Book of DEROIC RACES advanced tengus





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CREDITS

Author Joel Flank **Cover Artist** Keith Curtis, Luis Salas Lastra

Editor Kevin Morris

Chief Programmer

E. Steev Ramsdell

Interior Art Brian Brinlee, Keith Curtis, Luis Salas Lastra

> **President** Dale C. McCoy, Jr.

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Introduction

In your hands is the second 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 the *Pathfinder Core Rulebook* races, something beyond 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* novels. With it, we hope to take your game beyond.

Thieves, cutpurses, troublemakers, and epithets far worse are names given to tengus. Because of such stereotypes, members of this feathered race are relegated to living in the ghettos and finding menial work that pays poorly. To get ahead, many tengus turn to the very stereotypes of stealing and cheating others that got their people into the situation in the first place.

Despite all of this, tengus, like all other races, can choose a more honest and honorable life. They are as wise as dwarves and as graceful as elves. Their natural affinity for languages make them exceptional sages and translators. Put all that together, and you have the ideal race to dive into a forgotten dungeon or tomb, bypass dangerous traps, or find rare and valuable treasure and translate ancient texts.

An evil tengu character can still be an excellent adventuring companion. A greedy tengu can be loyal to his fellow adventurers; he need not be dishonest and cheat his friends out of coin or leave them to die. Such an evil tengu might have the love of gold being his primary motivation. This can also allow for a personal growth story when your tengu character chooses to leave the gold behind in order to help others beyond his close companions.

Within these pages, you will find much to help you to understand tengu society and come up with ideas for characters. The two tengu deities represent the avarice and the thirst for knowledge that is so pervasive in tengu culture. Class options include options archetypes explore their affinity with ravens including the aerialist, the crow shaman, and the raven knight. Tengu druids and cavaliers can make use of the giant raven animal companion. Other options included within expand the natural abilities of tengus with the Eye Gouge and Sword Master feats. A tengu spellcater might summon a swarm of ravens with the *murder of crows* spell. If you as the Game Master want to use a tengu character in your game, see the NPC section in the back for a total of six ready-made NPCs. If you like **Book of Heroic Races: Advanced Tengus**, tell us about your character on our Facebook, Google+, and Twitter pages. Please leave us a review where you downloaded this PDF. Also, tell your friends about us. Most games hear about us from their friends. Let your fellow gamers know how much you love this and all the rest of *Jon Brazer Enterprises*' releases.

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

How to Use

This book presents a number of new options you can use to create tengu 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.

Anything Worthwhile is Worth Stealing

Jacaw glanced at his jasper ring as the sunshine caused it to glimmer. It was his most prized possession. In truth, though, it was really just a shiny red rock set in a silver ring. Sometimes when he looked at it, he basked in its shine, but other times, it sent him into a deep depression. A tengu of his skill and aplomb shouldn't have a mere red rock. He deserved golden torcs, glittering emeralds and rubies, and a marble mansion—nay, a palace! Soon disgusted with his own wallowing in self-pity, he stood up straight. This was the day he would finally take matters into his own talons and claim what was rightfully his.

With a spring from the edge of his rooftop perch, he reached out and grasped a drainpipe. He slid halfway down and deftly stepped off as he descended to the roof of the house next door. As he walked across the rooftop, he thought of his target and prize. The past few weeks, he had carefully stalked the rich merchant Gantriss and had learned his patterns and routines. Since spying the sparkling golden broach Gantriss prominently wore on the outside of his cloak, Jacaw had been entranced by the dozens of diamond chips embedded in the lustrous golden setting, and he knew he needed to make it his. Whenever he jumped or while fencing, his own red cloak spun about him in a pleasing, eve-catching way, but it was missing a centerpiece, and the broach would perfect it. It was even shaped like some type of bird man, which appealed to Jacaw even more. Who better to have a golden bird man pendant than him, a tengu of superlative skill and taste? It shouldn't belong to a stupid human lacking even a single feather. He only needed to devise a way to steal it from the foolish merchant without being caught-or worse, chopped in two by his enormous half-orc bodyguard.

Jacaw took a running leap, glided over the street ahead, and rolled to his feet as he landed on the rooftop on the other side, all without breaking his stride. Humans so rarely thought in three dimensions, and predictably, none looked up to notice his passing overhead. There were still hours until Gantriss took his daily walk outside of his fortified manse to inspect the wares for sale at the marketplace. That was when he was most vulnerable, with only a single bodyguard at his side. If Jacaw could only find the one missing piece to his plan: a perfect distraction that would let him palm the broach without being noticed, one that couldn't be traced back to Jacaw. After days of racking his brain, he was ready to give up, but it was his right to have that broach. it felt as though it were mandated by the gods themselves. He had to have it! As his caretaker always said, "Anything worthwhile in life is worth stealing." With that errant thought, he knew just how to figure out the right distraction. His caretaker served Munhinazi, the tengu god

of knowledge, who was sure to provide some insight.

