it for free a number of times per day equal to your sorcerer level +3.

Bloodline Powers:

Evil Eye (Sp): At 1st level, you can lock someone within 30 feet with a gaze that foretells their doom (ranged touch attack), causing 1d6 damage +1 per every two sorcerer levels you possess. You can use this a number of times equal to your Charisma modifier +3.

Natural Healer (Ex): At 3rd level, you may take 10 on Heal checks without increasing the time taken to perform the skill. Also, as long as you are in a natural environment, you do not need to make use of a healer's kit to perform the Heal skill.

Creature of the Woodlands (Ex): You spend a great deal of time in the wilds, either traveling to see patients or gathering herbs and other ingredients for your cures. At 7th level, the wilds respond, gifting you with woodland stride and trackless step as the druid class features.

Blessed by Fate (Su): At 15th level, you may reroll one attack roll, ability check, skill check, saving throw, or caster level check. You must do so before the GM reveals the result of the roll, and must keep the second result, even if it is lower than the first. You may use this ability once per day.

Fey Rebirth (Su): Upon reaching 20th level, you no longer age, and become immune to poisons and diseases. When you die, you are reincarnated as a fey creature or a blood relative in your own family if one is due to be born soon. This is not as the *reincarnate* spell, but a total rebirth from childhood on, though in this new life you do not have the cunning woman sorcerer bloodline and are permitted to live a normal life as a just reward for a lifetime of service to your community.

NEW CLASS

This class is drawn from the **Lost Lands**, but can be used in any fantasy campaign.

PORTALIST

On a battlefield where positioning is key, the portalist is king. By uncovering the secrets of leaping through hidden tears in the fabric of reality the portalist changes the rules by which ordinary melee is fought. Part warrior and part planar sage, the portalist keeps themselves lightly armored and lightly armed, maximizing their ability to move in ways previously thought impossible. A true rarity, some portalists form a secret order dedicated to the mysteries of dimensional travel, while others are loners who study the secrets of teleportation on their own. Individual portalists are as different as the style of portals they create. Many are flashy, travelling through inter-dimensional wormholes with a cacophony of thunder and lightning, while others silently slip in and out of the world through tiny fissures near-invisible to the untrained eye.

Role: The portalist fills the niche of the most-mobile combatant. Their forte is to open dimensional fissures and leap through them to attack foes. They're a small-scale teleporter, perfect for setting a flank or being in the right place at the right time. At higher levels, they begin to perform dimensional movement as an immediate action, making them exceptionally difficult to pin down. Despite their intricate

Level	Base Attack Bonus	Fort	Ref	Will	Special	# Portals per Day
1	+1	+0	+2	+0	Create portal, portalist organization, quick	3
2	+2	+0	+3	+0	Portal trick	4
3	+3	+1	+3	+1	Fast movement	4
4	+4	+1	+4	+1	Portal trick	5
5	+5	+1	+4	+1	Bonus feat, ingenious movement	5
6	+6	+2	+5	+2	Portal trick	6
7	+7	+2	+5	+2	Portal strike +1, stagnate/experiment	6
8	+8	+2	+6	+2	Portal trick	7
9	+9	+3	+6	+3	Bonus feat	7
10	+10	+3	+7	+3	Arch-portal	8
11	+11	+3	+7	+3	Portal strike +2, stagnate/experiment	8
12	+12	+4	+8	+4	Arch-portal	9
13	+13	+4	+8	+4	Bonus feat	9
14	+14	+4	+9	+4	Arch-portal	10
15	+15	+5	+9	+5	Portal strike +3, stagnate/experiment	10
16	+16	+5	+10	+5	Arch-portal	11
17	+17	+5	+10	+5	Bonus feat	11
18	+18	+6	+11	+6	Arch-portal	12
19	+19	+6	+11	+6	Portal strike +4, stagnate/experiment	12
20	+20	+6	+12	+6	Portal storm	13

knowledge of planar lore and supernatural abilities, the portalist is not themselves a wizard. They're a lightly armored warrior who excels at speed and perfect positioning.

Alignment: Any.

Hit Die: d10

Starting Gold 4d6 x10 (average 140 gp)

Class Skills: The Portalist's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Knowledge (arcana) (Int), Knowledge (planes) (Int), Perception (Wis), Profession (Wis), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill ranks per level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the portalist.

Weapon and Armor Proficiency: Portalists are proficient with all simple and martial weapons. Portalists are proficient with light armor but not shields.

Create Portal (Su): At 1st level, the portalist gains the ability to create portals. Portals are tears in the fabric of reality the portalist is able to travel through instantaneously, creating a short-range teleportation-like effect. Although a portalist learns more complex portals as they advance in level, at first level the portalist can only create standard portals. A portalist may produce a number of standard portals per day equal to 3 + half their portalist level, as indicated in **Table: Portalist**, plus their Intelligence bonus. See the sidebar "The Standard Portal" for a description of the mechanics of the basic portal.

Portalist Organization (Ex): At 1st level, a portalist joins a portalist organization. Each organization includes a list which contains two favored portal tricks and one favored arch-portal. Once per day, a member can choose to perform one of their organization's listed favored maneuvers at a cost of one less use of their create portal ability than normal. If the portal trick (or arch-portal) normally expends only one portal, the maneuver can instead be performed for free. The portalist must still actually know how to perform the listed portal trick (or arch portal) in order to gain this benefit.



THE STANDARD PORTAL

Portals are conjuration [teleportation] effects with a caster level equal to the class level of the portalist. Below are the essential mechanics of the standard portal.

- Creating a standard portal is a swift action which may take place at any point within the portalist's move action.
- When a portalist opens a standard portal they first choose a start point, which must be in their current square or a square adjacent to them. They then choose an exit square.
- To successfully travel through the portal, the portalist must have enough movement left to enter the square in which they created the portal. Travelling through the two points of the portal itself, however, costs no movement at all and the portalist may continue the balance of their move immediately upon exiting the portal.
- The distance between the entry and exit square cannot be more than 25 feet + 5 feet for every two class levels.
- The portalist must have line of sight to the selected exit point.
- The portalist's chosen exit square must be unoccupied, though creatures Tiny or smaller do not count as occupiers, posing no obstacle. If the portalist attempts to exit into a solid or occupied square, the standard portal fails and that use of the portalist's create portal ability is expended.
- Creating a standard portal does not provoke an attack of opportunity. The act of entering or exiting a standard portal does not provoke an attack of opportunity either, but the remainder of the portalist's movement may provoke as normal.
- A standard portal is a temporary phenomenon and it collapses as soon as the portalist passes through, arriving at the exit point. If the portalist does not pass through the portal for any reason, it instead collapses at the end of the portalist's turn.
- Only the portalist who created the portal can pass through it.
- The portalist can only ever have one standard portal in existence at a time.
- Every portalist's standard portal appears slightly different, acting as a mystic signature. Nevertheless, they all share certain commonalities: standard portals are vibrant and loud. The based DC to detect the exit portal only requires a successful Perception check of DC 0.

PORTALIST ORGANIZATIONS

THE ELDRITCH CORSAIRS

"ECLECTIC BROTHERHOOD OF EXCITEMENT JUNKIES"

Predominant Alignment: CG

Purpose: The Eldritch Corsairs are a strong-bonded fellowship that acts as a surrogate family for outcast portalists, often welcoming even the strangest of portal hoppers into its ranks. The Corsairs share academic secrets amongst one another and work to master their martial abilities in tandem, often forming smaller bands of adventurers which go out into the world independently to test their talents.

Occasionally the Eldritch Corsairs cannot resist becoming involved in the politics of the day, involving themselves in prison breaks, the return of stolen items, and occasionally even participating in

insurrections or wars against tyrants. While the Corsairs are all planar sages to one informal degree or another, they also place equal stress on the physical side of their trade. They frequently push their brothers and sisters to take their training in weaponry and acrobatics to the next level.

Remembering the dangers and isolation they faced when they were on their own early on in their careers, many of the Corsairs invest a significant amount of time and resources seeking out other "Green Jumpers," those who have only newly discovered the secret of inter-dimensional travel. Sometimes the Corsairs undertake to rescue such Green Jumpers, perhaps from being burned at the stake by narrow-minded folk who might mistake their portalling for witchcraft. Other times, Green Jumpers need to be saved from themselves before they open an ill-advised portal and cross through a realm which is inherently unstable or inhospitable.

Leader: (Informally) Ataria Xael (CG female human portalist 10/ duelist 2)

Mantra: "Good Friends, Good Travel, Good Deeds."

Favored Portal Tricks: double-portal hop and immediate portal

Favored Arch-Portal: double portal strike

KNIGHTS OF THE BLACK PARADOX "SHADOWY MENTORSHIP OF SEERS"

Predominant Alignment: LN

Purpose: The Knights of the Black Paradox labor tirelessly to uncover the deepest secrets of inter-dimensional travel for the exclusive benefit of their inner circle, known only as "The Mentors." One cannot petition for membership in the Knights of the Black Paradox; rather, this secretive guild vets its prospective members in private. When it finds someone it deems worthy it sends one of its masked mentors to privately tutor the potential candidate, teaching them the secrets of inter-dimensional travel. Once they have proven their skill, new recruits become Knights, working tirelessly to further the inscrutable goals of the Black Paradox, though their missions more often involve pouring through musty tomes than exploring ancient tombs.

In the twilight of their years, Knights become Mentors themselves and are each dispatched to train one single new recruit. Unbeknownst to all but the Mentors themselves, the Mentors actually use a secretive cult method of portallic travel which briefly sends them back through time. While wearing a mask to hide their face and voice, the Mentors then seek out the decades-younger version of themselves and introduce their younger counterpart to the secrets of portallic travel, setting them on the path to Knighthood. While all of this is a logistic impossibility, somehow the Knights have made it work for centuries. Stranger still, the Knights have somehow been able to slowly increase their membership, a feat even the Mentors themselves do not understand.

Leader: Grand Mentor Khaend (LN male human portalist 14)

Mantra: "Service in the Knighthood is Service in Thine Self."

Favored Portal Tricks: efficient portal, shielding portal

Favored Arch-Portal: karmic portal

THE STEPLESS ORDER

"GUILD OF TELEPORTING ASSASSINS"

Predominant Alignment: NE

The Stepless Order was once a minor gang of thieves struggling to survive amongst the many factions of the city's underground — that was until its inner core accidentally uncovered the secret of creating mystic portals. Rebranding itself "The Stepless Order" the gang quickly evolved into a premier assassins' guild, specializing in hard to reach victims and the theft of high-security items. With the new-found power of its portal magic, there were few places the Order could not go and few people its knives could not reach.

The Order now focusses on bringing its enemies to their knees and ensuring it retains a continual stranglehold on power. As such the

Order considers independent portalists acting anywhere within its sphere of influence to be one of its greatest threats, often going to great lengths to eliminate such rogue operatives.

Leader: Stepless Visicandra (NE female human portalist 6/rogue 3/assassin 3)

Mantra: "Heel before the Order for our foes can be made to disappear without a single stride."

Favored Portal Tricks: hidden portal and stealth portal

Favored Arch-Portal: ghost portal

THE IRIS GATE

"GREAT SAGES OF THE ELEMENTAL PLANES"

Predominant Alignment: N

Although the Iris Gate counts several portalists amongst its membership, it also includes multiple druids and elemental wizard within its ranks. All subscribe to a quasi-religious philosophy which stresses of the necessity of balance within the four natural elements of earth, air, fire and water. When portalists of the Iris Gate use their create portal ability, their spatial rifts typically appear as giant eyes, either wreathed in roaring flames or rushing water, or alternatively bordered by a sheathe of solid rock or a shell of wind.

The Iris Gate is known to entreat with elemental lords, sometimes acting as diplomats or peacemakers in the eternal friction between the elemental planes. It is said that without the service of the Iris Gate, our natural world would be reduced to a wasteland as it becomes a battleground between elemental armies.

Leader: Hekhmet Kho (N male janni portalist 6)

Mantra: "Four as One, in this We Are Composed."

Favored Portal Tricks: blast portal and summoning portal

Favored Arch-Portal: persistent portal

Quick (Ex): At 1st level, a portalist's reaction time improves, granting a +1 bonus to initiative rolls. This bonus stacks with all other bonuses to initiative such as the Improved Initiative feat. This bonus improves to +2 at 7th level and increases by +1 every four levels thereafter until a maximum of +5 at 19th level. This benefit applies only when the portalist is wearing no armor or light armor and not carrying a heavy load.

