hered changelings



JON BRAZER

heroic Races Advanced Changelings





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Introduction

In your hands is the third in a series of releases that will ultimately become the **Book of Heroic Races**: **Advanced Compendium**. This book is being designed for those who want to play something beyond those races included in the *Pathfinder Core Rulebook* which encompass over 30 years' worth of thoroughly covered ground. It is for those who, like myself, were introduced to fantasy by something other than *The Hobbit* and *The Lord of the Rings*. With it, we hope to bring some exciting new elements to your game.

Since the moment I first heard of changelings, I loved them. The idea of a fey creature switching out a baby with another fey always intrigued me if for no other reason than that I wondered how both my sister and I came from the same parents. I figured one of us was a changeling. I was just never able to figure out which of us didn't belong. It could have been both, for all I could tell.

Fast forward to my World of Darkness days: Changeling: the Dreaming was always fun, but to me it never seemed to fit in well with the vampires and werewolves. Personally, Changeling: the Lost was one the New World of Darkness game I enjoyed over its Old World of Darkness counterpart. In the new version, the changelings were the stolen children that found their way back home, only to find someone has taken their place and moved into their life. I am not ashamed to admit that a tear fell from my eye when it became painfully obvious to my character that he was not able to go home again, no matter how much he wanted that very thing. It was a beautiful game.

Pathfinder's take on changelings is different than their mythological origins, but I understand why they were written that way. Pathfinder changelings are all females, half-human and half-hag, with claws and mismatched eyes, and each of them is dropped at the doorstep of her father's house and feels a need to connect to her mother. While this may seem to be a drastic departure at first, it maintains some thematic elements when you dig deeper, preserving the idea that the changeling "does not belong," just as with the mythological changeling. Plus, the Pathfinder version ties in with the common modern phenomenon of growing up with a single parent, providing an additional touchstone for modern players. The changes are smart and make sense for the times, even if this version does not strictly follow the original concept.

Of all the options that Michael Eshleman created for this release, the heartshorn witch is my favorite. Very little is changed mechanically for the class, but it delves deep into the changeling's hag connection. Make sure you read it over. Also be sure to check out the three *hag aspect* spells, which are reminiscent of the beast shape spells and elemental body spells, but with a decidedly changeling flavor.

I would like to take one final moment to say a special thank you to Jen Hydrick and Rachel Ventura. Considering this was written by a guy, edited by a guy, and given final approval by a guy, I was concerned that the introductory fiction did not sound like it came from a woman's prospective. These two ladies pointed out what needed to be changed and helped us find the right tone. So, thank you. This would not be nearly as awesome without your help.

While I am on the subject, if you are a gamer that happens to be female (or for that matter: LBGT, non-Caucasian, or even non-American that can write well in English) and want to give roleplaying writing a try, please send us at Jon Brazer Enterprises an email. I want to increase the diversity of our writers to better reflect the full spectrum of humanity.

We hope you enjoy this as much as we enjoyed bringing this to you.

Dale C. McCoy, Jr. President, Jon Brazer Enterprises March 2015

How to Use

This book presents a number of new options you can use to create catfolk characters for your game. However, your game master may choose to alter or disregard portions of this book, so it is best to ask him or her first before utilizing the options presented herein.

The classes and options presented here can be found in the following books:

Pathfinder Roleplaying Game Core Rulebook: barbarian, bard, cleric, druid, fighter, monk, paladin, ranger, rogue, sorcerer, wizard

Pathfinder Roleplaying Game: Advanced Players Guide (^{APG}**):** alchemist, antipaladin, cavalier, inquisitor, oracle, summoner, witch

Pathfinder Roleplaying Game: Ultimate Magic (^{UM}): magus

Pathfinder Roleplaying Game: Ultimate Combat (^{uc}): gunslinger, ninja, samurai

Pathfinder Roleplaying Game: Advanced Race Guide (ARG): no new classes

Pathfinder Roleplaying Game: Ultimate Equipment (^{UE}): no new classes

Pathfinder Roleplaying Game: Advanced Class Guide (^{ACG}**):** arcanist, bloodrager, brawler, hunter, investigator, shaman, skald, slayer, swashbuckler, warpriest

Dreamscarred Press' Ultimate Psionics (^{UP}**)**: aegis, cryptic, dread, marksman, psion, psychic warrior, soulknife, tactician, vitalist, wilder

Rogue Genius Games' Genius Guide to the Time Thief: time thief.

Pride and Sorrow

The hag on the left of the fire pit shrieked at the hag in the middle, "Your daughter!" in horrified surprised, while the one on the right velled, "You are not replacing us!" The left hag broke into a sprint straight at Larin. The young priestess had only a moment to utter a quick prayer of protection to her goddess, Alina. The power of the deity glowed on the shield strapped to Larin's right arm. She brought the shield up on reflex alone, just in time deflect the hag's sharp nails. The hag staggered back for a moment and screamed as it nursed its pained hand. Larin could see the hag's solid white eyes and sickeningly brown flesh and felt revulsion rise in her stomach. Shoving the creature down, she jabbed the spear in her left hand into its neck. The hag's screams halted as it crumpled to the ground.

Agony suddenly coursed through Larin's back. She turned to find another hag digging her claws between the joints in her armor. The priestess knocked the hag away with her shielded arm and took a step back, trying to use the shield to protect the wound. The hag's face filled with a cruel joy from watching Larin's pained reaction.

"Weak. That is what she is, Sorrow. One little prick of my nails and she protects her wound instead of focusing on the fight," the hag began to taunt. "Do you really think ..." The hag's words were cut short. A beam of light as bright as the sun sprang from the three candles on Larin's armor and found the hag's eyes. The hag's head jerked to the side in pain for just a moment. When she turned back towards Larin, she screamed, "You insufferable little ...!" and she charged. Larin prayed her spell had worked as she took a few steps to her right. The hag continued to scream as she clawed through the air where Larin had once been. The hag continued to flail, clawing everywhere nearby, until Larin's spear found the hag's chest.

Two down, Larin thought. One to go.

Overhead, a seagull squawked and the surf crashed against the rocky shoreline. After the bird's cry, a terrible sound rose from the remaining hag's mouth that could only be described as an amused cackle. Larin looked toward her mother only to find that she had merely watched the conflict like an amused ruler being entertained at the arena.

Larin whispered a quick prayer. The wound on her back closed, and she prepared herself for whatever

may come next. She had seen it all many times. For her goddess, Larin had looked into the eyes of cruelty and malice countless times, and each time she relied on her spear and her faith to get her through. But this once, though she had never laid eyes on the creature, Larin hoped this hag would give up her hatred and change. She had seen a hag do so before, but most the ones she encountered were far too bitter and spiteful to amend their ways. So, Larin prepared herself for each possibility.

"Good. I am so proud of you," the hag beamed with praise.

That was the one scenario I did not see coming, thought Larin. She struggled to remember the speech she had practiced over and over again but instead found, "Um, thanks," tumbling out of her mouth, betraying her bewilderment.

"Thanks? Why wouldn't I be proud of you," her mother began. "You are a strong woman. You handled yourself quite well against those two, even if they were simpletons. You even managed to keep your armor in pristine appearance, even if it is a little much. In that get up, how are you suppose to attract a man? You will probably scare them all off. At least sit down, take off the helmet and let your hair flow in the breeze." The old hag's hand motioned to the rocks around the fire pit.

Larin walked over and sat down on the rock across the fire pit from her mother. She laid down her spear but kept it within reach, in case this conversation turned ugly. Even though it was heavy on her right arm, Larin made sure to keep her shield armed. She took her helmet off and sat it on her knee. "My hair does not so much 'flow' as it does 'flap.' That helmet can be really hot sometimes."

For such a ghastly face, the hag wore a sympathetic expression. "I can see that. But even if I was not there to teach you how to look your best, that does not change the fact that I am still proud of you." Her hands kept in time with her words, making each word more pronounced to the young priestess's ears.

A few sputtering noises passed Larin's lips until she finally blurted out in confusion, "I came here here to kill you, and you're proud of me?"

Her mother did not lunge to attack, yell, cast a spell or even flinch. Instead, she just looked straight at Larin and said, "Did you really come here to kill me? Or did you come here for answers?" The priestess waffled as the certainty of her objective became less certain. "Well, I guess ... I don't know."

"Ah, you see. A mother always knows." She continued before Larin could get a word in edgewise. "My name is Sorrow. Before I took on this less than stellar appearance, I was a changeling, just like you. You got the brown eve from me. My other eve was a sea blue. You got the hazel eve from your father. Just like you, my mother dropped me off on my father's doorstep. I know how you wanted to grow up knowing your real mother. I was the same. But now that you are old enough to know, you understand that you were better off with your father than growing up with ... someone as terrifying to small children as I am. The world turned me into this. All the cruelty and bitterness in this world did this to me." As she spoke Sorrow's gaze drifted off her daughter and to the world around her, and her hands similarly slowed.