Jacaw pivoted in his course, climbing and leaping his way across the rooftops towards the temple district. With purpose in his stride, he was soon at the temple he was seeking, a many-steepled monstroscity dedicated to some holier-than-thou human goddess of crusading or something foolish like that. A final leap placed him on the roof of the holy building, and he started scaling the nearest steeple. He didn't care about the preachy human god below, he was climbing to a temple much more his style. Cresting the top of the steeple, he looked down into the concealed bowl like area between the spires on the roof of the temple, and spied the crow's nest hidden from sight. A dilapidated shack leaned against one of the steeples. Sitting cross legged in front of it was a sleek tengu with a ruff of white feathers around his neck, standing out from his otherwise coal black plumage. Jacaw called out, "I seek your council, Hyglawk. Can Munhinazi the all-seeing aid me?"

Hyglawk cocked his head to the side, and stared at Jacaw. "I was wondering when you'd finally show up. I thought you'd be here yesterday though." Jacaw stumbled just a bit on his way down to the hidden depression. How could Hylawk expect him, when he had only just now thought to consult him? "How...how did you know I'd be coming?"

The older tengu chuckled. "Look around. I see all from up here" Jacaw glanced around, and saw the city spread out before him, in all directions. As he was taking in the view, a raven flew by and landed on Hyglawk's shoulder. He thought he heard the tengu murmuring to the bird before it flew off.

"And, I see you have your own network of spies to tell you what you don't see yourself. You're a clever one. I came to the right place." Hyglawk reached out a taloned hand. Jacaw grumbled to himself as he reached into his pouch and took out the shiniest coins he had, three copper and an untarnished silver piece. He held them out so they glinted in the sun. "So tell me, how can I create a distraction that that can't be traced back to me?"

Hyglawk snatched the coins and they disappeared before he spoke. "Go to the docks and take a stroll on the pier. You'll find what you seek there." Jacaw had no clue how the docks could be helpful, but he wasn't going to ignore the advice he had just paid for. He spun around, sending his cloak out in a dashing arc around him, and set off across the roofs of the city towards the docks.

Overlooking the roof of a warehouse near the river, the docks were spread out below him, but nothing obvious presented itself. His stomach growled, and he quickly spotted a fishmonger at the edge of the docks, hawking the day's catch. That was at least a practical reason to go to the docks, even if he couldn't find the distraction that Hyglawk had sent him for. He darted from shadow to shadow in the afternoon sun, sneaking behind the fish stall. While the merchant was talking with some customers, he deftly snatched a few fillets of sea bass and a bucket of discarded fish heads, calmly strolling away as if he was there on legitimate business. As he walked out of sight of the fish vendor, a commotion caught his attention ahead. When he approached, he saw a burly human captain shouting, "Get away from me cargo, blasted vermin!" Then, he saw the focus of the captain's ire, goblins, filthy river rats, trying a smash and grab, ruining the good name of honest thieves like him with their loud and direct tactics. Wait. Loud and obnoxious, but still sneaky? Goblins would be perfect!

Jacaw hurried after the scampering pests and caught up to them hiding behind some crates. Speaking fluent goblin, he said, "I have a job for you. I'll pay even—a silver piece each and these delicious fish heads as a signing bonus." He saw he had their interest with the mention of fish heads, and negotiations took him only a few minutes longer.

The sun had begun its descent below the horizon, and Jacaw was concealed behind a tent of a fortune teller in the market. Everything was in place. He need only wait for Gantriss to finish touring the market. Finally, around the corner, he saw the brawny, bare-chested half-orc, an enormous cleaver of a sword strapped to his back. Gantriss followed, dressed in fine silk robes with a satin cloak trimmed with ermine fur around his shoulders. Pinned to the cloak was Jacaw's prize. Sunlight struck the diamond chips, scattering a pattern on the nearby canvas tents. This was it, weeks of planning had culminated in this moment. Jacaw slipped a bag from his belt, opened it, and scattered dozens of marbles right in the path of the brutish half-orc. The bodyguard's foot seemed to move in slow motion as it lowered on a handful of marbles. As he placed his weight on the foot, time returned to normal, and the half-orc's feet flew into the air. His body slammed into the ground, knocking the wind out of him. Jacaw held his breath for a moment-this would all be for naught if the goblins didn't do their part.

With an ululating cry, four goblins burst out from hiding, one from the sewer drain nearly and the rest from behind stalls and tents nearby. The nearest goblin leapt upon the hapless bodyguard, stabbing downward again and again with his makeshift shiv. Another two grabbed his arms, one biting him with its wide mouthed maw full of teeth, the other slicing his belt pouch from him. The goblin at the grate started pelting half eaten fish heads at Gantriss, who shouted in shock and started flailing his arms to block the foul smelling missiles.