Portal Tricks: Starting at 2nd level and every two levels thereafter, a portalist learns a new trick to exploit and enhance the standard portals they generate. See below for a complete list of available portal tricks and their description. Unless otherwise indicated in the description, portals created with portal tricks use the same mechanics as standard portals. Portal tricks cannot be combined, except through the use of *Combination Portal*.

Ally Portal (Su): A portalist may pull a single willing adjacent ally of the same size or smaller through their portal so the two of them travel together. The Portalist and their ally must exit the portal in separate but adjacent squares. This requires no action from the ally. Using an ally portal only expends a single portal.

Boomerang Portal (Su): A portalist may enter a portal, exit the portal in its exit square, make a single attack, and then re-enter the portal, returning back to their original position. The entire exchange takes place as a full-round action which does not provoke an attack of opportunity. Using a boomerang portal expends two uses of the portalist's create portal ability.

Charging Portal (Su): With this trick, a portalist may charge into their portal's entry point and then exit the portal's exit point while still maintaining the momentum of their charge in order to strike their foe. The portalist must travel in a straight line of at least ten feet before opening the portal, and must also travel in a straight line upon exiting, but the two straight lines need not be in the same direction. Using a charging portal only expends a single portal.

Covering Portal (Su): By creating a portal in their square, and entering it with half their body, a portalist can confound their attackers.

Although this use of a portal does not enable the portalist to travel, and lasts only as long as the start of the portalist's next turn, while it is in effect the portalist gains cover in all directions (+4 to AC, +2 Reflex saves). Creating a covering portal expends a single portal. As a second alternative option, rather than spending their turn stationary, the portalist can instead travel with a standard portal and then gain the benefit of cover. This aspect of the trick, however, expends two uses of the portalist's create portal ability.

Double Portal Hop (Su): As a full-round action, which may at the portalist's election include a double-move, the portalist opens a portal, exits through it, opens a second portal and exits through it as well. Performing a double portal hop only expends a single portal.

Efficient Portals (Su): The portalist develops the knack of opening short range portals which are far less taxing. For the cost of a single portal, the portalist can instead open three: one each round for the next three rounds. Each portal, however, has substantially less range than a normal portal (10 feet + 5 feet for every two levels of portalist the character has instead of 25 + 5 for every two levels). Moreover, efficient portals cannot be combined with any other portal tricks or arch-portal effects. The portalist can stop using the efficient portals at any time in order to instead perform a different portal trick (or arch-portal) at its normal cost.

Elemental Blast Portal (Su): By passing their portal through an elemental plane, the portalist causes a blast of elemental energy to explode from the exit. When opening the portal, the portalist chooses the type of energy: acid (earth), electricity (air), fire (fire), or cold (water). The blast targets all creatures in the portal's exit square as well as any adjacent square. The blast does 1d6+1 points of damage for every two class levels (for example, 3d6+3 points of damage at 6th level). A successful Reflex save halves the damage. The DC is 10 + 1/2 the portalist's class level + their Intelligence modifier. After the blast, the portalist may choose to leap from the exit (safely) or remain in their original position. Using an elemental blast portal expends two uses of the create portal ability whether the portalist travels through or not.

Evasive Portal (Su): With this trick, whenever the portalist is affected by a spell or other effect which permits a Reflex save for half damage, the portalist can attempt to leap through a portal and whisk themselves away to safety as an immediate action. If the portalist succeeds on their saving throw they takes no damage and instantly travels through a portal as an immediate action to their destination of choice (within the normal range of their standard portal). This expends a single use of the portalist's create portal ability. If the save fails, the portalist does not relocate and they take full damage as normal, but they do not expend a use of their create portal ability. The evasive portal trick can only be used if the portalist is wearing light armor or no armor. Evasive portals cannot be combined with any other portal tricks or arch-portal effects.

Hidden Portal (Su): Upon mastering this trick, the portalist no longer needs to have line of sight to the exit point of their portal. If the portalist has seen the exit location before, performing a hidden portal expends two uses of the portalist's create portal ability. If the portalist has never seen the exit location before, creating a hidden portal expends three uses of the portalist's create portal ability. If the portalist's chosen exit point is a solid square, the portal fails to open and a single portal is expended.

Immediate Portal (Su): The portalist may open and exit through a basic portal as an immediate action, even interrupting an opponent's action. A portalist may not use an immediate portal if they are flat-footed. Using an immediate portal expends three uses of the portalist's create portal ability. Immediate portals cannot be combined with any other portal tricks or arch-portal effects. The portalist must be 4th level before selecting this portal trick.

Perching Portal (Su): By keeping a toehold inside a portal attached to a demi-plane with a more forgiving level of gravity, the portalist can temporarily hang upside down on ceilings or perch sideways on walls. As long as it is within their usual range, the portalist can safely place the exit point of their portal on any surface. Upon exiting the portal, as long as the portalist remains in the five-foot square of their exit point, the portalist can remain hanging in place as though they had the benefit

of *spider climb*. The effect lasts until the portalist leaves their square or the end of their next turn — whichever comes first. If by the end of their turn following the use of a perching portal the portalist has not managed to grab a hold of something, or otherwise returned to the ground (such as by travelling back down with another portal), they immediately fall. Performing a perching portal only expends a single portal.

Relentless Portal (Su): With this trick, the portalist opens a standard portal, travels through it and attacks their opponent with a melee attack, expending a single use of their portal ability as normal. However, if the melee attack misses, the portalist may immediately open a second portal exiting into a different square which also threatens that same opponent. The portalist may then leap through that second portal and attempt another melee attack against that same opponent, using their highest attack bonus. Opening the second portal expends a second use of the portalist's create portal ability.

Retaliatory Portal (Su): With this trick, whenever the portalist is damaged by a melee attack, they may choose to suddenly exit a portal adjacent to the foe that struck them and make a single melee attack against that foe at their highest attack value as an immediate action. As per normal, a portalist can only perform a single immediate action per round. Retaliatory portals cannot be combined with any other portal tricks or arch-portal effects. Performing a retaliatory portal expends two uses of the portalist's create portal ability.

Rising Portal (Su): When a portalist falls prone, they may create a portal underneath themselves in their square and angle their path of travel so that when they exit their portal they land upright back on their feet. Travelling through the portal itself still requires a move action as normal, but using the portal in this way allows the portalist to avoid an attack of opportunity for standing from prone. Performing a rising portal expends a single portal.

Shielding Portal (Su): As a readied action, the portalist opens a portal which intercepts a single missile attack, or a spell or spell-like ability that require a ranged touch attack. The portal opens, blocks the attack and shunts it harmlessly into another plane. To work, the attack must have been directed at the portalist or at a target in an adjacent square. The portalist does not travel through a shielding portal. The use of the shielding portal trick expends a single portal, but only if the readied action triggers. Shielding portals cannot be combined with any other portal tricks or arch-portal effects.

Stretch Portal (Su): The portalist can double the maximum distance of their standard portal. Performing a stretch portal expends two uses of the portalist's create portal ability.

Stealth Portal (Su): Although a portal normally opens with great fanfare with flashes of lightning and noise, a portalist with this trick can choose to open their portals silently with little more than a thin cracked line in the air. When opening their portal, the portalist makes a Stealth check opposed by their target's Perception. The portalist receives a +2 circumstance bonus to the check due to the sudden surprise of the movement. If the portalist wins the opposed roll, their opponent does not detect the portalist's exit and if cover or concealment is available the portalist can attempt to hide. Alternately, if in range, the portalist may immediately attack their target. If the target failed to detect the portalist, the target is denied its Dexterity bonus to armor class. Performing a stealth portal only expends a single portal.

Summoning Portal (Su): By opening a portal to one of the elemental planes, the portalist may cause an elemental of their choice (earth, air, fire or water) to exit a portal and follow their commands. The elemental first exits at the point chosen by the portalist within their portal range. It then lasts 1 round per class level, before lifelessly decomposing into its elements. At 4th level the portalist can summon a Small elemental, at 8th level the portalist can summon a Medium elemental, and at 12th level the portalist can summon a Large elemental. Performing a summoning portal expends two uses of the portalist's create portal ability and the portalist does not themselves travel through the portal. The portalist must be 4th level before selecting this portal trick and they may not have more than one summoned elemental at a time.

Transposition Portal (Su): By placing their portal's exit point in the square of a willing ally within range the portalist can quickly swap

places with their ally. The act of the swap expends the portalist's move action, leaving them their standard action, if they did not previously use it before opening the portal. The swap does not require any movement from the ally. Alternatively, a portalist may instead attempt to swap places with an unwilling opponent. This use is a full-round action that draws an attack of opportunity from the target as the portalist's hands reach through the exit portal to grab the target. To succeed the portalist must perform a Combat Maneuver roll, achieving a score which exceeds their target's Combat Maneuver Defense. Performing a transposition portal expends a single use of the portalist's create portal ability, regardless of whether it's used to swap places with an ally or an opponent and regardless of whether the attempt succeeds.

Fast Movement (Ex): At 3rd level, a portalist's land speed becomes faster than the norm for their race by +10 feet. This benefit applies only when they are wearing no armor or light armor and not carrying a heavy load. Apply this bonus before modifying the portalist's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the portalist's land speed.

Bonus Feat: At 5th level and every 4 levels thereafter, a portalist may select a bonus feat. These feats must be taken from the following list: Dodge, Disorienting Maneuver†, Fleet, Improved Initiative, Lightning Reflexes, Mobility, Run, Skill Focus (Acrobatics), Skill Focus (Knowledge [planes]), and Wind Stance. A portalist does not need to meet any of the prerequisites normally required for these feats.

At 13th level, the following feats are added to the list: Combat Patrol**, Spring Attack, Teleport Tactician**, and Lightning Stance.

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†*Pathfinder Roleplaying Game Ultimate Combat*

Ingenious Movement (Ex): At 5th level, through careful study of their environment, or perhaps a sudden burst of inspired creativity, the portalist can deftly traverse obstacles which would normally slow others. The portalist can ignore difficult terrain, treating it as normal terrain, for a number of rounds per day equal to their Intelligence modifier. This ability does not negate any damage such terrain might cause. The portalist may use this ability only when they are wearing no armor or light armor and not carrying a heavy load.

Portal Strike (Ex): At 7th level whenever a portalist exits a portal and attacks a foe in the same round, they gain a +1 circumstance bonus to hit and damage on their attack. This bonus increases by 1 point every four levels. The portalist gains the benefit of this ability only when they are wearing no armor or light armor and not carrying a heavy load.

Stagnate and Experiment: At 7th level and every four levels thereafter a portalist may choose to remove a portal trick they currently know and substitute it with another. At level 11 and thereafter, a portalist may instead choose to remove a previously selected arch-portal and gain a new arch-portal instead. A portalist cannot remove a portal trick if it is a prerequisite for an arch-portal they possess.

Arch Portals: Upon reaching 10th level, the portalist begins to harness the power of their portals to even greater effect. Starting at level 10 and every two levels thereafter, a portalist can choose to master an arch-portal. See below for a complete list of available arch-portals and their description. Unless otherwise indicated in the individual descriptions, arch portals use the same mechanics as standard portals. A portalist may, at their option, select a standard portal trick in place of an arch-portal.

Accelerated Portal (Su): By travelling through portals connected to alternate planes where time travels faster than normal, the portalist learns to get the drop on even the speediest of their opponents. Although an accelerated portal otherwise functions like an ordinary portal, it has an additional special property. If during combat, the portalist exits an accelerated portal so that they arrive adjacent to an opponent who has a higher position in the initiative order, on the following round the portalist's initiative score suddenly increases such that they climb over top of that opponent's position in the order of initiative (by a single point). This effectively enables the portalist to act twice before their foe can retaliate and may cause them to act before other opponents as well, depending on the initiative order. An

accelerated portal has no special effect when employed against an opponent who is already behind the portalist in the current initiative order. Using an accelerated portal expends two uses of the portalist's create portal ability.