Seizing the opportunity, Larin shot back, "Yes, and you did it right back to the world."

Sorrow's attention snapped back onto her daughter, "I did nothing to those men that they did not deserve."

"What they deserved," Larin interrupted, "was justice. They may not have been good people, but they did not deserve what you did to them." Her words were not the flowing speech she had practiced, but they were close enough for her now.

"I never do anything to anyone that they have not done to someone else first."

Larin failed to keep the bitterness out of her voice, "So is that what you did to Rihanna? What did she ever do to anyone? You took away the only mother I ever knew. Dad never recovered from that. He died mourning her."

The self-assurance in Sorrow's voice did not waver and her hands resumed their gestures as she replied, "The woman's sistersister—your aunt—brutally murdered my sister. She got what she deserved."

Once again, doubt crept into her thoughts, and Larin questioned the rightness of everything she had ever done. Was her desire for justice for her step-mother's death right? Should that thirst for justice have led her to Alina in pursuit it? Was she truly only out for vengeance, just like her mother?

As Larin had done so many times before, she set her emotions aside and attempted to focus on the facts. But this time, something was different. Something was fighting her, forcing the doubt to creep in. The realization in Larin's mind was sudden and obvious to both Larin and Sorrow: Her mother's hand movements were a spell that she was concentrating on, keeping Larin focused on the hag's words and clouding her mind. That realization cleared Larin's mind, freeing her from her mother's magic.

The two women stared into each other's eyes. "It had almost worked, too. If I had but a few minutes more, you would have doubted your worthless goddess and sworn off your piety. And then, you would have been all mine. Oh well." W with that, Sorrow was on her feet and racing around the fire pit.

Larin had just enough time to grab her helmet and strike her mother across the face with it. The young priestess' hand reached for her spear, but it was nowhere to be found. A metallic clang resounded behind her and Larin realized that instead of attacking, her mother had kicked the weapon down the rocky soil and into the ocean.

Sorrow began weaving magic to summon creatures to her aid. Instead of waiting to find out what sort of demons her mother would call upon, Larin used the helmet once more to strike her mother's arm, breaking the spell before she could complete it. With a moment's reprieve, Larin jammed her helmet back on her head and touched the medallion of faith around her neck, uttering a quick prayer. A crimson light sprang into Larin's left hand, forming a spear far more deadly than the one she lost.

The two fought, on and on, divine spear against toughened hide, cruel magic against holy protection. And when the shaft of light finally pierced the old hag's chest, Larin instantly regretted what she had done. The divine spear disappeared as her mother fell to the ground. The young priestess fumbled with her holy symbol, preparing to undo what she had just done when the dying hag placed a gentle hand on hers and told her not to. She patted her daughter's hand and said her last words: "I truly am proud of you."

Later that night, Larin stood over a shallow grave while two bodies burned in the fire pit. "I only wish we could have had more time together, Mother. Maybe you could have learned from me and I from you. Maybe in time, you would have changed and become a loving person again. I will remember your pride in me, but I wish it did not have to live with your sorrow."

Changeling

Racial Traits

Hags are not immortal. They are not particularly nurturing. They have no males among them. These three factors conspire toward their extinction—held off only by the existence of changelings. Changelings, the offspring of hags and males of other races, are always female. The fate of a changeling's father—life or death sanity or madness rests on the whims of the hag and her coven. Left on the doorsteps of prospective foster parents, changelings are most often raised by strangers. On those occasions where the father survives the hag's courtship he is "gifted" with the changeling.

Physical Description: Typically tall, slender, dark haired, and attractive, changelings' heterochromatic eyes and abnormally pale skin hint at their true heritage. Changelings otherwise resemble the races of their fathers.

Society: At puberty, changelings receive "the call," an almost undeniable wanderlust invoked by their mother and designed to draw them home. When they first hear it, changelings often depart their host community. Those who follow the call to their mother nearly always succumb to the terrible seduction of her power and transform into hags themselves. Those who resist the call or deny their

Changeling Racial Traits

Changelings have the following racial traits.

+2 Wisdom, +2 Charisma, -2 Constitution: Changelings are frail, but are clever and comely.

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

Humanoid: Changelings are humanoids with the changeling subtype.

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

Hag Racial Trait: The changeling inherits one of the following racial traits, depending on her mother's hag type:

Gaze Blindness (Mute Hag): The changeling gains a +2 racial bonus on saving throws against gaze attacks.

Heartstone Heritor (Night Hag): The changeling gains a +2 racial bonus on saving throws against disease.

Hulking Changeling (Annis Hag): The changeling gains a +1 racial bonus on melee damage.

Ice Climber (Winter Hag): The changeling gains a +5 racial bonus on Climb checks on icy or slippery surfaces.

Inscrutable (*Blood Hag*): The Sense Motive check DC to gain a hunch about the changeling increases by 5.

mothers instinctively search for connections which bind them to their chosen life. Many find that devotion to the gods fills the void where their mother belongs, while others form strong connections to nature or even small groups of people. The last group make the most stalwart adventuring companions, for they see their fellow adventurers as their family.



Green Widow (Green Hag): The changeling gains a +2 racial bonus on Bluff checks against creatures that are (or could be) sexually attracted to her.

Sea Lungs (Sea Hag): The changeling may hold her breath for a number of rounds equal to three times her Constitution before she risks drowning.

Wind Breaker (Storm Hag): The changeling is treated as two size categories larger for the purpose of resolving wind effects.

Claws: Changelings' fingernails are hard and sharp, granting them two claw attacks (1d4 points of damage each).

Natural Armor: Changelings have a +1 natural armor bonus.

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

Languages: Changelings begin play speaking Common and the primary language of their host society. Changelings with high Intelligence scores can choose from the following: Aklo, Draconic, Dwarven, Elven, Giant, Gnoll, Goblin, and Orc. Alignment and Religion: The alignment of a changeling is largely dependent on how she is raised and her interactions with her host community. Some changelings with a strong connection to their mother display cruel streaks in their early years. On the whole, changelings, being creatures of free will, choose their alignment with the same degree of freedom as any other person. Many changelings who deny the call devote themselves to the gods, becoming some of the most devout and fervent worshipers of their chosen deity.

Names: Changelings are named according to the convention of their host society. Changelings who heed the call often shed their old name in favor of one bestowed by their mother. Hags keep their true names secret from all but a trusted few—an exchange of true names being an important part of the ritual which binds together a hag coven. To all others hags are known by sobriquets, such as Agony, Despair, or Sorrow.

Traits

The following race traits are available for changelings.

Bitter Heart: Your difficult upbringing has hardened your heart. You gain a +2 trait bonus on saving throws against effects with the emotion descriptor.

Coven Caster: Your magic is most effective when you have allied spellcasters near. Twice per day you may cast a spell at +1 caster level if you have at least two allies within 30 feet who are capable of casting spells.

Empath: The influence of your mother is particularly strong and you develop emotional ties with other creatures to create a bulwark against her call. You can communicate basic concepts with creatures who have Intelligence 3 or greater even if you do not share a language.

Hag Eye: Your eyes bear the preternatural clarity of a hag eye. You gain a +2 trait bonus on Perception checks to notice creatures which doubles on checks to notice magical sensors.

Mesmer: Your heterochromatic eyes are mesmerizing. Once per day when you cast a spell or use an effect with the mind-affecting keyword you may increase its DC by 1. This ability only functions if the target can see your eyes.

Alternate Racial Traits

Ancestral Affinity: Changeling bloodragers and sorcerers with the accursed bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. Changeling spellcasters with the Charm domain use their domain powers and spells at +1 caster level. This racial trait replaces claws, darkvision, and the changeling's hag racial trait.

Climbing Claws: Changelings with this racial trait possess nails which are better served as an aid to climbing than as a weapon and gain a climb speed of 10 feet. This racial trait replaces claws. **Hagsight**: The changeling has an innate sense of when she is being observed. Changelings with this racial trait who have a Charisma score of 15 or higher may cast detect scrying once per day as a spell-like ability (caster level is equal to the changeling's class level). This racial trait replaces darkvision and the changeling's hag racial trait.

Heartsick: Some changelings feel their emotions more keenly than others. They gain the sickened condition when affected by an effect with the emotion descriptor. Once per day while under such an effect, a changeling with a Charisma of 15 or higher may, as a standard action, end the effect and use crushing despair as a spell-like ability (caster level is equal to the changeling's class level). This racial trait replaces claws, natural armor, and the changeling's hag racial trait.