"This is it," Jacaw said to himself, "showtime." He tumbled from behind the tent, drew his rapier, and flourished it in the air towards the goblins. "Back, you disgusting knaves! Unhand this honest citizen, or you'll have to deal with Jacaw, and I'll be forced to stain my sword with your foul black blood." He hoped he hadn't laid it on too thick. He moved towards Gantriss, who was still distracted by the flying fish heads and thrust his sword into the nearest goblin's arm. When the goblin shrieked, Jacaw used that distraction to bump into Gantriss and, with his free talon, swiped the broach right off his robes, tucking it between his feathers. Finally, the prize was his! Now he needed to escape.

Before he could "chase the goblins away," there was a shriek of agony followed by a horrible gurgling sound. Jacaw looked down and saw the goblin's shiv had stabbed through the half-orc's throat lodging in his spine. He never would have pegged the musclebound cretin to scream like a girl. Blood covered the street and spurted over the goblins, who were grabbing the orc's weapons, clothes, and anything else they could remove from his corpse. This was bad. Murder wasn't part of the plan—it attracted too much attention. He lunged and speared the nearest goblin through the eye, killing it instantly, then spun around to the side before the rest could react. The other goblins scattered and dove into the open sewer grate, disappearing before the stunned market crowd.

Jacaw was ready to make a hasty exit himself, when he felt a hand on his shoulder. "That was some impressive swordplay. It seems my former bodyguard wasn't up to the task, but you seem clever, both in wit and fencing. How would you like to fill the recently vacated position on my staff? It seems that those goblins made off with my broach as well. If you can do a better job than the half-orc, I'll pay. I'll pay quite well."

Jacaw's first instinct was to just leave and admire his new treasure, but it would look suspicious if an up-and-coming swordsman didn't take a prestigious job, and being well paid would be a welcome change for him. Plus, the stupid human thought the goblins had taken his broach. He was in the clear. He preened under Gantriss' praise. What was the worst that could happen? "Jacaw Silverblade, at your service. I can begin immediately." As he gave a courtly bow, he didn't notice the gleam in Gantriss' eye or the quickly hidden smirk on his face.

Tengu

Racial Traits

The crowlike tengus are defined by envy for what others have that they believe should be theirs. They spend their time finding ways to take advantage of any opportunity, which makes them diversely talented. They master swords so they can take through force of arms, learn languages to hear the secrets of others, and practice stealth to covertly steal from them.

Tengu greed drives them to strive for more than they have, and they rarely pursue mundane careers. Why be a stonemason or a merchant when you could be a gemcutter or a fencer? This drive for possessing what others have often leads tengus towards lives of adventure. Tengus define adventurers as those those who take what isn't theirs, whether buried treasure or long lost magic.

Physical Description: The most prominent tengu features are their sharp long beaks and glossy dark feathers. Most tengus have black plumage with a slightly oily sheen. Some have brown, gray, or even white accent feathers around their neck or legs. Their beaks and clawed hands and feet are most often black but can take the color of their accent feathers. Tengus are the same average height as humans, though their heights are less varied. They have slender builds and naturally stooped gaits, making them seem furtive even when simply relaxing. As they age, this stoop becomes more pronounced, often causing elderly tengus to use canes or walking sticks.

Society: Tengus live in tribes or clans, enjoying socialization as well as safety in numbers. However, their innate greed tends to keep their social structures small. When more than a few dozen tengus congregate, their envy for one another disrupts the stability of the group, often leading to violence, providing perhaps one reason that groups of tengus are called murders.

Tengus covet what other races have, which often leads them to live within larger cities, where there is both more wealth they perceive as rightfully theirs, and more opportunity to take that wealth. It is rare to find isolated tengu communities, and even rarer to find any too far from other settlements or tribes to allow for theft or banditry.

Tengu leaders are usually those who are more subdued with their wealth. They keep their treasures hidden and secret from others to avoid being a target for jealousy. Successful tengu leaders also encourage their underlings to be extravagant and flashy, so they attract negative attention in place of their leader. Tengus who truly have little wealth are too obsessed plotting to gain it to care for leadership.

Tengu Racial Traits

Tengu have the following racial traits.

+2 Dexterity, +2 Wisdom, -2 Constitution: Tengus are fast and observant, but relatively fragile and delicate.

Tengu: Tengus are humanoids with the tengu subtype.

Medium: Tengus are Medium creatures and receive no bonuses or penalties due to their size.

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

Senses: Tengus have low-light vision.

Sneaky: Tengus gain a +2 racial bonus on Perception and Stealth checks.

Gifted Linguist: Tengus gain a +4 racial bonus on Linguistics checks, and learn 2 languages each time they gain a rank in Linguistics rather than 1 language.