Aerial Portal (Su): The portalist positions a portal overtop their foe and drops on them in a furious melee attack. If the portalist's melee attack succeeds they do additional damage on account of the momentum of their fall (+1d8 points of damage plus an additional 1d8 points of damage for every three levels of portalist). Should the portalist score a critical hit with an aerial portal, this extra damage is not multiplied. If the portalist slays their target, they land in the target's square. If their target survives, they land in the nearest empty square. Either way, the portalist must make a successful Acrobatics check or fall prone. The DC of the check is equal to the amount of extra damage dealt, whether the attack hit or missed. Regardless of whether they fall or land on their feet, the portalist does not themselves take damage from the fall, even if their attack is a miss. Using an aerial portal only expends a single portal.

Combination Portal (Su): The portalist may open a portal that combines the features of any two different portal tricks (or arch-portals) that they know. The portalist must expend the cost associated with each portal, plus one additional portal. For example, an 'elemental blast plus boomerang portal' would expend five uses of the portalist's daily portals (2 for the elemental blast, 2 for the boomerang, and 1 because it is a combination portal).

Contingent Portal (Su): When a specific event chosen by the portalist occurs, the portalist passes through a basic portal as an immediate action. The portalist may choose from one of the following triggering events: (a) the portalist gains the grappled condition; (b) the portalist gains any of the nauseated, paralyzed, staggered or stunned conditions; (c) the portalist begins to drown; (d) the portalist falls more than 15 feet; or (e) the portalist suffers damage that causes their hit point total to drop below a predetermined number. To set a contingent portal, the portalist must choose the event in advance, at the start of each day and cannot change it until the following day. Once the portal triggers, the portal opens in the portalist's current square. The portalist chooses where it exits, anywhere within their portal's range. The portalist immediately moves through the portal and exits as an immediate action whether they want to or not. If the portalist cannot choose an exit square (because they are unconscious or dead) then the exit square occurs in a random direction at the portalist's maximum range. Executing a contingent portal only requires a single portal, which is expended the moment the triggering event occurs. If the portalist does not have any portals left when the triggering event occurs, the contingent portal fails. Contingent portals cannot be combined with any other portal tricks or arch-portal effects.

Ghost Portal (Su): With this technique, the portalist learns to harness the properties of the Ethereal Plane, briefly taking on a wraith-like form. Upon exiting this arch-portal, the portalist becomes incorporeal (Ex), gaining all the benefits and mechanics of an incorporeal creature. The portalist's incorporeal form lasts until the start of their next turn. Performing a ghost portal expends three uses of the portalist's create portal ability.

Healing Portal (Su): By passing their portal through the Positive Energy Plane for the briefest of moments, the portalist can provide themselves a limited form of healing as they leap through and travel. A healing portal restores 1d6 points of damage for every three class levels. Performing a healing portal expends two uses of create portal.

Hovering Portal (Su): The portalist may safely exit their portal and stand in thin air. When they do so, they float in place as though they were levitating. The effect lasts until the portalist leaves their exit square or the end of the portalist's next turn, whichever comes first. This affords the portalist an opportunity to use a second portal (or other means) to safely return to the ground. If they do not, once their turn expires, they fall to the ground, taking damage as normal. A hovering portal expends a single portal.

Karmic Portal (Su): By experimenting with portals leading to alternate parallel realities the portalist learns to see the myriad of

possibilities ahead of them and begins to better shape their own fortune. Upon opening a karmic portal, the portalist chooses two different portal tricks (or arch-portals) that they already know. They then perform and resolves each portal (as well as the rest of their own turn), rolling to see each potential outcome. The portalist then chooses between each of the two possible outcomes and selects one to be their actual action and final outcome — the other being a hypothetical that never comes to pass. Before making their choice, the portalist is able to learn the results of all die rolls, including attack rolls, damage rolls and saving throws. A karmic portal expends a number of uses of create portal equal to the cost of the final portal actually performed, plus one.

Matador Portal (Su): As a readied action, the portalist opens a portal that intercepts an opponent in the course of a charge or move action. They then cause the target to exit out a new square of their choosing within the range of their standard portal. The target receives a Reflex saving throw (DC 10 + 1/2 the portalist's class level + their Intelligence modifier) and if successful, the target evades the portal, completing their movement as normal. The portalist cannot cause the target to exit in a square that will immediately cause them harm, such as falling damage or placing the target in a pool of lava, but they can cause them to exit in a square which is threatened by the portalist or their allies. Creating a matador portal expends a single portal.

Perpetual Portals (Su): With this arch-portal ability, the portalist never truly runs out of portals again. A portalist may only begin performing perpetual portals once their number of portals per day has been reduced to zero. At that point, with this arch-portal ability, the portalist is able to perform a standard portal every other round or an efficient portal every four rounds — the off-round acts as a cool-down period in which the perpetual portal re-charges. Perpetual portals cannot be combined with any other portal trick or arch-portal.

Persistent Portal (Su): A portalist may open and stabilize a portal, leaving the entrance and exit holes in place for a number of rounds equal to their class level. A portalist may travel back and forth between the portal as part of a move action, as normal, as many times as they choose. Persons other than the portalist, both friend and foe, may also move through the portal, but at the cost of a standard action. A portalist may collapse the portal as a free action anytime during their own turn. While a persistent portal is open, the portalist is free to create and travel through other portals, and even create more than one persistent portal. Persistent portals cannot be combined with any other portal trick or arch-portal. Creating a persistent portal expends two uses of the portalist's create portal ability.

Rapid Portal Strike (Su): A portalist may open and travel through two portals as a full-round action, just as with the double portal hop portal trick. In addition, each time the portalist exists one of the two portals, the portalist may make a single melee attack against any single target within reach. The portalist may make each of the two attacks at their highest attack value, but with a -2 penalty. A portalist must have learned the double portal hop portal trick before they can select this arch-portal. Performing a rapid portal strike only expends a single use of the portalist's create portal ability.

Reaching Portal (Su): The portalist may open a portal as a free action and place the exit adjacent to a foe within range. Rather than leap through it, the portalist may instead thrust his melee weapon through the portal and make melee attacks as though they were themselves adjacent to the foe, taking either a standard attack or a full-attack. The portalist is able to add the bonus from his portal strike ability to these attacks. The foe cannot strike back through the portal. A portalist with reach, such as the wielder of a reach weapon, may choose to instead place his exit portal 10 feet away from his foe, or at a distance equal to his reach. Using a reaching portal expends two uses of the portalist's create portal ability.

Redirecting Portal (Su): As a readied action, the portalist opens a portal that intercepts a single missile attack, or a spell or spell-like ability that requires a ranged touch attack. The portal opens, blocks the attack and then redirects the attack out of a second portal anywhere within the portalist's portal range, causing the effect to attack an opponent. To work, the attack must have been directed at the portalist or at a target in an adjacent square. In order for the redirected attack to hit its new target, the portalist must

succeed on whatever die roll was required for the original attack, using their own modifiers. For example, a redirected arrow requires a ranged attack roll, while redirecting a *scorching ray* requires a ranged touch attack. A portalist must have learned the shielding portal trick before they can select this arch-portal. Using a redirecting portal only expends a single use of the portalist's create portal ability and only if the readied action is triggered. Redirecting portals cannot be combined with any other portal tricks or arch-portal effects.

Portal Storm (Su): At 20th level a portalist gains the ability to produce many portals at once and can pass through them with lightning speed, popping in and out of the battlefield. As a full-attack action, the portalist can give up their regular attacks and instead open a separate portal adjacent to each foe in range of their portal ability from their starting location. They can then pass through each portal in turn and make one melee attack at their highest base attack bonus against each opponent. They may then choose to end their turn at any of the portal locations, including their starting location. The number of portals in a single round, and hence attacks, cannot be greater than $10 +$ the portalist's Intelligence modifier. Nor can the portalist create more portals (and take attacks) than there are opponents in range. A portalist can perform a portal storm only once per day, but it does not expend any uses of the portalist's create portal ability. The portalist may use this ability only when they are wearing no armor or light armor and not carrying a heavy load.

FAVORED CLASS ALTERNATIVES

Dwarf: Increase the portalist's portal distance by 2 feet. In combat this has no effect unless the portal distance has been increased by an increment of 5 feet; an increase of 8 feet is effectively the same as an increase of 5 feet, for example.

Elf: Add 1 to the elf's base speed. In combat this has no effect unless the elf has selected this reward 5 times (or another increment of 5); a speed of 34 feet is effectively the same as a speed of 30 feet, for example. This bonus stacks with a class's fast movement feature and applies only under the same conditions as that ability.

Gnome: The gnome gains 1/6th of a new portal trick.

Half-elf: Add +1/4 bonus to Portalist's initiative score.

Half-orc: Add +1/2 damage when performing the elemental blast portal trick.

Halfling: Add +1 bonus on Stealth checks made when performing the hidden portal trick.

Human: The human gains 1/5th of an extra portal.



RACES & RACIAL SUBTYPES

(Playtesters: Audrey Bedwell, Katie Lay, Logan Rose, Elizabeth Sievers, David Windburn)

The Lost Lands are home to many different peoples, elves, dwarves, humans, and halflings are only some of the many races that can be found there. There are odder races, such as the hirsute Neljis or the leonine Kalithi. Even the commonly known races, such as elves or gnomes, have many variants that have evolved both culturally and physically to be distinct from their better-known brethren.

NAGAJI

Rarely seen even in Libynos outside of the Kingdom of Nyaslan, the nagaji are a race of snake people created by the ancient naga to serve as a slave race. Over the centuries handfuls of escaped slaves have managed to flee Nyaslan, though only one large community of free nagaji can be found in the Lost Lands. Those that escape make their way to ports as far from Jaati as they can, and a small secret community of ex-slaves has formed on Nevalla Island.

OPHIDIAN FORMS

Like their naga creators and masters, the nagaji have a distinctly ophidian form. Their torsos are humanoid, though covered in scales, but both their lower extremities and their heads are very snake like. They have two arms that end in five fingered hands, but instead of legs they have a long, powerful serpent's body. This gives them great strength and the naga often use nagaji as beasts of burden as well as servants and warriors.

CREATED BY THE NAGA

Eons ago a group of powerful naga fused human and snake to create the first nagaji. For generations these progenitors of the nagaji race were mere beasts, but in time careful manipulation of their lineages produced an intelligent, if sometimes belligerent, race capable of serving the naga of Nyaslan. The nagaji are capable of reproducing themselves, and the naga continue to tinker with their slaves to breed specific lineages, most often for color or pattern of scales. So far none of the naga slave breeders has managed to create a more docile nagaji.

SLAVES OF NYASLAN

In the kingdom of Nyaslan nagaji performs all work. The naga barely lift their heads, instead having their slaves to fetch and carry, build and lift, pull carts and plows, work the fields, make the wine, and fight the wars. Lacking arms themselves, the naga have come to rely on the nagaji to perform nearly every task for them. Even the lowliest of naga has slaves to turn the pages of books, dress them, carry them around on palanquins or drawn carts, and stand vigil while they sleep.

FREE NAGAJI MOVEMENT

The naga use brutality, tradition, and their own mystical powers to keep their slaves in bondage. Even so, every generation sees the threat of a nagaji uprising. These are put down with much bloodshed, and many naga believe that the best way to handle slaves is to regularly kill and replace them. Despite this, and because of it, a free nagaji movement has begun. It grows in fits and starts as slaves escape and

meet each other in the wild, word gets passed from one nagaji to another, and the wandering camps of free nagaji move in response to slave hunters from Nyaslan.

GIANT-BLOODED

The Northlanders hate giants, especially in regions plagued by hordes of these monsters, such as Estenfird or Vastavikland. Yet, sometimes a union between a giant and a Northlander occurs (usually a giantess and a human male) and the result is the giant-blooded. Occasionally these abominations are born to two Northlanders, for it is said that the taint of giant blood corrupts for a dozen generations. However the unfortunate thing is conceived, it is usually killed at birth, for most Northlanders will not accept the shame of such an abomination. Still, some are allowed to live and find a place in Northlander society, though always at the fringes and never with full acceptance.

OUTCASTS BY SOME

Despite all this, having a giant-blooded warrior in your household, although seen as shameful, can be a great boon. These warriors are inhumanly strong and hardy, capable of breaking a shield wall on their own. Having someone about who can lift oxen is more than merely useful; it can also serve to intimidate rivals. Some jarls keep giant-blooded in their household as a sort of freak show, brining them out in order to impress guests, and allowing friends to insult or pester a caged or bound giant.