Indomitable Will: Constant resistance to the call of her mother has toughened the changeling's mind. She gains a +2 racial bonus on saving throws against mind-affecting effects. This racial trait replaces hulking changeling and natural armor.

Mist Child (Annis Hag): When the changeling has concealment or total concealment, the miss chance of attacks against her increases by 5%. This racial trait replaces hulking changeling and counts as the hag racial trait.

Object of Desire (Green Hag): The changeling adds +1 to her caster level when casting charm person and charm monster. This replaces green widow and counts as the hag racial trait.

Ocean's Daughter (Sea Hag): The changeling gains a +1 racial bonus on Swim checks. She automatically succeeds at Swim checks made to avoid nonlethal damage from swimming. This replaces sea lungs and counts as the hag racial trait.

Paternal Heritage: The influence of the changeling's father is particularly strong. The changeling counts as her father's race for any effect related to race and inherits one of the following racial traits according to her father's race. This racial trait replaces hag racial trait.

Aasimar: The changeling gains resistance 5 to acid, cold, or electricity, chosen at character creation.

Catfolk: The changeling gains a 10-foot racial bonus to her speed when using the charge, run, or withdraw actions.

Dhampir: The changeling gains a +2 racial bonus on saving throws against disease and poison.

Drow: The changeling possesses spell resistance equal to 4 plus her class level.

Dueregar: The changeling gains a +2 racial bonus on saving throws against paralysis, phantasms, and poison.

Dwarf: The changeling's speed is never modified by armor or encumbrance. This counts as the slow and steady racial trait. *Elan*: The changeling requires only half as much food and water to sustain herself as a normal Medium creature, and can go for 2 days plus a number of hours equal to double her Constitution score before making Constitution checks for starvation or thirst.

Elf: The changeling gains a +2 racial bonus on Perception checks.

Fetchling: Attacks against the changeling in dim light have a 50% miss chance instead of the normal 20% miss chance. This ability does not grant total concealment; it only increases the miss chance.

Fosterling: Rolls to confirm critical hits against the changeling suffer a -4 penalty.

Gillmen: The changeling gains the aquatic subtype with a swim speed of 10 feet, but can breathe both water and air.

Goblin: The changeling gains a +4 racial bonus on Ride and Stealth checks.

Gnome: The changeling gains a +2 racial saving throw bonus against illusion spells and effects.

Grippli: The changeling is always considered to have a running start when making Acrobatics checks to jump.

Halfling: The changeling gains a +2 racial bonus on saving throws against fear effects.

Hobgoblin: The changeling gains a +4 racial bonus on Stealth checks.

Ifrit: The changeling gains fire resistance 5.

Kitsune: The changeling has a bite attack that deals 1d4 points of damage.

Kobold/Umbral Kobold: The changeling has a +1 natural armor bonus from her scaly flesh. If the changeling has a natural armor bonus from another source, then the two abilities stack.

Lizardfolk: The changeling has a +1 natural armor bonus from her scaly flesh. If the changeling has a natural armor bonus from another source, then the two abilities stack.

Melodian: The changeling gains a +2 racial bonus on one type of Perform (chosen at character creation), and Perform is always a class skill for her.

Merfolk: The changeling gains the aquatic subtype with a swim speed of 10 feet, but can breathe both water and air.

Nagaji: The changeling has a +1 natural armor bonus from her scaly flesh. If the changeling has a natural armor bonus from another source, then the two abilities stack.

Orc: The changeling can remain conscious and continue fighting even if her hit point totals fall below o. The changeling is still staggered at o hit points or lower and loses 1 hit point each round as normal. This counts as the ferocity racial trait.

Oread: The changeling gains acid resistance 5.

Ratfolk: The changeling gains a +2 racial bonus on Perception, and Use Magic Device checks.

Reaper: Once per day, when the changeling would die from hit point damage she does not die until the end of her next turn. If the changeling receives enough healing by then that her hit points are at an amount greater than her negative Constitution score, she becomes stable and does not die.

Samsaran: The changeling gains a +2 racial bonus on saving throws made to resist death effects and on Constitution checks made to stabilize if reduced to negative hit points.

Sashahar: The changeling gains a +2 racial bonus on saving throws against psionic powers and psi-like abilities.

Table 1: Height/Weight Table

Gender	Base Height	Base Weight	Modifier	Multiplier
Female	4 ft. 5 in.	85 lbs.	+2d8	x5 lbs.

Table 2: Random Starting Age

Adulthood	Intuitive	Self Taught	Trained
15 years	+1d4	+1d6	+2d6

Table 3: Aging Effects

Middle Age	Old Age	Venerable	Max Age
35 years	53 years	70 years	70+2d20 years

Strix: The changeling possesses a pair of vestigial wings that she can use to fall and glide at a safe pace. She can fall safely from any height without taking falling damage but must move 5 feet laterally for every 20 feet she falls.

Suli: The changeling gains a +2 racial bonus on Diplomacy and Sense Motive checks.

Svirfneblin: The changeling adds +1 to the DC of any illusion spells she casts.

Sylph: The changeling gains electricity resistance 5.

Tengu: The changeling has a bite attack that deals 1d3 points of damage.

Tiefling: The changeling has resist 5 to cold, electricity, or fire chosen at character creation.

Undine: The changeling gains cold resistance 5.

Ursine: The changeling gains a +2 racial bonus on saving throws against polymorph spells or effects, diseases, and ingested or inhaled poisons (but not magical diseases or poisons).

Vanara: The changeling has a long, flexible tail that she can use to carry objects. She cannot wield weapons with her tail, but the tail allows her to retrieve a small, stowed object carried on her person as a swift action.

Vishkanya: The changeling gains a racial bonus on saving throws against poison equal to half her class level (minimum 1).

Wayang: Once per day as an immediate action, a changeling can treat positive and negative energy effects

EriN/Lee

as if she were an undead creature, taking damage from positive energy and healing damage from negative energy. This ability lasts for 1 round.

Wyvaran: The changeling gains a +2 racial bonus on saving throws against paralysis and sleep effects.

Society and Lands

Aging and Death: In the natural course of events, changelings age and die as a normal human would. Their generally adventurous and consequently dangerous lives mean that most changelings who escape the clutches of their mother meet some other untimely end. Rare is the changeling who dies of old age.

Clans and Families: The attitude of hags toward their daughters varies wildly, ranging from cold indifference to covetous obsession. Mothers on the latter end of the spectrum cause the most trouble for their daughters. From the incessant call to agents sent to retrieve the changeling, oftentimes nothing short of death can deter such a hag. During childhood, changelings experience the same range of treatment as any other foster child. Some are hidden away in shame, sometimes even kept in oubliettes and raised no better than a feral animal. Some are loved by otherwise childless couples who treat the changeling as a precious gift. Regardless of good treatment or ill, changelings almost invariably depart their homes when they receive the call.

Communities and Settlements: Changelings do not form their own communities. Instead, they spend their lives searching for their place in larger ones, first as they grow to maturity in their host community, and later as they wander the world in search of something that will dull the ever present ache of the call. During childhood, a changeling's host community often treats her differently from a normal child. Some changelings are looked upon as agents of evil, sent to bedevil their community or destroy

> it from within. Others are looked upon as blessed messengers from the spirit world sent to protect their host community. Still others are looked upon as fey-touched or nascent

witches, tolerated but given a wide berth. Most often their treatment is as much an impetus as is the call to leave their host community behind.

Love and Mating: Many changelings deal with issues of abandonment, which coupled with the knowledge of how their father was treated by their mother can make romantic relationships difficult for them. These problems are not insurmountable so with patience and time a particularly loving companion can overcome them. As a rule, changelings do not like to settle down, which means that few bear children of their own. Those changelings who do bear offspring do not breed true although their offspring often bear some of the changelings' distinctive physical characteristics. Some changelings fear that their mother might one day call any daughters born to them.

Magic: The magic of hags, passed to their changeling daughters, takes many forms. Some changelings harness the dormant potential for change in their body to enhance transformative magics. Some changelings inherit the preternatural clarity of a hag's eye and specialize in divination magics. Other changelings channel the need to bond with a coven into an enhanced bond with their companion creature or divine patron.

Relations: Changelings have interacted with many races over the centuries and possess different relations with each.

Elves: The elven people welcome changelings of elven descent into their communities, as they would any new addition, due to their low birth rate. Their long lifespan gives elves the confidence that they can turn their elvenblooded daughters away from their mothers.

Humans: Human host communities generally look upon changelings with suspicion and fear. This attitude is sometimes shared by their immediate families. These feelings sometimes devolve into violence or charges of witchcraft. Many human communities breathe a sigh of relief when a changeling leaves after receiving the call.

Samsarans: Samsarans perceive a dichotomy of being in changelings with which they identify. They are torn between the powerful, sometimes overwhelming call of their past lives and their current one, while changelings are torn between the call of their mother and the desire to follow their own path.