Swordtrained: Tengus are trained from birth in swordplay, and as a result are automatically proficient with swordlike weapons (including bastard swords, daggers, elven curve blades, falchions, greatswords, kukris, longswords, punching daggers, rapiers, scimitars, short swords, and two-bladed swords).

Natural Weapon: A tengu has a bite attack that deals 1d3 points of damage.

Languages: Tengus begin play speaking Common and Tengu. Tengus with high Intelligence scores can choose any languages they want (except for secret languages, such as Druidic).

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Alignment and Religion: Tengus rarely have time to worry about moral and ethical extremes, tending towards neutrality and self-interest. They prefer deities who espouse self-sufficiency and make relatively few demands of their followers, often worshipping gods with portfolios that include the air, commerce, and wealth. Their ancestral desire to fly makes them especially reverent of gods associated with flying or birds. Some tengus are so seduced by promises of flight that they worship the demon lord Pazuzu.

Names: Tengus often name their chicks after someone they admire—often for their wealth or power—even if the person comes from another race. They believe that it auspicious to name their children with a stolen name, which will serve as a constant reminder that it is best to take from others rather than to struggle build success for a lifetime. This tradition may have led to the tengu mastery of language. Stolen names are often altered to include more avian sounds such as as "awk," "caw," or "eet." Family names are often descriptive or aspirational.

Male Names: Awkrigen, Cawadrel, Makoa, Rogawk, Siivawk, Zawkho.

Female Names: Jatheetral, Kawmani, Kortrill, Meelin, Sheerish, Tweena.

Family Names: Corvental, Goldjingle, Nightfeather, Sharpbeak, Thrushen.

Traits

The following race traits are available to tengus.

Find the Hidden: You have an innate magical talent for finding hidden treasure and other hidden things. You know the *sift* ^{APG} cantrip and may cast that spell twice per day as a spell-like ability. This spell-like ability is cast at your highest caster level gained; if you have no caster level, it functions at CL 1st.

Foul Tasting: Your feathers and flesh taste horrible and are barely palatable to other creatures. Any living creature that hits you with a bite attack takes a cumulative -1 penalty (maximum -4) on bite attack rolls against you in the same encounter. If you are swallowed whole by a living creature, you gain a +4 trait bonus on combat maneuver and Escape Artist checks made to escape.

Mimicry: You can imitate the sounds and voices you have heard. For voices you've listened to for at least ten minutes, you gain the sound mimicry special quality, excluding the racial bonus it grants.

Reach for the Sky: Your lack of wings does not stop you from gaining height advantage. You gain a +1 trait bonus to Climb and Acrobatics checks made to balance, and Climb becomes a class skill for you.

Alternate Racial Traits

Covetous: Some tengus desire material wealth more than finding common ground with others. Tengus with this trait gain a +2 racial bonus on Appraise and Sleight of Hand checks. This replaces gifted linguist.

Crow Tongued: You can speak to and influence birds. You gain the spell-like ability *speak with animals*, which you can use once per day, and the wild empathy feature, both usable only on birds. When you use wild empathy with crows or ravens, their starting attitude is friendly if domesticated or indifferent if wild. Use your character level for caster level and effective druid level for these abilities. This replaces swordtrained.

Raven-Blooded: You are significantly larger than most tengus. Your beak attack does 1d6 damage, and you count as Large sized for abilities dependent on size, as well as for determining your CMB, CMD, and skill checks. This does not affect your reach, attack bonuses, or your Armor Class. This replaces sneaky and swordtrained, and modifies natural weapon.

Society and Lands

Arts and Crafts: Tengus surprise many who consider them a race of greedy opportunists by actually being very talented craftsmen. Tengu artisans tend to choose crafts that involve precious materials such as jeweling or sculpting in marble, reflecting their love of valuables, rather than simpler mediums such as clay, or ephemeral crafts such as poetry.

Tengus are renown as calligraphers without peer, turning their linguistic talents toward creating beautiful documents or invitations. Their calligraphy often mimics the styles and aesthetics of the culture the language originates from, such as delicate elven cursive illuminated with sylvan imagery or angular dwarven runes.

Tengu swordsmiths produce blades of superior balance, often with delicate filigree and engravings and embellished with gems or gilded finishes to their hilts and crossguards. The finest swashbucklers and fencers often go to great lengths to acquire a sword crafted by a legendary tengu swordsmith, believing that tengu blades embody the race's natural talents for swordplay. More cynical shoppers believe that tengus themselves propagate the rumor to enhance their reputations and increase prices.

Tengus prefer the gaudiest jewelry they can afford and flamboyant cloaks and clothes that often feature bright colors and intricate designs. Tengus will often wear outfits that clash, believing that each individual piece of clothing should be the finest, boldest item they can afford and that it will stand on its own, regardless of how poorly it matches their full ensemble. Similarly, they prefer accessories that are unusual and eye-catching, even if impractical, such as feathered hats, eye patches or monocles, platform boots, or clothing featuring large number of buckles, buttons and pockets. If these accessories distract others or provide places to hide stolen goods, then all the better.