ACCEPTED BY THE COMPASSIONATE

In more kind and merciful communities, great care is taken to integrate the giant-blooded into society. This often takes the form of assigning a person, usually a close relative, to look after the giant-blooded and keep it out of trouble. Riding herd on a rage-prone and not terribly bright relative, especially one who can break most men like dry wood, is a thankless job whose only real reward is helping another to simply live. In these situations, it is not unusual for the giant-blooded and his uncorrupted relatives to take to the whale road in search of adventure and the possibility to make a name for themselves.

MASSIVE

Giant-blooded are huge, often well over eight feet tall, hairy, brutish in body and mind, and prone to tempers and passions beyond that of other men. Their hair is coarse, as are their features, and birth defects such as cleft lips, missing or extra digits, enlarged foreheads, and other unsightly things are common. They are also not terribly bright as the giant blood seems to dim the intelligence of the human, producing individuals who have trouble with even the most mundane of tasks. Furthermore, the giant-blooded are not patient, giving into impulses and desires, often of a fell nature.

OFTEN WANDERERS

Giant-blooded adventurers do so for a variety of reasons. It is in their nature to wander and seek conflict, and the life of an aspiring hero permits just that. Those who have been mistreated often seek the means to escape, and taking to a wandering life with a band of like-minded fellows provides just that. The tempers and poor judgment that

marks giant-blooded psychology often lead to accidents, something that forces even the most open-minded communities to point to the road out of town. Finally, the bigotry that all giant-blooded experience on a daily basis tends to keep them on the move, constantly in search of a place they truly belong.

RACE TRAITS

Age: Giant-blooded grow fast, reaching adult size by their fifteenth year. However, they also age rapidly, their massive bodies begin giving out at around thirty years and few live past the age of fifty.

Alignment: The giant-blooded tend strongly towards chaos and evil, though like any creature with free will they can be of any alignment. Even those who have learned to live in Northlander society are still wild and reckless, and thus chaotic, in their nature. Few godi, save for those dedicated to Loki, will include a giant-blooded in their congregation unless so ordered by their deity or jarl, or driven by feelings of kindness or pity.

+4 Strength, +2 Constitution, -2 Dexterity, -2 Charisma: Giant-blooded are strong and hardy, but ugly and prone to violent mood swings.

Type: Giant-blooded are humanoids with the giant subtype.

Large: Giant-blooded are Large creatures and suffer a -1 size penalty to AC and attack rolls and a -4 size penalty to Stealth checks but gain a +1 size bonus to CMB and CMD. Large creatures occupy a 10-foot space and have a 5-foot reach.

Long Legs: Due to the long strides giant-blooded can take, their base speed is 40 feet.

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

Tough Skin: Giant-blooded have skin more akin to the hide of oxen, granting them a +1 natural armor bonus.

Long Arms: Giant-blooded have a disproportionate arm-to-body length, and it is not unusual for one to be able to touch its calves while standing fully erect. Giant-blooded have a reach of 10 feet.

Languages: Giant-blooded speak Common and Nørsk or Giant. Should a giant-blooded have an exceptional Intelligence score, it can choose any language it wants (except secret languages, such as Druidic).

GREY APE

The grey apes of Smoking Mountain are one of the lesser-known races of the Lost Lands. They are only found on their tiny island, though there have been reports of colonies as far away as Ynys Cymragh and the lands boarding the Sangre Sea. Few grey apes leave to go on adventures, and those that do are trapped in a different time than all they know and love. Being a rare sight, grey apes tend to attract a lot of attention wherever they go.

BESTIAL BUT NOT SAVAGE

Grey apes might look like simian savages given their hirsute bodies, fanged faces, and generally snarling visages; however, they are an intelligent and thoughtful people. Like any sapient race they can be caring and kind to each other, and like so many other races, they can be cruel and vindictive towards their foes. Even so, the ape is not far from the surface, and when angry or threatened, grey apes are known to howl, pound their chests, and throw heavy objects.

PASSIONATE

The grey apes are known for their great passions, both positive and negative. A grey ape loves fully knowing no limit to what they will do

for their beloved. Likewise, when driven by hate they hate with an all-consuming fire. This makes their warriors ferocious in battle and their scholars' single minded in purpose. To have a grey ape as a friend is to know that they will stand by you no matter what the world throws your way, but to have one as an enemy is a terrible thing for the grey ape will stop at nothing to see you brought down.

VARIED

The culture of the grey apes has evolved over time, and as their home island is trapped and split between eras, this makes any two grey apes found elsewhere in the Lost Lands likely to be from very different cultures. A warrior from the tribes of the Years of Monsters is going to approach the world differently than a scholar who served the High King's court centuries later. This has made the reputation of the grey apes to be one of confusion, for strangers speak of the noble primitive and expect the erudite philosopher to be the same just because they are of the same race.

TRAPPED BETWEEN TIMES

Smoking Island is split into four distinct periods, an island not just in the sea but in time as well. Grey apes found away from their home might be from any of these four, and thus any two grey apes may speak very different forms of Althindu. Those that have left the Smoking Island are often tragic figures, they might never be able to go home again, and even if they did, they know the fate awaiting their island.

RACIAL TRAITS

Age: Grey Apes tend to live roughly the same lifespans as humans, reaching adulthood slightly at 20 years and expecting to live in to their 90s unless felled by injury or disease.

Alignment: Grey Apes, at least until the last years of the high king's rule, tend to lead a fairly chaotic life. The constant struggle with the jungle and each other, and during the Years of the Monsters various would be overlords, has left the Grey Apes with a very pragmatic approach to life that tends to look at outcomes rather than good or evil.

+2 Strength, +2 Wisdom, -2 Charisma: Gray Apes are strong and wise, but ugly and prone to violent mood swings.

Type: Grey Apes are monstrous humanoids.

Large: Grey Apes are Large creatures and suffer a -1 size penalty to AC and attack rolls and a -4 size penalty to Stealth checks but gain a +1 size bonus to CMB and CMD. Large creatures occupy a 10-foot space and have a 5-foot reach.

Tough Skin: Gray Apes have skin more akin to the hide of oxen, granting them a +2 natural armor bonus.

Speed: Your base walking speed is 30 feet, and you have a climb speed of 20 feet.

Darkvision: Within 60 feet you see in darkness as if it were dim light, and dim light as if it were bright light. You can't discern colors, only shades of grey.

Natural Attacks (Bite): Gray Apes gain a natural bite attack that deals damage based on the size of the creature (1d4 for Large Creatures). The bite is a primary attack, or a secondary attack if the creature is wielding manufactured weapons.

Natural Attacks (Claws): Gray Apes receive two claw attacks. These are primary natural attacks. The damage is based on the creature's size (1d6 for Large creatures.)

Languages. You can speak Althindu, a language of hoots, howls, and guttural utterances. From the Era of the Three Kings on you can also read and write Althindu, but before that there is no written form of the language. Those that have left their home island can speak, read, and write Common.

HALF-OGRE

Rare outside of the city of Braktu and the Vanigoth tribes, half-ogres are often confused for rather large half-orcs. They are often prized by barbarian tribes, pit fight managers, and laborer foremen for their great endurance and strength, but often find it difficult to fit in to other aspects of society. Half-ogres who do not fit the stereotype of the large brute or who express talents in other directions often leave their homelands and take to adventuring in order to find the type of life they want. Even so, a half-ogre wizard or cleric can always fall back on their races' great physical prowess in a pinch.



LARGE AND IN CHARGE

Half-ogres are large, they are often nearly eight feet tall and weighing hundreds of pounds. Their physical prowess typically leads them to becoming the leaders of their tribes. This is especially true when half-ogres lead human or orc barbarian tribes. It is rare that a half-ogre is found among ogres as those brutes tend to drive out their weaker kin, but when they do the combination of greater intelligence (compared to ogres) and the mass of an ogre tribe creates an unstoppable force.

BRUTALLY CUNNING

As intelligent as any human or dwarf, half-ogres seem to take the best of both their parent's heritage. However, the ogre blood tends to make half-ogres cruel, impulsive, and violent. This leads to a brutal cunning that can surprise those who underestimate the mental abilities of these brutish creatures. Many look at the hulking physique and crude features of a half-ogre and miss the cunning and intelligent mind underneath.

RARE

Humans and ogres do not normally mate for obvious reasons. Even so, such pairings do happen from time to time. Half-ogres produce more half-ogres, and it is by this means that the race continues. Even so, due to their rarity outside of a few small areas most half-ogres reproduce with orcs, humans, and hobgoblins. Even so, half-ogres are fairly common in the Vanigoth tribes and many tribal leaders are half-ogres.

BROTHERHOOD OF SKULLS

There are strong links between the slavers and necromancers of the Brotherhood of Skulls, as well as the cult of Orcus, and half-ogres. Both these organizations operate in areas where half-ogres are common and value the combination of strength, intelligence, and violence that half-ogres bring. Because of this, as well as their ogre heritage, half-ogres are often persecuted in the neighboring lands.

RACIAL TRAITS

Age: Half-ogres can take a long time to grow up, a factor that limits their numbers in the rough and tumble of ogre tribes. They reach adulthood at around twenty years of age, and can expect to live eighty years. Many do not live so long, for their homelands are violent and dangerous.

Alignment: Their impulsiveness and ogre heritage tend to make half-ogres chaotic in nature. Those that are raised with care and love can have any ethical stance, but many are selfish and cruel, tending towards evil.

+6 Strength, +4 Constitution, -2 Intelligence, -2 Charisma: Half-ogres are fierce warriors, but weak minded.

Type: Half-ogres are humanoids with the giant subtype.

Darkvision: Half-ogres can see in the dark up to 60 feet.

Size: You stand at least seven feet tall (and might be a foot or more taller), and weigh three hundred or more pounds. you are Large-sized. Large creatures and suffer a -1 size penalty to AC and attack rolls and a -4 size penalty to Stealth checks but gain a +1 size bonus to CMB and CMD. Large creatures occupy a 10-foot space and have a 5-foot reach.

Speed: Your base speed is 30 feet.

Thick Skin: +2 natural armor bonus.

Ogre Blood (Ex): For all special abilities and effects, a half-ogre is considered an ogre.

Languages: Half-ogres begin play speaking Common and can also speak Giant if they have an Intelligence of at least 10. Half-ogres with

high Intelligence scores can choose from the following languages: Orc, Goblin, Troll

KALITHI

Wandering over the lands of the Kalithid Peninsula are tribes of lion centaurs that refer to themselves as the Kalithi (thus giving the peninsula its name). The centaurs defeated the caliphate's soldiers in a series of battles early in the colonization of Irkaina, and eventually a border between the two was agreed upon. The princes of Pelshtaria have been careful to continue to honor the agreement, which lasts to this day. On occasion, a lion centaur leaves its lands and searches for adventure elsewhere in the world. One of the marshals of the principality's cavalry is a Kalithid warrior.

LEONINE

The Kalithi are sometimes called lion centaurs, though this is not strictly the case. Their torsos are humanoid, but their heads are distinctly feline with short muzzles, rounded ears, and fanged mouths. Males have a long mane of hair that forms a cloud around their head and trails down their backs, while females have thicker hair similar to the pelt on their lower bodies that extends from their scalps to cover their backs. Coarse hair covers the humanoid torso. The torso ends at a pair of hip-like structures where it meets the lower leonine body. This lower body is much like that of a large leonine with four legs that end in clawed paws, and a short tail.

WANDERERS

The Kalithi have long been nomads, following game and their herds of cattle great distances across what is now Peshtaria. After peace was made with the Caliphate, they have largely stayed within the borders of the Kalithid Peninsula. However, in recent years many youths have left the peninsula to see the greater world. Some have taken to adventuring, or serving in the armies of nobles throughout Irkaina.

RACIAL TRAITS

Age: Kalithi grow slowly, reaching adulthood at around twenty years of age, and can expect to see ninety years before their bodies give out.

Alignment: Kalithid society is highly structured and based around close family ties between prides and clans. A great deal of ritual has developed to balance interactions between relatives and non-relatives, as well as Kalithi and other races. They also place an emphasis on the common good as opposed to personal power or gain. These two factors combine to form a tendency towards both lawful and good alignments.