Vishkanya: As another relatively rare race of extraordinary beauty, vishkanya often look upon changelings as rivals for the same resources. Some vishkanya ruthlessly eliminate their rivals while others attempt to work with the changelings for even greater opportunity.

Adventurers: Changelings who deny their mother's call often become adventurers. The rootless existence of the adventurer is well suited to the changelings' wanderlust. Changelings often form deep bonds with their adventuring companions, treating them as an adopted family.

Slayer: A changeling that resisted her monther's call can feel a natural inclination to hunt down other hags prevent them from doing the same .

Cleric: A changeling's natural intuition and force of personality lend themselves well to the life of a cleric.

Sorcerer: A changeling may decide to harness the potency of her blood and turn it to her own purpose. Such changelings most often manifest the accursed bloodline.

Warpriest: Many changelings resent the call of their mother and militantly carry the power of their god in order to oppose it.

Witch: Some changelings deny the call through a pact with an otherworldly force, ironically following a path which many see as parallel to that of their mother.

Racial Options

Racial Archetypes

Changelings can make use of these archetypes.

HEARTSHORN WITCH

Some changelings who are rejected by their host communities turn inward, growing bitter and twisted. Some of these who become witches are taught a ritual by their patron in which they petrify and remove their own heart to use as a source for their power.

Associated Class: witch

Associated Race: changeling or hag

Replaced Abilities: familiar

Heartstone (Su): At 1st level, a heartshorn witch removes the still-beating heart from her chest and transforms it into a slightly glowing, slightly spongy, heartshaped stone (her heartstone). As she gains power, her heartstone grows ever more stony, blackened, and twisted. Her heartstone is an object with hardness equal to her level. hit points equal to half her total hit points, and acts in all ways like a witch's familiar for the purpose of preparing and gaining spells. The heartshorn witch gains a +4 bonus on saving throws against death effects and effects with the emotion descriptor. If her heartstone is damaged then she takes an equal amount of damage (after the heartstone's hardness is applied). If her heartstone gains the broken condition she is sickened until her heartstone is no longer broken. If an effect would remove the sickened condition from the heartshorn witch while her heartstone is broken she regains it one round later. If her heartstone is destroyed then she is immediately affected by *slay living* (DC 19; her bonus to saving throws against death effects applies to this save) with a caster level equal to her class level; whether or not she saves, she is nauseated for one round after the destruction of her heartsone. If she survives, her heartstone slowly regrows over a period of 24 hours, during which time she is sickened as though her heartstone was broken; she loses her bonus on saving throws against death effects and effects with the emotion descriptor; and she cannot use her heartstone for any purpose. This time cannot be reduced by any means short of a *limited wish*. *miracle*. *wish*. or similar magic.

A damaged heartstone may be repaired with the *mending* and *make whole* spells as if it were a magic item with a caster level equal to the heartshorn witch's level. *Cure* spells and spells which heal living creatures have no effect on a heartstone. If not otherwise repaired, a damaged heartstone repairs itself when the heartshorn witch next prepares spells.

At 5th level, once per day as an immediate action, a heartshorn witch may redirect an effect which targets her to her heartstone. If the redirected effect affects objects it is resolved normally, otherwise it harmlessly dissipates.

At 10th level, once per day as a standard action, a heartshorn witch may transfer a non-instantaneous effect which currently affects her to her heartstone. If the redirected effect affects objects it is resolved normally, otherwise it dissipates harmlessly.

INCANTRIX

An incantrix gains power from both her hag mother and the powerful blood coursing through her veins. The two sources of magic combine to form an unusual mix of powers, allowing her to perceive the unseen and cloak herself in protective veils of primal magic.

Associated Class: sorcerer

Associated Race: changeling

Replaced Abilities: bloodline arcana, 9th-level bloodline power, 15th-level bloodline power

Modified Abilities bonus spells

Bonus Spells The following bonus spells replace the bonus spells gained from the bloodline. *pass without trace* (3rd), *see invisibility* (5th), *death ward* (11th).

Primal Dweomercraft (Su): At 1st level an incantrix uses her Charisma modifier instead of her Intelligence modifier when making Knowledge (arcana) and Spellcraft checks. She also gains the *read magic* cantrip as a bonus spell known.

Dweomersight (Sp): At 9th level an incantrix can use *arcane sight* as an immediate action for a number of rounds per day equal to her sorcerer level. These rounds do not need to be consecutive.

Dweomerward (Su): At 15th level an incantrix gains spell resistance equal to her incantrix level + 8.

New Rogue Talents

Changelings can take the following rogue talents.

Box-man (Ex): A rogue with this talent and the claws or climbing claws racial trait may use her claws as a set of masterwork thieves' tools. The circumstance bonus on Disable Device checks granted by her claws increases by an amount equal to her bonus from trap sense.

Den of Thieves (Ex): A rogue that selects this talent gains a bonus teamwork feat.

Lacerate (Ex): A rogue with this talent who inflicts bleed damage with her claws may stack bleed damage of the same type. A rogue must have the bleeding attack rogue talent and claws as a natural weapon before selecting this talent.

Solo Artist (Ex): A rogue that selects this talent may as a swift action choose an ally to treat as if they possessed the same teamwork feats as the rogue for the purpose of determining whether the rogue receives a bonus from her teamwork feats. The chosen ally does not receive any bonuses from these feats unless she actually possess the feats herself. The ally's positioning and actions must still meet the prerequisites listed in the teamwork feat for the rogue to receive the listed bonus. This lasts for a number of rounds equal to the rogue's Charisma modifier (minimum 1).

New Bloodrager Bloodlines

Accursed

Somewhere in your family history, a hag's foul influence entered your bloodline. Your bloodrage taps the power of the hag within.

Bonus Feats: Accursed Critical ^{UM}, Critical Focus, Blind-Fight, Combat Casting, Diehard, Endurance, Mounted Combat.

Bonus Spells: *ray of sickening* ^{UM} (7th), *touch of idiocy* (10th), *ray of exhaustion* (13th), *bestow curse* (16th)

Bloodline Powers: Your bloodrage causes your body to contort and reveal the truth of your heritage.

Horrific Visage (Su): At 1st level, your visage twists into a savage mockery of your normal features. As a free action up to three times per day, you can force one target within 30 feet to make a Will save (DC 10 + 1/2 your bloodrager level + your Constitution modifier) or be shaken for 1 round for every 2 bloodrager levels you possess (minimum 1 round). This is a mind-affecting, fear-based ability. This fear does not stack with other fear effects. At 8th level, you can use this ability up to five times per day.

Wretched Endurance (Ex): At 4th level, you gain a +2 bonus on all saving throws against charm, cold, fear, fire, and sleep effects. At 8th level, these bonuses increase to +4.

Dread Gaze (Su): At 8th level, you gain a form of the green hag's evil eye power. As a swift action once per day, you may fix your gaze on any one creature within 60 feet. The target must make a Will save (DC 10 + 1/2 your bloodrager level + your Constitution modifier) or be staggered for 1 round for every 2 bloodrager levels you possess. At 16th level, you can use this ability twice per day. At 20th level, you may use this ability three times per day.

Stormwind (Su): At 12th level, you control a powerful wind that lofts you into the air and allows you to fly with a speed of 60 feet and good maneuverability. At 20th level, your fly speed increases to 80 feet.

Whipping Winds (Sp): At 16th level, you gain *gust of wind* as an at-will spell-like ability. In place of a melee attack, you can use this ability to bull rush, disarm, or trip a creature within 30 feet using your normal combat maneuver bonus

(when used in this way, you cannot use the *gust of wind* spell's normal effects). Attempting these combat maneuvers does not provoke an attack of opportunity, but using the spell-like ability provokes attacks of opportunity as normal. Creatures with the air subtype are unaffected by this ability.

Fearsome Survival (Su): At 20th level, your hag-blood gives you considerable resilience. You gain DR 10/cold iron and spell resistance equal to 6 + your bloodrager level. You have these benefits constantly, even while not bloodraging.

CLEANSED

Somewhere in your family history, a hag's foul influence entered your bloodline. One of your ancestors cleansed that influence and your bloodrage channels that power into a potent weapon against sickness and despair.

Bonus Feats: Battle Cry ^{ACG}, Die Hard, Endurance, Great Fortitude, Improved Initiative, Mounted Combat, Skill Focus (Heal)

Bonus Spells: *remove sickness* ^{UM} (7th), *remove paralysis* (10th), *remove disease* (13th), *remove curse* (16th)

Bloodline Powers: Your blood thrums with the power to combat the unclean.

Purifying Flame (Su): At 1st level, when you deal damage with a melee attack to a creature that is able to inflict a curse, disease, fear, energy drain, or poison effect, you deal an additional 1d6 points of fire damage.