Language and Script: Like most of tengu culture, the tengu language has been appropriated from a variety of others. When tengus hear a word they like, they add it to the their language. While many cultures that borrow from a mix of languages would form a pidgin tongue, the tengus have instead formed a unique language that seamlessly blends its component parts into a sophisticated whole. Linguists have yet to discover a language without at least a few words that have migrated into Tengu. The linguistic diversity of their own tongue has given tengus an ability to learn other languages unmatched by other races.

Tengu also borrows characters for its script from others, using a diverse set of phonetic letters and accent notation from a diverse range of languages such as Elvish, Dwarvish, Infernal, and Draconic.



Love and Mating: Tengus approach love like they approach the acquisition of wealth. If they meet someone they are attracted to, they will go to great lengths to form a relationship with them, seeing love and affection as another type of valuable they can possess. Common mating rituals involve displays of wealth and power and giving lavish gifts and praise to their desired mate. If traditional gifts of gold, silver and gems fail to win the attention of their romantic interest, they rarely give up, instead learning what will impress the target of their affections. While other races consider such behavior to border on stalking, tengus appreciate the effort spent to impress one another, often more than whatever gifts are given.

Tengu relationships are often brief and passionate, lasting only until one partner finds someone else that interests them more. Tengus that do form relationships that last beyond brief affairs become extremely devoted to one another, with adultery being rare. Marriage is therefore rare in tengu society but celebrated by the whole community. Tengu weddings are characterized by bride and groom giving gifts to their guests, as the two have found a form of wealth that surpasses their normal greed for material possessions. A widowed tengu often refrains from future romance the remainder of life.

Clans and Families: Tengus feel tenuous loyalty to an extended clan and little or none toward immediate family. Their selfish nature leads them to value their own self-interest; however, they value the safety of numbers, especially in a world that often views them as untrustworthy bandits and thieves. Therefore, they form small clans primarily for self protection, but also to fulfil their subconscious need to compare themselves to others. A lone tengu has no one to envy or to impress with their superior wealth, station, or power.

Since tengus rarely form long term relationships, chicks born to fleeting affairs are raised by the community as a whole. Some tengus find child rearing and teaching a rewarding career and brag about the chicks they raise and their accomplishments as a vicarious way to show their worth, especially if they lack the material wealth that tengus normally value. Some cynical tengus see this behavior as self-serving, since it gives the caretaker loyal chicks from which to create a personal network of vassals. Even married tengu couples tend to leave their eggs and chicks under the care of others in the clan to raise, as they are too obsessed with their love for each other to be troubled with child rearing.

Tengu chicks often identify their caretakers in the community as their family but make a point to learn of their biological parents. While they often resent their parents for not being interested in them enough to raise them directly, they also develop their first strong feelings of envy towards their parents, who have the freedom to do as they please, free from the responsibilities of even taking care

Gender	Base Height	Base Weight	Modifier	Multiplie	
Male	4 ft. 0 in.	65 lbs.	+2d6	x3 lbs.	
Female	3 ft. 10 in.	55 lbs.	+2d6	x3 lbs.	
Adulthood	Table 2: R	andom Start	ing Age	Trained	
15 years	+1d4		+1d6	+2d6	
15 years					
	Table	3: Aging Effe	ects		
Middle Age	Table Old Age	0 0	ects herable	Max Age	

of their children. This passes on the tengu tendencies of greed and jealousy to the next generation. If either of their parents achieve great wealth or success, chicks often latch onto this, bragging to others of their superior parentage, in an attempt to make their parents' success their first "possession." Knowing that they cannot truly take the credit for the success of others, however, drives them to strive to make their own way in the world.

War: Tengu warfare is a study in contradictions. On the one hand, tengus are in favor of using force to take what they want, and if they feel they have a superior force, they will attack in frontal assaults and overwhelm their enemies. On the other hand, tengus favor trickery, deception, and misdirection and often use ambushes, hit and run tactics and guerrilla warfare. Since tengus are individualistic, they rarely use large group tactics such as pike squares, or coordinated volleys of arrows. Wolf pack tactics that coordinate small group assaults and attacking from higher ground are far more common among them. Even their direct attacks often include an element of deception, such as infiltrating a city under siege and opening the gates, rappelling down a cliff-face to attack an army below, or attacking from multiple directions at once.

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

Dire Corby: Tengus look down upon these degenerate crow monsters with disgust and pity. They see them as barbaric reminders of what any tengu could become if he lets his greed turn to brutal savagery, brutal beasts that lack the cosmopolitan taste and refined nature of a true tengu. Tengu myths and stories say that vile and wicked tengus can actually devolve into these brutes. Calling a tengu a corby, or calling a dire corby a dire tengu, is a grave insult to any tengu. Dire corbies view tengus as effete weaklings and tricksters, if they even take the time to differentiate them from other prey.