+2 Strength, +2 Dexterity, +2 Wisdom, -2 Charisma: Kalithi are strong, nimble, and wise. However, the nature of their interactions with non-relatives leaves something to be desired.

Type: Kalithi are monstrous humanoids.

Large: Kalithi are Large creatures and suffer a -1 size penalty to AC and attack rolls and a -4 size penalty to Stealth checks but gain a +1 size bonus to CMD and CMD. Large creatures occupy a 10-foot space and have a 5-foot reach.

Darkvision: Kalithi can see in the dark up to 60 feet.

Cat Blood: Kalithi count as catfolk for any effect related to race.

Speed: Your base speed is 40 feet.

Quadruped: Kalithi have 4 legs. They gain a +4 racial bonus to CMD against trip attempts and a +10 foot bonus to their base speed. In addition, Kalithi use weapons and armor as if the weapons and armor were Medium-sized (instead of Large).

Herder: Your people herd cattle and hunt other wild game. You receive a +1 racial bonus to Handle Animal and Survival.

Keen Senses: You receive a +2 racial bonus to Perception.

Cat's Luck (Ex): Once per day when a Kalithi makes a Reflex saving throw, he can roll the saving throw twice and take the better result. He must decide to use this ability before the saving throw is attempted.

Languages: You can speak, read, and write Common and Catfolk. Catfolk is a language of low growls, mews, and high-pitched vowels. Its written form is relatively new and did not develop until after the conflicts with the Caliphate, and uses the same script as Caliphate.

KUAH-LIJ

These white skinned and haired creatures look much like a gnome that has been stretched out to human sized. Aliens to the Lost Lands, the Kuah-lij have come in their planar craft fleeing disaster. Their once great civilization was hit by a series of plagues and a rising ocean. Just as the Kuah-lij were turning their advanced magic-science upon the threat, aboleths rose from the deepest trenches of the sea and attacked. Today a stalemate exists on their home world, and many Kuah-lij travel the planes and planes of the universes in search of something that can help turn the tide, or just a safe place to hide out the end of their race.

ODDITIES

The Kuah-lij are rare in the Lost Lands and their unusual appearance is certain to go noted. While their features look like that of a gnome, they are human sized. Their coloration is uniformly white or off-white; even their short fur-like hair is paler than old straw. Their clothing is equally likely to attract interest as they dress in styles and fashions unlike any found in the Lost Lands. Being strangers from a world where they were the only intelligent land dwellers, the Kuah-lij find the profusion of races in the Lost Lands equally odd, and terribly fascinating.

ONCE PEACEFUL EXPLORERS

Before the sea rose and the aboleth invaded the land, the Kuah-lij were explorers. Crossing the vastness between worlds in their magical ships, they visited dozens of worlds. They came in peace and to trade, as well as to delve into the histories and cultures of the people they visited. All this came to an end when their own homes were threatened, and while many Kuah-lij are still peacefully minded, they all suffer under the strain of a losing war and the possible death of their race.

ORDERED SOCIETY

Kuah-lij culture is highly regulated from birth to death, and this regulation has only increased due to the danger they have found themselves in. Childcare specialists raise children in a communal crèche. At the age of 15 they are assigned a vocation based on a complex series of assessments and tests. They then study intensively until the age of 25 before they begin their adult lives. Before the attacks from the aboleths, Kuah-lij only spent ten months of the year working in their chosen vocation; the rest of the time they pursued the arts, exploration, magic, and science. Today, there seems to be more and more Kuah-lij who are chosen to be warriors, and the rest can no longer afford to take months off from their critical jobs.

DYING RACE

Their numbers already dwindled by disease and further reduced by the war with the aboleths, many Kuah-lij fear that their race's time has come to an end. For some this means that these are the last years to fight the final



battle so that they can die with honor. Others have fanned out across the cosmos in the hope of finding something that will stop the invasion from the sea. A few have simply given up, either dying at home as the flood waters rise, or fleeing for other worlds and forsaking their people.

RACIAL TRAITS

Age: Kuah-lij reach adulthood around 15 years of age, and at the height of their civilization could expect to live three centuries or more.

Alignment: Due to their ordered society most Kuah-lij are lawful. They were once almost universally good, but the stresses of the past few decades have cause some to go to any length to save their people, and others to cast aside all ethical concerns for simple survival.

+2 Intelligence, -4 Charisma: Kuah-lij are intelligent, but their alien way of thinking unnerves most people.

Type: Kuah-lij are humanoids with the Gnome subtype.

Size: You are between five and six feet tall, and weigh around 145 pounds. You are medium sized.

Speed: Your base speed is 30 feet.

Low-light Vision: Kuah-lij can see twice as far as humans in conditions of dim light.

Gifted Craftsmen: Due to their skill at crafting items of all kinds, kuah-lij gain Master Craftsman as a bonus feat even if they do not have the normal prerequisites. In addition, kuah-lij only pay 10% less when creating magic items if they have access to a kuah-lij production facility.

Obsessive: Kuah-lij receive a +2 racial bonus on a Craft or Profession skill of their choice.

Magic Item Use (Ex): Kuah-lij can use magic items as if they have 1 level of wizard. This innate ability does not increase with level.

Languages: You can speak, read, and write Kuah-lij and Common. Kuah-lij with high Intelligence scores can choose from the following bonus languages: Aquan, Elven, and Gnome.

NELJIS

Natives of the wilderness of Hawkmoon, the Neljis are a diminutive race of hirsute forest dwellers. Their society is matriarchal and poorly understood by outsiders. They are intrinsically linked to their forest and draw strength from the trees themselves. Mostly, Neljis keep to themselves, but a few youths leave every decade to seek adventure in the outside world.

FOREST FOLK

The Neljis are not just forest dwellers; they draw physical and spiritual strength from the trees themselves. Underneath the forest canopy they can heal from grievous injuries, conjure up magics, and call upon their forest allies. Few Neljis leave their forest homes, and those that do feel a constant calling to go and run beneath the nearest stand of trees.

LED BY NURTURERS

Neljis form small tribes that are led by magic-using Nurturers. These matriarchs guide their people for a period of thirty moons before handing off the job to another, thus keeping the near total power of a Nurturer in check. Most often Nurturers are spellcasters, usually druids, but mighty warriors and cunning sorcerers can be found among their number. The Nurturers of the tribes gather together to form the Council of Abundance, which oversees the needs of the race as a whole.

MASTER CRAFTSMEN

Despite living in primitive conditions, the Neljis are masters at working wood and leather. They are known as the finest carpenters in Hawkmoon, though they only make items they would normally use such as tools, sculptures, jewelry, and hunting weapons. Their scrolls are said to be of the finest quality and are much prized by wizards throughout the Lost Lands, both for their use in crafting spell scrolls and as pages for spellbooks.

HUNTERS

While it is the Nurturers who lead the tribes of the Neljis, it is the hunters who hold the highest social positions. A hunter who is bold yet humble, skilled yet wise enough not to overhunt prey, and brings in the finest game is afforded the greatest respect. Those few who have faced extraordinary prey, giant animals and monsters, find their names immortalized among their people.

RACIAL TRAITS

Age: Neljis age much as humans do for the first fifty or so years of life, reaching adulthood at around sixteen. After reaching fifty years of life they age much slower, living to two centuries before their bodies give out.

Alignment: The Neljis have an ordered society that goes to great lengths to tend to its peoples and lands needs, making them both lawful and good.

+2 Dexterity, +2 Wisdom, -2 Constitution: Neljis are smaller than the average human, but more dexterous and wise.

Type: Neljis are humanoids with the Nelji subtype.

Size: You stand between four and a half and five feet tall, and weigh around 115 pounds. You are medium sized.

Speed: Your base speed is 30 feet.

Low-light Vision: You can see in dim light as if it were bright light.

Born to the Forest: Neljis gain a +2 dodge bonus to AC while in a forest and are not slowed by natural difficult terrain in a forest.

Covered by Trees: Neljis gain a +4 racial bonus to Stealth while in a forest and reduce the penalty for using Stealth while moving in a forest by 5. A Nelji can make a Stealth check while running in a forest with a -20 penalty.

Feral magic: Neljis have a mystic connection to forests. The character selects three 0-level druid spells and one 1st-level druid spell. If the character has a Wisdom score of 11 or higher, when in a forest, they gain these spells as spell-like abilities that can be cast once per day. The caster level for these effects is equal to the user's character level. The DC for the spell-like abilities is equal to 10 + the spell's level + the user's Wisdom modifier.

Embrace of the Trees: Neljis heal faster in forest settings. When a nelji is surrounded by trees and at least one mile from the nearest settlement, he heals 2 points of damage overnight per hit die after resting, rather than the 1 point per hit die normally healed by other races.

Hunter: Neljis gain a +2 racial bonus to Survival.

Natural Protection: The neljis' light fur protect them in conditions of both heat and cold. Neljis receive a +1 racial bonus to Fortitude saves against heat and cold dangers.

Natural Scribe: Neljis gain a +2 racial bonus to Craft (bookbinding) and Profession (scribe).

Languages: You can speak, read, and write Common and Neljium. Neljium is a language of chirps, chitters, and growls, but has many subtle complexities. Nelji with high Intelligence scores can choose from the following bonus languages: Elven, Gnome, Sylvan.

TROLL BLOODED

As rare as giant-blooded are, the troll-blooded are even more so. Few interactions between humans and trolls are of any nature other than killing and eating, and thus almost never produce troll-blooded offspring. Still, it does happen, and like giant blood, troll blood corrupts for generations, meaning that two humans can produce a troll-blooded child. The fruits of these unions are even more cursed than the giant-blooded, for if there is anything the Northlanders hate more than giants, it's trolls.

SAVAGE SHAPE

Troll-blooded are feral, savage creatures, at least in appearance if not in behavior. They are tall, but not much taller than most men, and have a hunched posture. Their skin is greasy and tends towards a greenish tint, their hair is straight and black, and their eyes range from red to blue. Like their troll relatives, the troll-blooded have long limbs and short torsos; in fact, their hands easily reach to their knees when standing. These hands grow long talon-like nails that can rend steel. The face is the most troll-like, having a long, narrow nose,

high cheekbones, and a mouth filled with sharp teeth. Despite these inhuman features, most troll-blooded retain some signs of their human heritage, usually in their facial expressions or as a glint of intelligence in their eyes.

ALWAYS HUNGRY

Most troll-blooded are killed at birth, sometimes out of raw prejudice, though sometimes out of misguided thoughts of mercy. Those that are allowed to survive must face not just the hatred of their neighbors, but also an all-consuming drive to eat. Troll-blooded are always hungry, and due to their denture and digestive systems, they need to consume far more meat than anything else. This makes keeping a troll-blooded fed throughout the long winters a daunting task, for he will eat something, and a troll-blooded driven into the depths of hunger will be hard pressed to eat meat that is socially acceptable. True, they can consume carrion, but fresh meat is what a troll-blooded desires the most. Settlements that host troll-blooded over the winter often find that by spring they have a dearth of rats, cats, and dogs, assuming that the livestock hasn't already been pillaged.

DISFAVOR OF THE GODS

One of the greatest prejudices suffered by the troll-blooded is that no godi will willingly take one into his congregation. Occasionally a troll-blooded who has proven himself might receive the blessings of the gods from a godi, but such a troll-blooded and such a godi are extremely rare. Not even Loki looks with favor on a troll-blooded, much less the more popular gods such as Thor and Odin.

HERO OR OUTCAST

Troll-blooded becomes adventurers largely in order to find an outlet for their drives to violence and eating. Heroes eat well, no matter what race they are, and are afforded at least a modicum of respect (in the case of troll-blooded that means they do not get attacked on sight). Some troll-blooded are taken into the halls of jarls to serve as disposable shield-wall breakers, and when they survive the fury of the spear din are elevated to leaders of bands of desperate men sent against enemy shield-walls, palisades, and ramparts. Often times, troll-blooded find themselves driven out of their homes by prejudice and take to the wilds, where they either live a lonely existence or fall in with other outcasts, outlaws, or wanderers.

RACE TRAITS

Age: Troll-blooded can grow quickly if given enough food, and that can be a lot of food. They can reach adulthood at 13 years, and continue to grow for their short thirty-year lifespan. A very well-fed troll blooded might even grow to over nine feet tall.