Blessed Endurance (Ex): At 4th level, you gain a +2 bonus on all saving throws against curse, disease, energy drain, fear, and poison effects. At 8th level, these bonuses increase to +4.

Breath of Fresh Air (Sp): At 8th level, you may call upon a mighty wind to sweep away foul airs. You gain *gust of wind* as a spell-like ability usable a number of times per day equal to your Constitution modifier (minimum 1).

Sympathetic Purification (Su): At 12th level, when you deal damage with a melee attack to a creature that has inflicted a curse, disease, fear, energy drain, or poison effect on one of your allies within 30 feet of you, one affected ally (your choice) receives an immediate new saving throw against that effect. A failed save does not worsen the effect.

Immolate (Su): At 16th level, when entering a bloodrage you can choose to exude an aura of fire. The aura is a 5-foot burst centered on you, and deals 2d6 + your Charisma modifier points of fire damage to creatures that end their turns within it. This ability ends all the following conditions affecting the bloodrager: confused, dazzled, diseased, poisoned and sickened.

Aura of Purity (Su): At 20th level, the power of your ancestor envelops you and radiates from you with a palpable warmth. You gain a sacred bonus on all saving throws equal to your Constitution modifier (minimum 1), and all allies within 20 feet of you benefit from your blessed endurance bloodline power.

New Sorcerer Bloodlines

CLEANSED

Somewhere in your family history, a hag's foul influence entered your bloodline. One of your ancestors cleansed that influence and transformed her bloodline into a powerful weapon to combat sickness and despair.

Class Skill: Heal.

Bonus Spells: *remove sickness* ^{UM} (3rd), *remove paralysis* (5th), *remove disease* (7th), *remove curse* (9th), *break enchantment* (11th), *heal* (13th), *joyful rapture* ^{UM} (15th), *sunburst* (17th), *freedom* (19th)

Bonus Feats: Battle Cry ^{ACG}, Die Hard, Endurance, Great Fortitude, Improved Counterspell, Improved Initiative, Merciful Spell ^{APG}, Skill Focus (Heal)

Bloodline Arcana: Whenever you cast a spell to remove an affliction (such as *remove curse*) add your Charisma modifier to caster level checks made as part of the spell.

Bloodline Powers: Your very being rejects putrescence and through your will you may purge it from those around you.



Beatific Visage (Su): At 1st level, as a standard action, you can draw upon the power of your ancestor to cause one ally to perceive you as having a beatific appearance. Your ally is soothed by the channeled power of your ancestor and removes the dazed, fatigued, shaken, sickened, or staggered condition. Your ally chooses which condition is removed. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Blessed Endurance (Ex): At 3rd level, you gain a +2 bonus on all saving throws against curse, disease, energy drain, fear, and poison effects. At 9th level, these bonuses increase to +4.

Purifying Gaze (Sp): At 9th level, your gaze has the power to purify the unclean. As a standard action, you may fix your gaze on an ally within 60 feet. The target is affected by *cleanse* ^{APG}. You may use this ability once per day at 9th level. At 17th level, you can use this ability twice per day. At 20th level, you may use this ability three times per day.

Heal the Rift (Sp): At 15th level, you can seal the cracks between dimensions for a number of rounds per day equal to your sorcerer level. This functions like *dimensional lock*. These rounds need not be consecutive.

Aura of Purity (Su): At 20th level, the power of your ancestor envelops you and radiates from you with a palpable warmth. You gain a sacred bonus on all saving throws equal to your Charisma modifier, and all allies within 20 feet of you benefit from your blessed endurance bloodline power.

Racial Feats

Many changelings make use of the following feats.

Accursed Blood

Your mother's blood runs strongly in you, granting you an extra measure of her power.

Prerequisite: Changeling, hag racial trait

Benefit: You gain a +2 racial bonus on saving throws against effects that cause ability damage, drain, or penalties and a +2 bonus on Spellcraft checks to identify spells with the curse or death descriptor.

ACCURSED HERITAGE

Your connection to your mother strengthens and grants you even more power while subtly putting you under the influence of her and her kind.

Prerequisite: Con 13, Accursed Blood, changeling, hag racial trait.

Benefit: You gain an extra benefit based on your hag racial trait.

Annis Hag You gain DR 2/bludgeoning.

Blood Hag You gain a +2 racial bonus on saving throws against fear, fire, and mind-affecting effects.

Green Hag Add +1 to the Difficulty Class for all saving throws against spells of the charm and compulsion subschools.

Mute Hag You may reroll a saving throw against a gaze attack. You must take the second result even if it is worse. You can use this ability a number of times per day equal to your Constitution modifier (minimum 1).

Night Hag When infected with a disease, the first time you would take damage or drain it is reduced by a number of points equal to your Constitution modifier (minimum 1), to a minimum of o damage.

Sea Hag You gain a swim speed of 15 feet.

Storm Hag You gain resist 5 electricity.

Winter Hag You gain resist 5 cold.

POTION LUNG

Your lungs have the ability to absorb potions like a sponge.

Prerequisite: Accursed Blood, changeling, sea lungs or ocean's daughter hag racial trait or gillmen, merfolk, or undine paternal racial trait.

Benefit: When you drink a potion, you may choose to store it in your lungs for up to one hour per class level. As a standard action that does not provoke attacks of opportunity you may consume the potion stored in your lungs. If you fail a saving throw against an inhaled poison while you have a potion stored in your lungs you may as an immediate action violently expel the potion as a useless phlegmy goo and reroll the saving throw with a bonus equal to the potion's caster level. While there is a potion stored in your lungs, your breathing is accompanied by clicking, bubbling, and rattling sounds. You can have no more than one potion stored in your lungs at any time.

Normal: Drinking a potion is a standard action that provokes an attack of opportunity.

Spell Assistant

You have a knack for helping others with their spellcasting.

Prerequisite: Accursed Blood, changeling, ability to cast 1st level spells

Benefit: You may use the aid another action to grant an adjacent ally a +2 circumstance bonus on caster level checks and concentration checks until the beginning of your next turn. The ally must remain adjacent to you to gain this benefit.

Normal: You may not use the aid another action to assist on caster level or concentration checks.

TOOTH AND CLAW

You have learned special rituals which allow you to enhance your natural weapons.

Prerequisite: Accursed Blood, changeling, any natural weapon.

Benefit: Your natural weapons count as magic for the purpose of bypassing DR/magic. Craft Magic Arms and Armor may be used to add enhancement bonuses and special abilities to each of your natural weapons as if they were masterwork weapons.

Normal: Natural weapons cannot be enchanted, and do not bypass DR/magic.

Racial Equipment

Many changelings make use of the following equipment.

Eye Dye: This narrow vial holds 10 doses of viscous alchemical liquid. When dipped into a willing creature's eyes (a standard action) it causes the iris to change color (chosen when the eye dye is crafted) for 8 hours. When used in conjunction with a disguise kit, eye dye negates the -2 penalty for a changeling to disguise herself as her father's race. One dropper of eye dye contains enough for 10 applications. Weight: —.

Eye Dye, Specific: This functions exactly as normal eye dye, except that it has been specially crafted to mimic the eye color of a specific individual. When used in conjunction with a disguise kit to impersonate that individual, those who know what that person looks like reduce the bonus on Perception checks against the disguise by 2. One dropper of specific eye dye contains enough for 10 applications. Weight: —.

Religion

Deities/Philosophies

Many changelings worship these deities.

Alina

LG goddess of light, hearth, and purification **Priests** cleric, inquisitor, oracle, paladin, warpriest **Domains** Community, Good, Law, Sun **Subdomains** Archon, Day, Home, Light **Mysteries** Ancestor ^{UM}, Battle, Flame **Inquisitions** Illumination, Truth, Valor **Favored Weapon** shortspear

FAITH

Sacred Animal rooster; **Symbol** three candles in a triangle, flame facing outward **Sacred Text** Five Points of Light

Alina is said to be the first changeling who denied her mother and lived. The first of the great acts which lead to her apotheosis (known as the Five Points of Light) was to slay her mother's entire hag coven. Alina detests hags and the dark places in which they hide. Priests who worship Alina in her aspect of the Hearth Mother bolster communities against the depredations of hags and bring light to push back the darkness. Inquisitors of Alina worship her aspect of the Purifying Flame and travel in teams of three across the fringes of civilization where hags are most often found. They seek to slay any hags they can and offer to take any changeling girls they come across into the care of the church. Alina's symbol represents her inversion of the hags' coven into a force for good while reminding her followers that darkness is never banished,

Table 4: Equipment

Special Substances and Items	Cost	Weight	Craft DC
Eye Dye	10 gp	—	25
Eye Dye, Specific	25 gp	—	30

Table	5: D	Deities
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Deity	AL	Area of Concern	Domains	Mysteries	Favored Weapon
Alina	LG	home, illumination, purification	Community, Good, Law, Sun	Ancestor, Battle, Flame	shortspear
Elyion Arai	CG	journeys <mark>, self-discovery,</mark> well-being	Chaos, Good, Strength, Travel	Heavens, Nature, Wind	quarterstaff
Yud	CE	broken agree <mark>ments, gambling, incredible luck</mark>	Chaos Evil, Luck, Trickery	Dark Tapestry, Lore, Time	brass knuckles

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only held at bay. Changeling priestesses of Alina often wear holy symbols which bear five candles instead of three, to represent the Five Points of Light.