Dwarf: Dwarves find the tengu propensity for theft and greed reprehensible. Most dwarves assume tengus are

looking to rob them of their hard earned fortune, especially if they deal in precious metals or gems.

Goblin: Goblins often compete with tengus when scavenging from larger settlements. Sometimes this leads to rivalry or outright warfare between them. Some tengus form alliances with goblins, however, either as equal partners or by tricking the goblins to take a greater share of the risk for a lesser share of profits. Surprisingly, goblins often accept these circumstances as they value food and weapons over the gold and wealth that tengus prefer.

Human: Tengus often live in human cities and are accepted in most cosmopolitan realms. Humans find that tengus will take jobs that are too dirty or disquieting for most for the right pay. Some humans exploit tengus, tricking them into risks or withholding promised payment. These events often lead to tengu retaliation which adds to the tengu reputation for untrustworthiness. Humans share the tengu drive to better themselves and respect their talent with swords and languages.

Ratfolk: Ratfolk are also often competitors with tengus when living in other races' settlements. They rarely fight outright over territory, however, as ratfolk prefer living in sewers and tunnels and tengus prefer living above ground, under open skies. Partnerships are common between tengus and ratfolk, with each race swapping secrets learned in their respective territories.

Adventurers: Tengus frequently adventure, as they see it as a fast path to wealth and power. The adventuring lifestyle also allows tengus who run afoul of the law to stay ahead of their reputation, never staying in one place for too long.

Investigator: Tengus excel at observing and connecting seemingly random facts into cohesive patterns.

Magus: Tengus often seek non-standard advantages, and blending magic with their swordplay is a common way they defeat their foes.

Rogue: Most tengus are rogues at heart, and taking what doesn't belong to them is second nature. Tengu rogues use a diverse set of skills, from con games and sleight of hand to outright thuggery and banditry.

Swashbuckler: Tengus are natural swordsmen, and the mobile fighting style of swashbucklers compliments the tengu inclination towards subtlety.

Wizard: Some tengus understand that mastering the physical world is only the most obvious way to get what you want from life. Mastering magic that can transform your whims into reality is often the path of tengus who desire power. Tengu wizards often specialize in enchantment or illusion.

Racial Options

Racial Archetypes

Tengus can make use of these archetypes.

Aerialist

Aerialists excel at attacking foes from above using a variety of tactics, such as attacking from higher ground, leaping over their foes, swinging on ropes, or flying.

Associated Class: swashbuckler

Associated Race: tengu

Replaced Abilities: menacing swordplay, superior feint, bleeding wound

Modified Abilities: derring-do

Derring-Do (Ex): An Aerialist uses 1d4+2 when using the derring-do deed for Acrobatics, Climb, Fly, or Ride while on a flying mount, rather than 1d6. If the die roll results in a natural 4, she rolls another 1d4 and adds it to the check. She can roll a number of d4s in this manner to a maximum equal to her Dexterity modifier (minimum 1). Other uses of this deed use 1d6-1 (minimum 1) and require a natural 6 to continue rolling.

Leaping Assault (Ex): At 3rd level, while she has at least 1 panache point, an aerialist can leap over her foe with a successful Acrobatics check based on the foe's height. If the Acrobatics check fails, she immediately ends her movement in the square in which she began the jump and lands prone. During her leap, she can make an attack against her foe as a standard action. If the attack hits, she does not provoke an attack of opportunity. As a swift action, she may spend 1 panache point to add her level to her Acrobatics check and 1d6 to the damage roll for her attack.

Flying Stab (Ex): At 7th level, an aerialist excels when attacking a foe as she moves over him. Her attack bonus for attacking from higher ground increases to +2. While

she has at least 1 panache point, she may make use of the Spring Attack feat whenever she moves over her foe, whether by flying, using the *leaping assault* deed, or by some other means.

Death from Above (Ex): At 11th level, an aerialist can leverage gravity as she dives or leaps down upon her foe. She must spend 1 panache point to perform this deed. For every 10 feet of height she falls or dives from prior to attacking her foe, she adds 1d6 damage to her attack, up to a number of 1d6 equal to her Dexterity modifier (minimum 1). If she hits, she can reduce any falling damage by the amount of extra damage she dealt on the attack.

Crow Shaman

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Crow shamans bond with the trickster crow spirit, spreading mischief and confusing their enemies.

Associated Class: shaman

Associated Race: tengu

Replaced Abilities: spirit (greater)

Modified Abilities: class skills, spirit animal, spirit magic, hex

Class Skills: The crow shaman's class skills are Bluff (Cha), Craft (Int), Disguise (Cha), Fly (Dex), Handle Animal (Cha), Knowledge (nature) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Profession (Wis), Stealth (Dex), Sleight of Hand (Dex), Spellcraft (Int), and Survival (Wis).