Alignment: Most troll-blooded tend towards chaotic and evil, though individuals may be of any alignment. Even those that are not evil are rarely neutral, much less lawful in outlook. Troll-blooded heroes in the legends of the Northlanders (and there are only two) were chaotic good in alignment.

+2 Strength, +4 Constitution, -4 Charisma: Troll-blooded are strong and amazingly hardy, but their origin and their tendency to eat nearly anything makes them unwelcome company (especially at dinner).

Size: You stand 7 to 8 feet tall and weigh upwards of 300 pounds. You are medium sized.

Speed: Your speed is 30 feet.

Darkvision: You can see in dim light within 60 feet as if it were bright light, and darkness as if it were bright light. You can't discern color in darkness, only shades of grey.

Ferocity: When a troll-blooded's hit points fall below 0 and it is not yet dead, it can continue to fight. If it does, it is staggered and loses 1 hit point per round until it is dead (troll-blooded still die when their negative hit points equal their Constitution score).

Claws: Troll-blooded have sharp claws on their hands that allow a natural attack inflicting 1d4 points of damage.

Eat Anything: Troll-blooded can consume any organic substance and are immune to ingested organic poisons.

Fire Sensitivity: Troll-blooded, like their troll relatives, avoid fire. Troll-blooded take an extra point of damage per die of fire damage they suffer.

Languages: Troll-blooded begin play speaking Common and *Norsk* or Giant. Troll-blooded with exceptional Intelligence may learn any language (except those that are secret, such as Druidic).

DWARF, ANKHURAN

According to some scholars the Ankhurans were the first dwarves and all other subraces of dwarves have evolved to fit new environments. If this is true the Ankhurans do not say for they are a secretive people. Little is even known about their religion, though it is said that they worship a single god, Masakhan. Despite this secretive nature, they are far from isolationist, and are closely allied with the Jaata of Gstang and the Xha'en Hegemony. They have sent warriors and stone-scholars to both allies to aid them in their defense.

ARCANE MASTERS

The Ankhurans are one of the oldest races in the Lost Lands, though they refuse to speak of their origins and answer any inquires with a simple, "we have always been here". In that time they have amassed much lore, especially that of the mystical workings of the universe. It is this mastery of the arcane, and the elder secrets that the stone-scholars keep hidden away, that helped to defeat the ogre mage Amnu-Paket and bind him away for, hopefully, eternity.

SECRETIVE

There are few known entrances to the land of the Ankhurans, and even those are carefully hidden and guarded. They do not like strangers to come to their kingdom beneath the Tsendakar Mountains, though they are not standoffish. The Ankhurans are happy to deal with humans and other surface dwellers, provided that their allies respect the Ankhurans' privacy and meet them on the surface.

RACIAL TRAITS

+2 Constitution, +2 Intelligence, -2 Charisma: Ankhuran Dwarves are both tough and intelligent, but also a bit gruff. This ability replaces the standard dwarf ability score modifiers.

Ancient lore: You gain a +2 racial bonus to Knowledge (Arcana) and Knowledge (History). This ability replaces greed and stonecunning.

Languages. You can read, speak, and write Ankhuran and Common. Ankhuran is similar in both speech and script to Dwarven, but has enough major differences to make the two languages mutually unintelligible. Ankhuran Dwarves with high Intelligence scores can choose from the following: Dwarf, Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

DWARF, SAND

The Qazami, also known as the sand dwarves of Libynos, are an offshoot of the dwarven race that has spent millennia in their desert homes. They have no kingdoms, preferring to live in small clans that dig deep under the desert sands in a constant quest for water and wealth. The two are intricately linked in Qazami culture, the most common greeting is, "have you had water today?" and a true sign of wealth is to have soft plush skin.

WATER IS LIFE

Water is everything to the Qazami. Their bodies are thin by dwarven standards, largely because water is the basis of their economy thus many Qazami drink as little as they need. Each family in the clan has its ancestral cistern that it guards as closely as other dwarves guard their gold. Transactions are conducted through water stones; small carven stones each worth one cup of water. This wealth of water is often traded to outsiders, though never in a quantity that endangers the clan.

DESERT ADAPTED

The sand dwarves have a desiccated, even dry appearance. Their skin tends to hang in folds and their eyes are bloodshot. When they have enough water they are as robust as their dwarven brethren and can swell to three or even four times their normal size if given free access to unlimited water supplies, but most Qazami prefer to carefully ration their water. Their clan holds lie deep under the sands in bedrock and often are situated near underground water supplies. Where other dwarves tunnel with pick axe through stone, the Qazami have evolved scoop like hands and feet that allow them to move loose sand with ease.

+2 Dexterity, +2 Wisdom, -2 Charisma: Sand Dwarves are both agile and wise, but also a bit gruff. This ability replaces the standard dwarf ability score modifiers.

Burrowing: You can use your scoop like hands and training to move through sand and loose soil with ease. You have a burrow speed of 15 feet. This ability replaces slow and steady, defensive training, and stability.

Desert weapon training: The Qazami do not dig as deeply as their brethren do and must often face down foes on the desert surface. You are proficient with the light crossbow, heavy crossbow, handaxe, and battleaxe, and treat any weapon with the word "dwarven" in its name as a martial weapon. This ability replaces weapon training.

Sandcunning: Your life has been spent beneath the desert sands. While your clan dwells in the deep bedrock, you still have to pass from there to the surface and negotiate the shifting terrain of the open desert. Whenever you make a Survival check that relates to desert conditions, stability of sand formations, or finding water you gain a +2 racial bonus to the roll. This ability replaces stonecunning.

DWARF, STREET

Found in cities across the Lost Lands, but most notably in Bard's Gate, Castorhage, and Swordport. They differ from their kin in that they have adapted to an urban life among other races. Street dwarves moved to the cities generations ago following a Dwarven god of travel. Since that time they have adapted and spread, and most urban areas support at least a branch of one of the great street dwarf clans.

URBAN EVOLVED

Street dwarves do not have as robust of a build as their mountain and hill dwelling kind. In comparison, they are far more agile. They still have a great deal of stamina and seem to be resistant to the many diseases that plague city life. Their beards are kept short and often highly decorated, and their dress fits the greater local population but with a certain dwarven flair. Street dwarves navigate the hazards and take advantage of the opportunities of city life as if they were born to it, which in a sense they were.

SHREWD TRADERS AND CRAFTSMEN

For the most part street dwarves fill the role of merchants and craftsmen in the cities that they live. Their clans can span across cities and nations, providing easy networks to move goods through. The natural dwarven aptitude for craftwork is not lost to them, though they do not tend to reach the heights of their mountain dwelling relatives.

RACIAL TRAITS

-2 Strength, +2 Constitution, +2 Intelligence: Street dwarves learn in the school of hard knocks and pick up new skills quickly. They're not as strong as their mountain kin, but they're still rugged and tough.

Size: Street dwarves are Medium creatures and have no bonuses or penalties due to their size.

Speed: Street dwarves have a base speed of 30 feet.

Darkvision: Street dwarves can see in the dark up to 60 feet.

Greed: Street dwarves receive a +2 racial bonus on Appraise skills checks made to determine the price of nonmagical goods regardless of what they're made of.

Grudge: Street dwarves pick one creature type (and subtype if a humanoid or outsider), character class, or general profession (as defined by the GM) with whom they have interacted in the past and been the recipient of an injustice or some other harmful treatment at their hands. The street dwarf has formed a grudge and receives both a +1 racial bonus on attack and damage rolls and a -2 penalty on Charisma-based skill checks in encounters with them.

Hardy: Street dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Low-Light Vision: Street dwarves can see twice as humans in conditions of dim light.

Streetwise: Street dwarves receive a +2 bonus on Perception checks to potentially notice hidden watchers, ambushes, or traps while on the streets of a city. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.

Urbanite: Street dwarves receive a +2 racial bonus on Bluff, Diplomacy, Knowledge (local), and Sense Motive checks when used in urban surroundings.

Weapon Familiarity: Street dwarves are proficient with short swords and rapiers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

Languages: Street dwarves begin play speaking Common and Dwarven. Street dwarves with high Intelligence scores can choose any language they want (except secret languages, such as Druidic or Thieves' Cant).

ELF, GREY

Grey elves are the eldest of the elven races, the first ones to come to Boros from their home on a distant plane. Mostly they stay to their kingdom in the Emerald Mountains or take long sojourns to the lands of the Fey. Rarely, they will disguise themselves as a wild or high elf and go out in to the world to see new sights or visit their distant kin.

ELDEST OF ELVES

The grey elves are the eldest of the many races of elves, as evident by their close affinity to the Fey, their longer lifespans, their slower birth rate, and their appearance. Where a human may see a high elf as a slender being of alien beauty, the high elves look upon their grey kin and see the ethereal lightness of the Fey. Grey elves are tall and slender to the point where they appear more as wisps than flesh and bone, radiate a slight glow from their skin of silvered alabaster, and their features are so fine and straight edged that one fears to cut one's hand upon their cheeks.

CLOSER TO THE FEY

The relationship between the most elven subraces and the fey is complex, but to the grey elves there is little difference. They see themselves as part of the Fey and the Fey lands, but living in this world only part time. Many grey elves spend large portions of their lives among the Fey, and their mindset shows it. Grey elves that have tarried too long in the lands of the Fey are capricious, curious, precise in speech, and given to strange thoughts and notions.

RACIAL TRAITS

Grey elves are in all senses elves as described in the *Pathfinder Roleplaying Game* with the following changes:

Grey elves replace the Elven Magic racial trait with the Fey-Sighted racial trait, the Keen Senses racial trait with the Fey Magic racial trait, and the Weapon Familiarity racial trait with the Fey Thoughts racial trait.

ELF, NÜKLANDER

Beginning at Neiburg in Estenfird and reaching north to the Endless Glacier that marks the edge of the world lays the land of the Nûk, Nûkland. The Nuklanders are a different race than the human Northlanders, a race that foreigners would describe as elven. The average Nûklander is short, slender of build, and dark of skin and hair. They have long faces with small, broad noses, pointed ears, and eyes possessing slightly folded lids. Nûklanders have a second eyelid that seems to serve to protect the eye from the sun and cold, but also gives them the look of perpetually staring (Nûklander rarely blink).

USED TO THE COLD

Despite their slight build, Nûklander do not suffer from the great cold of their icy homeland, indeed, they tend to not feel the cold at all. This is because of the Heart Glow, an inherently magical feature of the Nûklander, and a major part of their history as a people. The Heart Glow acts to constantly warm Nûklander from the inside. Every Nûklander is born with the Heart Glow and loses it when they die. Normally the Heart Glow cannot be seen, but it can be felt through the Nûklander's skin as distinct warmth. When emotionally moved,

the Heart Glow can be seen through a Nûklander's chest, the level of radiance increasing with the strength of the emotion. Each Nûklander emotional response, and thus the light of their Heart Glows, varies, but is normally love, anger, appreciation of beauty, shame, sorrow, rage, or in some rare cases, lust and greed (Nûklander PCs should list two or more emotions that cause their Heart Glow to light up).

PEOPLE OF THE REINDEER

The Nûklander are hunters and herders of reindeer, supplementing their diet with wild gathered plants. They are nomadic, traveling as far south as Three Rivers in the winter and heading to the edge of the Endless Glacier in the summer. In addition to providing food and hides, their reindeer are also used as mounts and beasts of burden. Many of the tribes follow a migration route that takes them along the coast, and there they prey on seals, walruses, and other sea life that spends its summer on land.

RACE TRAITS

Nûklanders are in all senses elves as described in the *Pathfinder Roleplaying Game* with the following changes:

Nûklanders replace the Elven Magic racial trait with the Silent Hunter racial trait and the Elven Immunities racial trait with the Elemental Resistance (cold) racial trait. Nûklanders speak Nûklander and Nørsk. Nûklanders with high Intelligence scores can choose from the following languages: Common, Celestial, Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan.

GNOME, ICE

Known as the Barbegazi, the ice gnomes can be found in isolated ice-bound locations throughout the Lost Lands, from the village of Quawnot on Libynos to the Stoneheart Ice Plateau of Akados. Few leave their glacial homes, but those that do exhibit the usual gnomish traits of intense curiosity and naïve wanderlust. These glossy white-skinned gnomes sport impressive shocks of blue-white hair that resemble icicles. They have adapted to their cold homes and hardly notice that they live in buildings made of ice or that the chill wind cuts through the clothes of other races.