ELVION ARAI

CG goddess of journeys, self-discovery, and well-being **Priests** bard, cleric, oracle, ranger, warpriest **Domains** Chaos, Good, Strength, Travel **Subdomains** Exploration, Restoration, Seasons **Mysteries** Heavens, Life, Nature **Favored Weapon** quarterstaff

FAITH

Sacred Animal horse; Symbol clasped hands over a road Sacred Text Dangerous Journeys

Adherents of Elvion Arai are invariably possessed of a great wanderlust. Many (particularly her changeling followers) feel disconnected from their home community or are otherwise considered the 'black sheep' of their family and take to the road in order to find their place in the world. Elvion Arai teaches that one is defined by what one is not. As such, true self-knowledge can only come from traveling the world and interacting with others, defining the self against the other. She has no temples, only small shrines designed to offer shelter to travelers. Her shrines are not tended by priests, but those who use them are expected to maintain them according to their abilities. It is considered good luck to be accompanied by a priest of Elvion Arai, and they often shepherd travelers, peddlers, caravans, and ships on their way to exotic or distant locales. Travelers make offerings to her at the beginning of a journey.

Yud

CE god of broken agreements, gambling, and incredible luck

Priests cleric, inquisitor, oracle, warpriest **Domains** Chaos Evil, Luck, Trickery **Subdomains** Curse, Deception, Devil, Fate **Mysteries** Dark Tapestry ^{UM}, Lore, Time ^{UM} **Inquisitions** Fate, Heresy, Spellkiller ^{UC} **Favored Weapon** brass knuckles ^{UE}

FAITH

Sacred Animal ferret; Symbol coin on its head Sacred Text Analects of Yud

Yud's followers care little for the rules and mores which bind together people and societies, yet take great pleasure in twisting the letter of any agreement to their favor. Yud is the patron of changelings who seek to extract as much power from their biological mother as possible and escape before becoming enthralled. A common belief holds that speaking the phrase, "I don't like your odds," can move Yud to influence a situation—for good or ill. Oddsmakers, barristers, and ne'er-do-wells of all stripes pay homage to Yud in order to curry his favor or avoid his ire.



Priest Archetypes

Priests of changeling deities can make use of these archetypes.

CANDLE CASTER

Associated Class: cleric

Associated Deity: Alina

Modified Abilities: domains

Candle casters emphasize Alina's aspect as goddess of light at the expense of other areas of her portfolio. Their spells which generate light beat back ever more powerful darkness.

Domains: A candle caster must choose the Sun domain or the Light subdomain. She does not gain a second domain.

Chandler (Su): When she casts a spell with the fire or light descriptor, a candle caster may add to its potency by incorporating the lighting of candles into her spellcasting. A candle caster may light 1 candle per 3 cleric levels (minimum 1). Each candle lit during the spell's casting adds one to the cleric's caster level. If the candles are blown out (such as by a strong wind) during the spell's casting, a concentration check is required to not lose the spell (DC 10 + [2 x the spell's level]), but the increase in caster level is lost. Each candle used as part of this ability adds one tindertwig as a material component.

COINSPINNER

Associated Class: cleric

Associated Deity: Yud

Modified Abilities: channel energy, domains

For whatever reason, Yud has taken a special interest in the coinspinner and influences events around her.

Domains: A coinspinner must choose the Luck domain if she channels positive energy or the Curse subdomain if she channels negative energy. She does not gain a second domain.

Channel Energy (Su): A coinspinner's channel energy gains the benefit of luck variant channeling ^{UM} without being halved.

PURIFIER

Associated Class: inquisitor

Associated Deity: Alina

Modified Abilities: judgment

Replaced Abilities: detect alignment

You channel the power of the Purifying Flame to root out and steel yourself against the unclean.

Judgment (Su): A purifier gains the following judgment in addition to the normal list of inquisitor judgments.

Cauterize (Su): When the inquisitor using this judgment fails a saving throw against a curse, disease, energy drain, fear, or poison effect, she may as an immediate action take fire damage equal to her class level and reroll the saving throw. She must accept the result of the second roll, even if it is worse. Additionally, this ends all bleed damage affecting her. Damage from this judgment may not be resisted from any source.

Lore of Purity (Sp): At 1st level a purifier is able to root out those who would ravage the body and soul. This ability functions like *detect undead* except that she is able to detect any creature that can inflict a curse, disease, energy drain, fear, or poison effect.

WAYFARER

Associated Class: ranger

Associated Deity: Elyion Arai

Modified Abilities: hunter's bond

Replaced Abilities: wild empathy, combat style

The wayfarer shepherds travelers on their journey. She teaches her companions the best ways to survive and speeds them to their destination.

Empathy (Ex): At 1st level, the wayfarer adds 1/2 her ranger level (minimum 1) to Diplomacy and Sense Motive checks.

Caravan Master (Ex): At 2nd level, the overland movement multiplier of a wayfarer and any group she leads is treated as one step better than normal (trackless becomes road or trail, and road or trail becomes highway; highway is not improved). The per hour and per day speeds of any vessel which the wayfarer pilots increase by 20%.

Traveler's Bond (Ex): At 4th level, a wayfarer forms a bond with her companions and does not gain an animal companion. When she uses her bond she also shares half of her favored terrain bonus with her allies, which does not stack with any favored terrain bonus they may possess.

Rambler (Ex): At 6th, 10th, 14th, and 18th level the wayfarer selects an additional favored terrain. Her favored terrain bonuses do not increase when she gains these additional favored terrains.

Racial Magic

Many changelings use these spells, as well as other spellcasters that learn from them.

CONTINUAL DARKLIGHT

School evocation [darkness, light]; **Level** arcanist/ sorcerer/wizard 2, cleric/oracle/warpriest 3, inquisitor 3, witch 2

Components V, S, M (onyx dust worth 25gp) **Duration** permanent

Saving Throw none; **Spell Resistance** no As *darklight*, except as noted above.

DARKLIGHT

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School evocation [darkness, light]; Level arcanist/ sorcerer/wizard 1, bard/skald 1, cleric/oracle/warpriest 1, druid/hunter 1, inquisitor 1, shaman 1, summoner 1, witch 1
Casting Time 1 standard action
Components V, M (a bit of phosphorescent fungus)
Range touch
Target object touched
Effect magical black, heatless flame
Duration 10 min./level (D)
Saving Throw none; Spell Resistance no This spell causes a touched object to emit a roiling black flame which sheds no light or heat and consumes no oxygen. Creatures using darkvision perceive colors normally within a 30-foot radius of the *darklight*. This spell has no effect in an area of supernatural darkness. The effect is immobile, but it can be cast on a movable object.

Darklight can be used to counter or dispel any darkness or light spell of equal or lower spell level.

HAG ASPECT, LESSER

School transmutation; Level alchemist/investigator 2, arcanist/sorcerer/wizard 2, bloodrager 2, witch 2 Casting Time 1 standard action

Components V, S **Range** personal

Target you

Duration 1 minute/level (D)

Saving Throw none; Spell Resistance no

You take on the aspect of a hag, including some of its physical characteristics. You gain low-light vision, damage reduction 5/bludgeoning, the benefits of *pass without trace*, and a +1 enhancement bonus to natural armor which increases by +1 for every four caster levels above 3rd (to a maximum of +4 at 15th level).

HAG ASPECT

School transmutation; Level alchemist/investigator 4, arcanist/sorcerer/wizard 5, bloodrager 3, witch 5 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 minute/level (D) Saving Throw none; Spell Resistance no As *lesser hag aspect*, and in addition you gain darkvision

60 feet, damage reduction 5/bludgeoning and magic, resist electricity 10, a swim speed of 30 feet, and you grow gills which allow you to breathe underwater. In addition your natural weapons and any weapons you wield are considered magic for the purpose of overcoming damage reduction.