Spirit Animal (Ex): A crow shaman must select a crow as his spirit animal. This functions in all ways like a raven, except the shaman gains a +3 bonus on Sleight of Hand checks rather than Appraise checks.

Spirit Magic Spells: A crow shaman replaces a number of spells from her chosen spirit's spirit magic granted spell list: *mirror image* (2nd), *confusion* (4th), *mislead* (6th).

Hex: A crow shaman can select the *confusion curse* hex regardless of her chosen spirit.

Crow's Tricks (Su): At 8th level, a crow shaman can use Sleight of Hand to take items from another creature during combat even if they are aware of her, as long as the item is not being held. She can use this ability on any creature only once per day. Furthermore, she can use Sleight of Hand at a range of 30 feet, which increases the DC by 5. She cannot take 10 on ranged checks, and objects manipulated must weigh no more than 5 pounds. Finally, three times per day, she can cloak one object held by another creature in an illusion that fools all five senses, making it appear as another object. The illusion lasts 1 round per level. Interacting with the object, such as attempting to use it, allows a Will saving throw to realize what the object really is.

Kite Fighter

The kite fighter has transformed the tengu hobby of kite battling into a martial art unexpected by most foes.

Associated Class: fighter

Associated Race: tengu

Replaced Abilities: bonus feat (1st, 4th, and 10th levels only)

Wind Master (Ex): At 1st level, a kite fighter gains Exotic Weapon Proficiency (war kite) as a bonus feat. In addition, he learns to use the strength of the wind to increase the damage dealt with his kite. The kite fighter gains a +2 bonus on damage rolls with his war kite while attacking in moderate winds. This bonus increases to +4 if the winds are serious and to +8 if they are severe.

Unexpected Angles (Ex): At 4th level, a kite fighter learns to weave the war kite around a defender's shield and can ignore shield bonuses to AC when attacking with a war kite. In addition, the kite fighter can treat the nearest adjacent space between him and his target as his own space for the purposes of determining whether or not the kite fighter is flanking his opponent.

Entangling Kite (Ex): At 10th level, a kite fighter can entangle his foes with his kite. Upon a successful attack, a kite fighter can make a CMB check against his target. A successful check entangles his foe. A kite fighter cannot make additional attacks with a war kite that is entangling a creature, but he can use additional attacks to make trip or drag combat maneuvers against an entangled foe. Using the drag combat maneuver pulls the entangled foe closer to you but does not cause you to move.

Raven Knight

Raven knights fly around the battlefield on giant raven mounts, taunting and distracting the targets of their challenge with superior mobility.

Associated Class: cavalier

Associated Race: tengu

Replaced Abilities: cavalier's charge, greater tactician

Modified Abilities: mount

Mount (Ex): A raven knight gains the service of a loyal and trusty raven to carry him into battle. This functions as the cavalier's mount, except that the raven knight must choose a giant raven as his mount. The giant raven can carry a raven knight into battle at half its normal fly speed.

Rook's Charge (Ex): At 3rd level, a raven knight is particularly elusive after charging an opponent. After a raven knight successfully attacks a creature with a charge attack while mounted, the raven knight gains a +2 dodge bonus to AC until the beginning of his next turn.

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Confusing Charge (Ex): At 9th level, a raven knight that makes a charge while riding a flying mount takes a confusing path towards his target. He need not move to the closest space from which he can attack his opponent, but can choose to attack from any space within his reach. If he hits, his opponent takes a -2 penalty on all attack rolls for 1d4 rounds. Finally, if his mount uses the Flyby Attack feat, it does not provoke attacks of opportunity while ridden by the raven knight.

Spell Scavenger

Spell scavengers use residual scraps of magic from other spellcasters to power their spells.

Associated Class: wizard

Associated Race: tengu

Replaced Abilities: bonus feat (5th, 10th and 15th levels only)

Modified Abilities: spells

Diminished Spellcasting: A spell scavenger may cast one fewer spell of each level than normal. If this reduces the number to 0, he may cast spells of that level only if his Intelligence allows bonus spells of that level.

Scavenge Magic (Su): A spell scavenger can use leftover bits of magical energy to power his spells. When he succeeds on a saving throw against a spell or spell-like ability which targets him or includes him in its area of effect, he can use the energy of that spell to cast a spell in



the next round. If he has the spell prepared, he can cast the same spell the following round without expending the prepared spell. If the spell is on his spell list but not prepared, he can use the spell energy to cast a spell up to one level lower which he has prepared without expending the prepared spell. If the spell is not on his list, he can use the spell energy to cast a spell up to two levels lower which he has prepared without expending the prepared spell. The spell scavenger cannot gain the energy of a spell that does not require a saving throw.