CHILLY

To say the Barbegazi are used to the cold is an understatement. Even in a full-on blizzard they can be found in short sleeves. They move across the ice as if it were solid ground, sit on ice carved furniture as if it were a feather mattress, and seem impervious to even the bitterest temperatures. In their isolated villages and towns they hunt seals, walrus, and polar bears, cut holes in the ice to fish, and enjoy many games. One of these involves slinging round stones down the ice and scoring points based on whose rock hits whose.

TRICKSTERS

Few who have spent time with the Barbegazi have avoided suffering from their pranks. Often these are not dangerous, just embarrassing, but the ice gnomes sometimes forget that others are not immune to the cold. Buttocks frozen to a chair is embarrassing and painful, but the laughing ice gnome just makes it worse. In defense of their homes the Barbegazi turn this tendency towards pranks to lethal effect, creating traps that bury intruders under tons of snow or toss them into bottomless ravines.

+2 Dexterity, +2 Constitution, –2 Charisma: This ability replaces the standard gnome ability score modifiers.

Ice Magic: Ice Gnomes add +1 to the DC of any saving throws against cold spells that they cast. Ice Gnomes with Charisma scores of 11 or higher also gain the following spell-like abilities: 1/day—*chill metal* and *icicle blast* (as *burning hands*, but deals cold damage). The caster level for these effects is equal to the gnome's level. The DC for these spells is equal to 10 + the spell's level + the gnome's Charisma modifier. This ability replaces gnome magic.

Cold as Ice: You are immune to cold damage. However, you are vulnerable to fire damage. This ability replaces hatred, illusion resistance, and keen senses.

Snow Walk: Because of its oversized flat feet, a barbegazi can walk on top of deep snow and suffers no penalties when moving through snowy or icy terrain. This ability replaces defensive training.

RATFOLK

Although found across the Lost Lands in subterranean lairs such as those beneath the Tsendakar Mountains or the Impossible Peaks, ratfolk also make up sizeable populations of such grand cities as Bard's Gate and Castorhage and throughout Jaati. Those coming from the 'wilds' beneath the surface tend to be a more feral and savage bunch that bears little in common with their urbanite king other than general form. Despite these differences, many are prejudiced against the ratfolk and blame them for wererat attacks, plagues, and crimes.

INHUMAN FORM

Ratfolk have slightly hunched bodies that have a general humanoid form but whose features are distinctly rodent like. Their heads have long whiskered muzzles that sport a pair of sharp incisors, large round ears, and small beady eyes. Most of their bodies are covered in short fur that ranges from white to black, with browns and reddish-browns being the most common. They have very human like hands, but their feet are more paw like than foot like. Their tails are usually hairless and very flexible. This appearance is close enough to the hybrid form of wererats that many confuse ratfolk for the former.

RAPID GROWTH

Ratfolk grow to adulthood quickly, breed wildly, and produce twins and triplets with a far greater frequency than humans. Their populations tend to grow as rapidly as their bodies, reaching unsustainable numbers in a few decades. When the crowding and competition for resources becomes too great, wild ratfolk tribes invade their neighbors. If they win they have expanded their living space and resources, if they fail their numbers are reduced. Urban ratfolk simply send their excess youths to another part of town or a different city, and ratfolk enclaves tend to sprout up along the trade routes passing through Bard's gate and Castorhage.

WILD TRIBES

The wild ratfolk tribes live in subterranean warrens beneath many of the major mountain ranges of the Lost Lands. There they battle with dwarves, gnomes, goblins, and other subterranean races, often living in a state of perpetual warfare. Their numbers are so great and replenish themselves so quickly that a wild tribe is difficult to destroy. This is especially problematic for dwarves and gnomes for their own populations grow so slowly.

GUTTER DWELLERS

The urban ratfolk clans tend to be smaller than their wild brethren. They do not war with their neighbors, even though they often suffer whenever a plague or wererat incursion occurs. Often relegated to the sewers and slums of their home cities, urban ratfolk eek out whatever life they can. Often they work odd jobs or if particularly skilled, rise to the ranks of low to mid level artisans. Many guilds will not admit them, thus forcing ratfolk artisans to produce lower quality goods for their impoverished neighbors. While they have a reputation for criminality, not all ratfolk turn to a life of crime. In fact, many thieves' guilds are just as prejudiced as artisan guilds and will not accept ratfolk.

CITY RATFOLK

City ratfolk live lives much like their neighbors. Often forced into the slums and sewers of a city, these ratfolk are consummate survivors. They make treasures out of the scraps that people throw away, make themselves useful by being night soil collectors, or otherwise earn a disreputable but honest living. Even so, most know a thing or two about criminal activities, if not from hearsay and rumor, then firsthand.

Sneaky: Some ratfolk are practiced at hiding their actions and

intentions. They gain a +2 racial bonus on Bluff, Sleight of Hand, and Stealth checks. This racial trait replaces tinker.

Pearls from Sow's Ears: You know how to make the most out of nearly any material, from turning scraps of food into nutritious (at least for ratfolk) food to making weapons and tools from junk found lying around. Each day you may spend an hour searching for and processing scraps. You can find enough food for one person for one day, or a single tool, weapon, or piece of equipment worth 50 gp or less. Any items you create this way are makeshift at best and fall apart if you ever roll less than a 10 on the die when making a check or attack roll with them. This ability replaces swarming.

WILD TRIBE RATFOLK

The wild ratfolk tribes are in constant struggle with other subterranean races. This struggle defines their cultures and their lives; every ratfolk is born to fill the ranks and replace those lost in the last battle. Victory merely means that the next war might be delayed for a while, but population pressures will one day drive the tribe to seek more land and resources.

Scrounger Below: Some ratfolk have grown accustomed to rotten food and fetid water. They gain a +2 racial bonus on saving throws against curses and diseases, including magical diseases. This ability replaces tinker.



FEATS

These feats are drawn from the **Lost Lands**, but can be used in any fantasy campaign.

AXE BOUNCER (COMBAT)

You are particularly skilled with the use of the throwing axe. You can throw an axe in such a manner that it bounces off the ground and up at your target.

Prerequisites: Base Attack Bonus +1, Weapon Focus (throwing axe)

Benefit: Make a ranged attack made with a –2 penalty, if successful ignore the target's shield bonus to AC, and ignore any bonus to AC received from teamwork feats such as Shieldwall or Swine's Head.

EVER-READY PORTALIST

You can leap through portals to interrupt your foes.

Prerequisite: create portal class feature.

Benefit: When performing a triggered readied action, you can open a portal, step through it, and then take your pre-specified standard action (or move or swift action).

Normal: A character without this feat can only ready a single standard, move or swift action.

EXTRA PORTALS

You can create more portals more often.

Prerequisite: create portal class feature.

Benefit: You can use your create portal ability two additional times per day.

Special: You can gain Extra Portals multiple times. Its effects stack.

EXTRA PORTAL TRICK

Through constant practice, you can use your ability to travel through portals in a new and creative way.

Prerequisite: create portal class feature, base attack bonus +4.

Benefit: You can learn a new portal trick.

Special: You can gain the Extra Portal Trick multiple times. Each time, you select a new portal trick you don't yet know.

FREE HAND DEFENSE (COMBAT)

By always keeping one hand free, you can better confound your attackers. You keep your foes guessing with a dizzying array of thrusts and parries as you switch your weapon from one hand to the next.

Prerequisite: Dodge.

Benefit: When you wield a light or one-handed weapon and your other hand remains empty and free, you gain a +1 dodge bonus to your Armor Class. This dodge bonus increases to +2 when taking the total defense action. In addition, you gain a +1 circumstance bonus to Bluff when attempting to feint against an opponent.

IMPROVED TRANSPOSITION (COMBAT)

You have learned how to force your enemies through your portals.

Prerequisites: Int 13, Combat Expertise, create portal class feature, transposition portal trick.

Benefit: You do not provoke an attack of opportunity when performing a combat maneuver to swap places with a foe using a transposition portal. In addition, you receive a +2 bonus on combat maneuver checks made to swap places with a foe. You also receive a +2 bonus to your Combat Maneuver

Defense in the event another portalist tries to swap places with you using a transposition portal.

Normal: You provoke an attack of opportunity when attempting to swap places with a foe using a transposition portal.

NORTHLANDER SPEAR FIGHTING (COMBAT)

You have trained in the standard fighting style of the Northlanders, a heavy spear in one hand and a shield in the other. This allows you to use a spear in one hand.

Prerequisites: Weapon Focus (spear)

Benefit: You may use a longspear one-handed, provided you are also wielding a shield in the other hand. When you do so, you gain a +1 bonus to your shield bonus to AC.

PORTAL MASTERY

Through repetition and advanced study of the mysteries of the planes, you can perform your favorite portal with far less effort.

Prerequisite: Extra Portal Trick, Skill Focus (Knowledge [planes]), create portal class feature.

Benefit: Select one portal trick or arch-portal that you know which expends two or more uses of create portal when you perform it. You can perform that portal trick or arch-portal by expending one less portal than the normal cost.

PORTALLIC AMBUSH (COMBAT)

When you unleash surprise attacks upon your foes, you incorporate portals to make them even more deadly.

Prerequisite: create portal class feature, base attack bonus +2

Benefit: Whenever you participate in a surprise round, in addition to a standard (or move) action, you may also take an extra move action as long as you create a portal as part of that move action. You must still pay for the cost of the portal.

Normal: You can only take a single standard (or move) action when participating in a surprise round.

PORTALLIC CRITICAL (CRITICAL)

Every time you execute a powerful blow, the adrenaline strengthens your focus and enhances your ability to maneuver between dimensions.

Prerequisite: Critical Focus, create portal class feature.

Benefit: When you confirm a critical hit with a melee strike after exiting a portal that same round, you gain one additional portal for use that day.

Special: You can only apply the effects of one critical feat to a given critical hit unless you possess Critical Mastery.

SHIELDWALL BREAKER (COMBAT)

You are skilled at breaking the shieldwall formations of others.

Prerequisites: Shield Wall*, Base Attack Bonus +5

Benefit: Make a bull rush or charge action against one member of a shieldwall. If you succeed in your attack, that person and the shieldwall members to the immediate left and right of him lose any bonus from the Shield Wall feat until the end of your next turn. However, if part of a shieldwall, you also lose your bonus from that feat until the end of the next turn.

SKILLED KENNINGER

You are a master of the art of kenning, of subtly creating oral allusions to common objects.

Prerequisites: Perform (oratory) 2 ranks, bardic performance class feature
Benefit: You may add half your ranks in Profession (oratory) to the DC to resist your bardic music.

STICK THE LANDING

You are a natural at ‘portalling’ on top of your foes.

Prerequisite: create portal class feature.
Benefit: You are treated as one size smaller for the purpose of determining the DC of Acrobatics checks to exit a portal and successfully land on an opponent (or whether you can land on a particular foe at all). In addition, whenever you exit a portal, land atop a foe and successfully attack, you get to roll your weapon damage twice, taking the higher result (precision damage such as sneak attack or die rolls for energy weapons are only rolled once — only the portalist’s weapon damage is rolled twice).
Normal: Your ability to land atop foes is limited by the difference between your size and your opponent — refer to the new skill use “Porting On the Big Guy” in the sidebar for a complete description.

SWINE’S HEAD (TEAMWORK, COMBAT)

You are skilled in the rare but deadly Swine’s Head formation, a flying wedge of heavily armed Northlands warriors.

Prerequisites: Shield Wall*, Shieldwall Breaker
Benefit: You may run or charge and still enjoy the benefits of the Shield Wall feat.

THROWING CHARGE (COMBAT)

You are skilled at flinging a missile at your foes as you charge into melee combat.

Prerequisites: Base Attack Bonus +1, Combat Reflexes
Benefit: As part of a charge action, you may make an attack with one thrown weapon at the target you are charging. This attack is at –4, and may take place from any point in your charge.

TUMBLING PORTALIST

You leap through your portals with such crazy spins and flips that it is much harder for your opponents to strike you.

Prerequisite: Acrobatics 3 Ranks, create portal class feature.
Benefit: Whenever you exit a portal you gain a +2 dodge bonus until the start of your next turn. If you have 10 or more ranks in Acrobatics, this bonus increases to +4.