HAG ASPECT, GREATER

School transmutation; **Level** alchemist/investigator 6, arcanist/sorcerer/wizard 8, bloodrager 4, witch 8

Casting Time 1 standard action **Components** V, S

Range personal

Target you

Duration 1 minute/level (D)

Saving Throw none; Spell Resistance no

As hag aspect, and in addition you gain damage reduction 10/bludgeoning and magic; immunity to electricity, charm, and fear; a +4 racial bonus on saving throws against gaze attacks and disease; and a 20 foot aura of strong wind (*Pathfinder Roleplaying Game Core Rulebook, Section 13 Environment*). You are immune to the effects of this aura.

QUICKSILVER GAZE

School transmutation; Level alchemist/investigator 2, arcanist/sorcerer/wizard 2, bloodrager 1 Casting Time 1 standard action Components V, S, M (two drops of mercury) Range personal Target you Duration 1 minute/level (D) Saving Throw none; Spell Resistance no

A wave of quicksilver ripples across your eyes and gives them the appearance of mirrors. You gain a +4 bonus on saving throws against gaze attacks and effects with the light descriptor. As a standard action, you may meet the gaze of a creature within 30 feet and reflect their gaze back upon them. When you do so, both you and the creature must make a saving throw against the gaze attack or be subject to its effects. In order to employ this option you may not avert your gaze or close your eyes.

Racial Magic Items

The following magic items are made by changeling spellcasters.

APLOMB AMULET

Aura faint necromancy and transmutation; CL 5th Slot neck; Price 4,500 gp; Weight –

DESCRIPTION

This silver locket is engraved with flowering vines that twine over its surface. When the wearer of an *aplomb amulet* uses Diplomacy to shift a creature's attitude, they can shift up to three steps rather than just two. Placing a bit of a creature (such as a hair, nail clipping, or drop of blood) within the locket gives the wearer a +5 insight bonus on Diplomacy checks to influence that creature for 24 hours, until it is removed or until a bit of another creature is placed within, whichever occurs first.

CONSTRUCTION

Requirements Craft Wondrous Item, *hex vulnerability* ^{ACG}, *honeyed tongue* ^{APG}; **Cost** 2,250 gp

Empathy Band

Aura moderate divination; CL 7th Slot ring; Price 5,000 gp; Weight –

DESCRIPTION

These simple platinum rings come in pairs. An *empathy band* without its mate is useless. When worn, the paired rings allow each wearer to have a general sense of the emotional state of the other wearer. A wearer of one half

of a pair *empathy bands* gains a +5 insight bonus on Bluff checks to communicate secret messages to the wearer of the other ring and a +5 insight bonus on Sense Motive checks against the wearer of the other ring. When *empathy bands* are used as the focus component for a *shield other* spell, that spell is enlarged as if by the Enlarge Spell feat. Once per day, on command, the wearer of an *empathy band* may learn details about the wearer of the other ring of the pair as the spell *status* with a duration of 1 minute.

CONSTRUCTION

Requirements Forge Ring, *hidden speech* ^{APG}, *shield other, status*; **Cost** 5,000 gp

INCOGNITO CAP

Aura faint enchantment; CL 5th Slot head; Price 2,500 gp; Weight 1 lb.

DESCRIPTION

This simple woolen cap cloaks the wearer in an aura of anonymity. Any creature that sees or interacts with the wearer of an *incognito cap* must make a DC 10 Intelligence check to remember anything about the wearer other than her general shape (such as humanoid), or the gist of their interactions with her. Creatures receive a cumulative +1 bonus to this check for every full hour they interact with the wearer in a 24 hour period.

CONSTRUCTION

 $\label{eq:Requirements} \begin{array}{l} \textbf{Requirements} \ Craft \ Wondrous \ Item, \ anonymous \ interaction \ ^{ACG}; \ \textbf{Cost} \ 1,250 \ \text{gp} \end{array}$

In Your Campaign

While not a particularly common race, changelings are nevertheless found in almost every society with which hags can interact and breed. This makes changelings extremely easy to seamlessly integrate into any campaign. They are an excellent option for a GM to use in the creation of a mysterious NPC or for a player looking to create a character that has a hint of the exotic. The most important thing to remember about a changeling character is that it should be about relationships. Even more than a normal character, a changeling's relationship with her adopted family, her host community, her host culture, her biological mother, her deity, and her adventuring companions define her. At their core changelings have a primal need to connect with others, an echo of the hag's instinct to form a coven.

There are several basic types of changelings—those that flee from the call, those that embrace the call, and those that dance with the call.

• The typical changeling adventurer is one that flees from the call. She denies her biological mother and takes up a rootless existence in an attempt to escape the clutches of her mother or whatever servitors (sometimes even her own twisted halfsisters) are sent to bring her into the fold. Such changelings often deny their true nature and the beast that they fear lurks within them. They can be plagued by nightmares of being captured by their biological mother and having their will stripped from them or of transforming into a hideous monster that turns on their loved ones. They typically turn toward the worship of a deity (most often Alina or Elyion Arai) or form close bonds with adventuring companions. Such a changeling can only run so far and so long before her past catches up with her and she is forced to deal with her mother once and for all.

Those changelings that embrace the call of their mother most often appear as NPCs. They learn the ways of hags at their biological mother's knee and over time transform into hags themselves. Though this type of changeling is most often an NPC, you may work with a player who wishes to play this type of changeling in your campaign. Such changelings would be particularly well-suited for a campaign focused around evil or selfish characters. A changeling of this type can also make an excellent foil for a changeling who denies her mother. Sent to retrieve her wayward half-sister, she might delight in slowly stripping her half-sister of everything she holds dear. Jealousy might lead her to seek the destruction of her half-sister, who she may see as a rival for her mother's favor and power.

If you want to use a changeling without exploring her hag origins, try building on one of the other central themes of the race. Changelings seldom grow up knowing both of their biological parents and commonly will feel like outsiders. This could lead to a changeling finding it difficult to trust others. Some take that experience and explore the meaning of friendship and the depths to which someone can trust another. Such a character should start out finding it difficult to trust the other members of her adventuring party and learn to trust them over the course of the campaign.

Another possibility when roleplaying a changeling character is to explore healthy and unhealthy relationships. Such a changeling could be a good person seduced by the power of Yud, not realizing the terrible price she has paid until luck turns against her over and over again. The player and game master could work together to craft a story where, over the course of the campaign, the character comes to realize that she should leave the deity behind in favor of Alina, Elyion Arai, or another deity from the campaign setting.

Other possible changeling character ideas include:

• Because of a changeling's origins, she is rarely understood by those around her. An outcast of

this sort might become anything from a runaway, street-wise rogue to an introverted, studious wizard.

- Being abandoned on the doorstep of a church or monastery by the non-hag parent could produce a changeling wholly devoted to a deity or order.
- With natural claws and a magical lineage, an orphan changeling would rarely be picked on and would make a natural hero for her orphanage, standing up to bullies for her orphaned brothers and sisters.

NPCs

CR 1/2

Josta

XP 200

Female changeling cleric of Yud (coinspinner) 1 CE Medium humanoid (changeling) Init –1; Senses darkvision 60 ft.; Perception +3 Aura chaos, evil

DEFENSES



AC 14, touch 9, flat-footed 14 (-1 Dex, +4 armor, +1 shield) hp 6 (1d8+2)

Fort +3, Ref -1, Will +5

OFFENSE

Speed 30 ft.

- **Melee** brass knuckles ^{UE} +1 (1d3+1) or cold iron dagger +1 (1d4+1/19–20)
- **Ranged** light crossbow –1 (1d8/19–20) or cold iron dagger –1 (1d4+1/19–20)
- **Special Attacks** luck variant channel ^{UM} negative energy 5/day (DC 14, 1d6), heartsick, malign eye ^{APG} (6/day)

Changeling Spell-Like Abilities (CL 1; concentration +3)

1/day—*crushing despair* (DC 16)

Cleric Spells Prepared (CL 1; concentration +4) 1st—bane ^D (DC 14), cause fear (DC 14), murderous command ^{UM} (DC 14) 0 (at will)—create water, detect magic, read magic Domain Luck (Curse ^{APG})

STATISTICS

Str 12, Dex 8, Con 12, Int 10, Wis 17, Cha 15 Base Atk +0; CMB +1; CMD 10 Feats Improved Channel Skills Profession (gambler) +7, Sense Motive +7 Languages Common SQ heartsick, oddsmaker Combat Gear scroll of entropic shield, smoke pellet ^{UE}; Other Gear alchemist's kindness ^{UE}, brass knuckles ^{UE}, buckler, chain shirt, dagger, gold holy symbol ^{UE} of Yud, light crossbow with 10 bolts, pickpocket's outfit, spell component pouch, superior loaded dice ^{UE}, wrist sheath ^{UE}, 45 gp.

Menafi

XP 600

Female changeling monk (zen archer APG) 3 LN Medium humanoid (changeling) Init +0; Senses darkvision 60 ft.; Perception +10

DEFENSES

AC 16, touch 15, flat-footed 14 (+1 armor, +1 Dex, +1 dodge, +3 Wis)

CR 2

hp 16 (3d8+3)

Fort +4, **Ref** +4, **Will** +6; +2 against gaze attacks **Defensive Abilities** AC bonus, evasion, gaze blindness

OFFENSE

Speed 40 ft., climb 10 ft. Melee unarmed strike +3 (1d6+1) Ranged mwk longbow +6/+6 (1d8+1/x3) or mwk longbow +7 (1d8+1/x3) Special Attacks zen archery

STATISTICS

Str 12, **Dex** 13, **Con** 12, **Int** 10, **Wis** 17, **Cha** 10 **Base Atk** +2; **CMB** +3; **CMD** 16

- **Feats** Deflect Arrows, Dodge, Improved Unarmed Strike, Perfect Strike ^{APG}, Point Blank Master ^{APG}, Point-Blank Shot, Precise Shot, Weapon Focus (longbow)
- Skills Climb +16, Knowledge (history) +8, Perception +10, Sense Motive +10; Racial Modifiers +8 Climb

Languages Common, Dwarven

SQ climbing claws

Combat Gear *potion of jump*, **Other Gear** *bracers of armor* +1, masterwork composite longbow (Str +1) with 20 arrows, 20 cold iron arrows, 20 silver arrows, 5 gp.

ZABALA

CR 3

XP 800

Female changeling bloodrager ^{ACG} 4 NE Medium humanoid (changeling) **Init** +1; **Senses** Perception +7

DEFENSES

AC 18, touch 11, flat-footed 17 (+1 Dex, +1 natural armor, +6 armor)

hp 29 (4d10+7)

- **Fort** +5, **Ref** +2, **Will** +1; +2 against charm, cold, fear, fire, and sleep effects
- **Defensive Abilities** blood sanctuary, uncanny dodge, wretched endurance

OFFENSE

Speed 30 ft. (40 ft. without armor) **Melee** mwk greatsword +8 (2d6+4/19–20)

Special Attacks bloodline power [horrific visage (DC 16)], bloodrage (11 rounds/day)

Bloodrager Spells Known (CL 4th; concentration +5 [+6 while bloodraging]) 1st (2/day)—long arm ^{ACG}, shield **Bloodline** accursed

STATISTICS

Str 16, **Dex** 13, **Con** 12, **Int** 10, **Wis** 10, **Cha** 12 **Base Atk** +4; **CMB** +8; **CMD** 19

Feats Eschew Materials ^B, Furious Focus ^{APG}, Power Attack **Skills** Acrobatics +8, Climb +10, Perception +7, Survival +7

Languages Common

SQ ancestral affinity

Other Gear +1 breastplate, belt of superior maneuvers +1 ^{ACG}, masterwork greatsword.

NASREEN

CR 5

XP 1,600

Female changeling expert 7 LG Medium humanoid (changeling) Init -1; Senses darkvision 60 ft.; Perception +1

DEFENSE

AC 14, touch 9, flat-footed 14 (+4 armor, -1 Dex, +1 natural) **hp** 31 (7d8–7)

Fort +1, **Ref** +1, **Will** +6

Offense

Speed 20 ft. (30 ft. without armor) Melee 2 claws -1 (1d4-1) Ranged +1 light crossbow +3 (1d8+1/19-20)

STATISTICS

Str 8, **Dex** 9, **Con** 8, **Int** 14, **Wis** 13, **Cha** 14 **Base Atk** +5; **CMB** +4; **CMD** 13

Feats Scholar, Skill Focus (Appraise), Skill Focus (Craft [alchemy]), Toughness

- **Skills** Appraise +15, Bluff +2 (+4 vs. creatures sexually attracted to her), Craft (alchemy) +15, Diplomacy +12, Disable Device +8, Knowledge (arcana) +14, Knowledge (dungeoneering) +11, Knowledge (nobility) +8, Linguistics +12, Sense Motive +11, Use Magic Device +12; **Racial Modifiers** +2 Bluff vs. creatures sexually attracted to her
- **Languages** Abyssal, Aklo, Catfolk, Celestial, Common, Dark Folk, Draconic, Dwarven, Orc, Sylvan, Tengu
- **Other Gear** +1 studded leather, +1 light crossbow, cloak of human guise ^{UE}, masterwork thieves' tools

CR 7

Lucerei

XP 3,200

Female changeling sorcerer (incantrix) 8 CG Medium humanoid (changeling) Init +6; Senses Perception +12

DEFENSES

AC 13, touch 12, flat-footed 11 (+2 Dex, +2 natural) hp 42 (8d6+12) Fort +4, Ref +4, Will +7; +4 against charm, cold, fear,

Fort +4, **Ret** +4, **Will** +7; +4 against charm, cold, fear, fire, and sleep effects

Defensive Abilities wretched endurance

Offense

Speed 30 ft.

Melee mwk quarterstaff +3 (1d6–1)

Sorcerer Spells Known (CL 8; concentration +13) 4th (4/day)—*black tentacles*

- 3rd (6/day)—dispel magic, fly, heroism, ray of exhaustion (DC 18)
- 2nd (7/day)—disfiguring touch [™] (DC 17), false life, glitterdust, lesser hag aspect, quicksilver gaze, see invisibility

1st (8/day)—burning hands (DC 16), grease, mage armor, pass without trace, ray of enfeeblement (DC 16), unseen servant, youthful appearance [™]

o (at will)—acid splash, detect magic, disrupt undead, light, mending, message, open/close, prestidigitation **Bloodline** accursed [™]

STATISTICS

19

Str 8, **Dex** 14, **Con** 11, **Int** 10, **Wis** 14, **Cha** 19 **Base Atk** +4; **CMB** +3; **CMD** 15

Feats Combat Casting, Eschew Materials, Extend Spell, Great Fortitude, Improved Initiative, Toughness

Skills Intimidate +18, Perception +12, Use Magic Device +18

Languages Aklo, Common

SQ ancestral affinity, bloodline arcana, primal dweomercraft

Combat Gear acid, alchemist's fire; **Other Gear** *amulet of natural armor* +1, *figuring of wondrous power (silver raven)*, masterwork quarterstaff.

SIMONE

CR 11

XP 12,800

Female changeling warpriest of Elyion Arai 12 CN Medium humanoid (changeling) Init –1; Senses darkvision 60 ft.; Perception +4 Aura chaos, good

DEFENSES

AC 23, touch 9, flat-footed 23 (+10 armor, -1 Dex, +1 natural, +3 shield) hp 81 (12d8+24) Fort +11, Ref +5, Will +14; +1 vs. ability damage, drain,

and penalties

Defensive Ability sacred armor +2 (12 minutes)

OFFENSE

Speed 20 ft. (30 ft. without armor), climb 10 ft. **Melee** +2 *trident* +13/+8 (1d10+3/x3)

Special Attacks blessings 9/day (agile feet, anarchic strike, battle companion [summon monster V], dimensional hop), channel positive energy (DC 20, 4d6), fervor (4d6), sacred weapon +6 (12 rounds)

Warpriest Spells Prepared (CL 12; concentration +16, +20 defensive or grappled)

4th—death ward, divine power, freedom of movement 3rd—dispel magic, guiding star ^{APG}, prayer, sands of time ^{UM}, symbol of healing ^{UM}

2nd—lesser restoration, resist energy, shard of chaos ^{UM}, shield of fortification ^{ACG}, spiritual weapon, weapon of awe ^{APG}

1st—bless water, comprehend languages, detect undead, hide from undead, sanctuary, shield of faith

o (at will)—create water, detect magic, guidance, light, read magic

Blessings Chaos, Travel

STATISTICS

20

Str 16, **Dex** 8, **Con** 14, **Int** 10, **Wis** 18, **Cha** 15 **Base Atk** +9; **CMB** +12; **CMD** 21

Feats Accursed Blood, Alignment Channel (lawful), Channeled Blessing ^{ACG}, Combat Casting, Disruptive, Quicken Blessing ^{ACG}, Spellbreaker, Step Up, Toughness, Vital Strike, Weapon Focus (trident) ^B

Skills Diplomacy +17, Knowledge (religion) +15; Racial Modifiers +1 Swim, +8 Climb

Languages Common

SQ climbing claws, ocean's daughter

Combat Gear *pearl of power (1st level), wand of cure serious wounds (25 charges);* **Other Gear** +2 *full plate,* +2 *trident, belt of giant strength* +2, book of war prayers ^{ACG}, *cloak of resistance* +1, healer's kit, holy text ^{UE} (five points of light), silver holy symbol of Elyion Arai, spell component pouch, 15 gp.

book of heroic Races compendium



JON BRAZER

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