*See Pathfinder Roleplaying Game Advanced Player’s Guide

NEW SKILL USE

“PORTING ON THE BIG GUY”

Few portalists can resist the opportunity to open a portal on top of the back or shoulders of a giant-sized opponent. Such a stunt can be done without the need of a special feat or even a specific portal trick. It does though require a hefty Acrobatics check in order to avoid plummeting to the ground and landing in an awkward position.

- To succeed, the portalist’s target must be at least two sizes larger than the portalist.
- The DC of the Acrobatics check is determined as follows: Base 20 + Target’s Size Modifier + Target’s Speed Modifier + Target’s Body Type Modifier

Target’s Size Modifier Target is:	Acrobatics DC Modifier
0–1 size larger than the portalist	*Cannot be safely landed on
2 sizes larger	0
3 sizes larger	–5
4 sizes larger	–10
5 sizes larger	–20

Target’s Speed Modifier Target’s Speed is:	Acrobatics DC Modifier
Less than 30	0
30	+2
40	+4
50	+6
60 or greater	+8

Target’s Body Type Modifier Target’s Body Type is:	Acrobatics DC Modifier
Bipedal (target stands upright)	+5
Quadrupedal (4-legged)	0
Multipedal (more than 4 legs)	–5

EQUIPMENT

The following items of equipment can be found in the Lost Lands, but they are by no means common throughout. Some are only available in certain regions. Others originate on one continent but can be found in any large port city or major marketplace. The listed prices are for the item's region or nation of origin, save of a few that are commonly traded. It is up to the GM if any of the listed equipment can be found where the characters are shopping, and what prices they may be purchased for.

ARMOR

Gladiator armor. While the exact style varies from place to place, all types of gladiator's armor have one thing in common: they are designed to look good and make the wearer look good. Protection is secondary, as is any concept of being stealthy or going unobserved. You are supposed to be seen in gladiator's armor. Most have plates or chain over vital areas, but the rest of the body is either on display or covered in lighter materials such as leather or thick cloth, the better to allow exciting movements and acrobatic displays. The armor check penalty for Climb checks and Acrobatics checks made to jump is only -1 (masterwork and mithral versions of this armor reduce this penalty as well as the normal penalty). If you're wearing a country's gladiator armor, you gain a +2 circumstance bonus on Diplomacy and Intimidate checks to influence a person from that country.

ADVENTURING GEAR

Item	Cost	Weight
Cabb'e, beans	25 gp	1 lb.
Cabb'e service	150 gp	10 lb.
Oil of Ambrosias	1,000 gp	-
Pipe, clay	5 cp	-
Pipe, wood	5 sp	-
Poppy syrup, 1 oz	50 gp	-
Stirge repellent	100 gp	-
Tobacco, 1 oz.	1 gp	-

Cabb'e beans. These roasted beans originate from the tropical lands of southern Libynos. They are ground into a powder and added to boiling water to create a hot, bitter beverage. The price given is the common price for cabb'e found in trading ports around the Sinnar Ocean. There are many different types of cabb'e, and some might be of higher or lower value.

Cabb'e service. Cabb'e culture has developed a means of elegantly serving the bitter brew. A cabb'e service consists of a large pitcher-like pot made of silvered steel that is set over a gilt burner containing a small oil lamp. This keeps the cabb'e hot. The remainder of the set is made of six silver chased enameled cups, spoons, saucers, and a large tray to carry the entire affair.

Oil of Ambrosias. This perfume, also known as the 'scent of the gods', has a rich, florid scent that is extremely pleasant to any creature with a sense of smell. Anyone wearing oil of Ambrosias gains a +2 alchemical bonus to Diplomacy. However, the perfume is persistent

and its strong odor is unmistakable. Anyone wearing oil of Ambrosias suffers a -2 penalty to Stealth checks where scent might play a part. The perfume lasts for one month and can only be removed by a long (3 hours a day for 1d4+1 days) series of vinegar baths. The bottle contains 10 doses.

Pipe. Tobacco and other inhalants are smoked in a pipe. Pipe styles vary, as do their cost. Common people use simple clay pipes, with more expensive wooden pipes showing middle class status. Pipes can range up in price to incredible levels, depending on carvings, material, and adornments.

Poppy syrup. Originating from southern Libynos, poppy syrup is made by boiling the flowers and seed heads of poppies. The syrup is most often used by healers to dull the pain of surgical procedures or ailments. Anyone who imbibes poppy syrup has a +2 alchemical bonus to saves against pain and a -2 penalty on any saves to resist effects that cause sleep for 1d4 hours.

Stirge repellent. This noxious paste keeps stirges away (any stirge succeed at a DC 13 Fortitude save to approach a person wearing stirge repellent). Stirge repellent lasts 1d4 hours.

Tobacco. These dried leaves are smoked in a pipe to produce a slight narcotic high. Tobacco is grown in Libynos and exported across the Lost Lands. The price given is for common tobacco found in any large marketplace. There are more expensive blends, and the price can range to as much as 10 gp an ounce.

TOOLS

Item	Cost	Weight
Counting Device	2 gp	2 lb.
Divination Tools	5 gp	1 lb.

Counting device. There are a wide variety of these devices, ranging from the abacus to sets of strings. They are used to quickly make and record tallies, counts, and other numerical data. Counting devices are rarely seen outside of merchant houses and imperial bureaucracies, which is a shame, because someone is going to have to count all those copper pieces you found in the tomb.

Divination tools. These vary from culture to culture. They may be stones, cards, charts, or even bones used to tell fortunes and predict the future.

MOUNT AND VEHICLES

Item	Cost
Ostrich cart	25 gp
Ostrich, riding	80 gp
Pony, Trotheim	150 gp
Reindeer, riding	75 gp

Ostrich cart. Common in the Southern Paramountcies of Libynos, ostrich carts are small two wheeled carts drawn by a pair of trained ostriches. They range from sleek racing models seen in the arenas to gaudy carts ridden (rarely driven) by the wealthy of that land.

ARMOR TABLE

Armor	Cost	Armor Bonus	Max Dex Bonus	Armor Check Penalty	Speed	Weight
<i>Medium armor</i>						
Gladiator Armor	500 gp	+6	+3	-4	20 ft.	25 lbs.

Ostrich, riding. A tame ostrich broken for riding, these are common in the Southern Paramountcies.

Pony, Trotheim. The Northlanders do not regularly employ horses; even their draft animals tend towards oxen. However, the region around the city of Trotheim breeds a small shaggy pony that is used as a riding beast throughout the Northlands. No self-respecting warrior would ride one to war.

Trotheim Pony

CR 1/2

XP 200

N Medium animal

Init +1; **Senses** low-light vision, scent; **Perception** +7

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 17 (2d8+8)

Fort +7 (+11 vs. cold); **Ref** +6; **Will** +2

Defensive Abilities cold adaptation

Speed 40 ft.

Melee 2 hooves –1 (1d3+1)

Str 17, **Dex** 17, **Con** 18, **Int** 2, **Wis** 15, **Cha** 8

Base Atk +1; **CMB** +4; **CMD** 17 (21 vs. trip)

Feats Endurance, Run

Skills Acrobatics +3 (+5 balancing and jumping), Climb +3

(+5 rugged terrain), **Perception** +7; **Racial Modifiers** +2

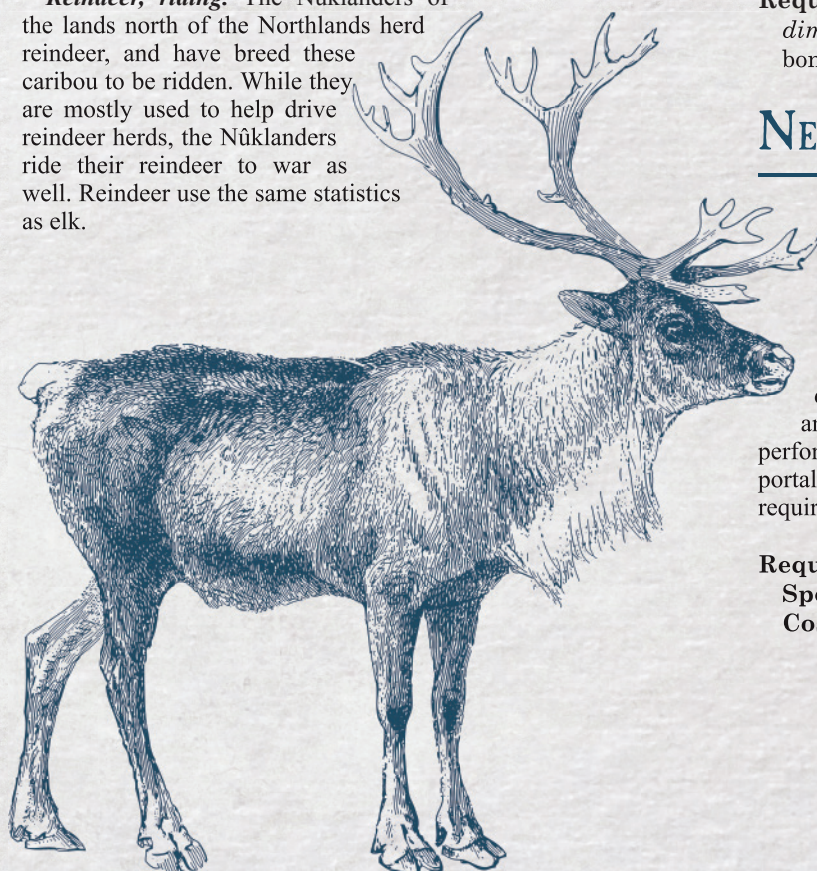
Acrobatics for balancing and jumping in rugged terrain, +2

Climb in rugged terrain

SQ greater carrying capacity, docile

Greater Carrying Capacity (Ex) A Trondheim pony is able to carry Medium riders. A light load for a Trondheim pony is up to 228 pounds, a medium load is 229–459 pounds, and a heavy load is 460–690 pounds. A Trondheim pony can drag 3,450 pounds.

Reindeer, riding. The Nûklanders of the lands north of the Northlands herd reindeer, and have breed these caribou to be ridden. While they are mostly used to help drive reindeer herds, the Nûklanders ride their reindeer to war as well. Reindeer use the same statistics as elk.



MAGIC ITEMS

NEW MAGIC WEAPON

SPECIAL ABILITIES

PORTALLIC

Price +2 bonus; **Aura** moderate conjuration; **CL** 11th

This special ability can be added to any melee weapon. Adding the *portallic* weapon special ability is the equivalent of a +2 and has the same associated cost.

By passing through the correct plane, the wielder can charge a *portallic* weapon with a carefully selected burst of energy. Whenever a wielder of a *portallic* weapon exits a portal, the weapon gains one of the following qualities (of the wielder's choice), until the beginning of the wielder's next turn.

AVAILABLE WEAPON SPECIAL ABILITIES

Ability	Planar Source
<i>Flaming</i>	Elemental Plane of Fire
<i>Frost</i>	Elemental Plane of Water
<i>Corrosive</i>	Elemental Plane of Earth
<i>Shock</i>	Elemental Plane of Air
<i>Bane (undead)</i>	Positive Energy Plane
<i>Bane (outsider, evil)</i>	Good-aligned plane
<i>Bane (outsider, good)</i>	Evil-aligned plane
<i>Axiomatic</i>	Lawful-aligned plane
<i>Anarchic</i>	Chaotic-aligned plane
<i>Ghost Touch</i>	Ethereal Plane

Requirements Craft Magic Arms and Armor; **Spells** *dimension door* or the Create Portal class ability; **Cost** +2 bonus

NEW MAGIC ITEMS

ROD OF THE PORTALIST

Aura moderate conjuration and enchantment; **CL** 9th; **Slot** none; **Price** 6,550 gp; **Weight** 5 lbs.

This shimmering metallic bar is forged of an alien alloy, sourced from a dozen foreign planes of existence. Once per day, when held aloft in a free hand, the wielder may perform any single portal trick whether the wielder actually knows how to perform the trick or not. The wielder must have at least one level of portalist for the rod to function, and the wielder must still expend the required number of portals.

Requirements Craft Rod, Extra Portal Trick; **Spells** *dimension door* or the Create Portal class ability; **Cost** 3,275 gpt

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