Steal Magic (Su): At 5th level, when a spell scavenger successfully ends a spell with *dispel magic* or a similar effect, he can attempt a second caster level check against the spell's caster level. If he is successful in this second attempt, he can cast that spell once as if he had prepared it. If the spell was modified which a metamagic feat, the spell scavenger casts it in its modified form, even if he does not possess the feat. A spell scavenger can only have one stolen spell readied in this way at any time. If he steals a second spell, the previously stolen spell is immediately lost. This ability does not work when the magic is merely suppressed, such as when when *dispel magic* is cast on a magic item.

If the spell is of a level higher than the spell scavenger is normally able to cast, the spell scavenger must succeed a caster level check to successfully cast the stolen spell (DC = spell's caster level +1). If this check fails, a mishap occurs (see Scroll Mishaps in the *Pathfinder Core Rulebook*, under Section 15: Magic Items). If the spell is not on the wizard spell list, the spell scavenger can still cast the spell as if it were a scroll, using either Use Magic Device or his caster level to cast the spell. Alternatively, the spell scavenger can record the spell in his spellbook or create a scroll without a check, while still needing to pay the writing cost for the spell in the book or to create the scroll, respectfully.

Improved Scavenge Magic (Su): At 10th level, three times per day, a spell scavenger can make a melee touch attack against a spellcaster. If the touch attack is successful, he steals a randomly selected spell of the caster's highest level prepared spells or spells known. The touched caster loses the spell and the spell scavenger gains the energy of the spell as as if he had succeeded the spell's saving throw.

Greater Scavenge Magic (Su): At 15th level, a spell scavenger can gain the energy of a spell when he fails a spell's saving throw. Once per day, he can choose to gain the energy of a spell that targeted him or included him in its area of effect even if he failed the spell's saving throw or if the spell did not require a saving throw. The spell still affects the spell scavenger as normal.

Giant Raven (New Animal Companion)

Starting Statistics: Size Large; **Speed** 10 ft., fly 40 ft. (average; unable to carry a rider while flying); AC +2 natural armor; **Attack** bite (1d6); **Ability Scores Str** 14,

Dex 17, Con 10, Int 2, Wis 15, Cha 6; Special Qualities low-light vision

4th-Level Advancement: Speed 10 ft., fly 60 ft. (average; unable to carry a rider while flying); **AC** +1 natural armor; **Attack** bite (1d6), 2 claws (1d6); **Ability Scores Str** +2, **Con** +2; **Bonus Feat** eye gouge **Special Qualities** evasion

Racial Feats

Many tengu make use of the following feats.

Eye Gouge (Combat, Critical)

You rip out an opponent's eye with your beak.

Prerequisite: Critical Focus, must have a beak and natural bite attack, base attack bonus +11

Benefit: Whenever you score a critical hit with your beak, you gouge out one of the opponent's eyes, permanently damaging its sight. An affected creature gains the sickened condition from crippling pain and a -2 penalty to ranged attack rolls and Perception checks. If the creature succeeds on a Fortitude save, it is only dazzled for 1d4 rounds and suffers no other penalties. The DC of this Fortitude save is equal to 10 + your base attack bonus. If all of a creature's eyes are removed in this way, it permanently gains the blinded condition. This feat has no effect on creatures that do not rely on eyes for sight. The sickened condition and associated penalties are a pain effect and can be removed by any magical healing or a full day's rest. Blindness can be cured by *heal, regeneration, remove blindness*, or similar abilities.

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

Feather Ruffle

You've learned to fluff your feathers to create spaces between them, allowing you to hide small items, and you can expand your feathers to become a more challenging target.

Prerequisite: Dex 13, tengu

Benefit: You gain a +4 circumstance bonus to Sleight of Hand checks to conceal small items on your body. As a move action, you can ruffle your feathers, causing them to extend up to 1 foot from your body. This grants you a +1 circumstance bonus to AC against touch attacks, but causes any items concealed in your feathers to fall to the ground.

Fighting Mimicry

You can copy fighting abilities you observe.

Prerequisite: Base attack bonus +4, tengu

Benefit: You can take a move action to study a combatant and gain the use of a combat feat they have used in the

current encounter. If you meet the requirements of the feat, you can use it for one minute. Otherwise, you can use the feat until the end of your next turn. You may use this ability once per day for every four levels you have attained.

You can use this ability again before the duration expires in order to replace the previous combat feat with another choice. If a combat feat has a daily use limitation (such as Stunning Fist), any uses of that combat feat while using this ability count toward that feat's daily limit.

Filth Fighter

You can use the carrion others cannot stomach as a weapon.

Prerequisite: Con 13, Int 13, Carrion Feeder

Benefit: As a full round action that provokes attacks of opportunity, you can apply carrion, rotten food, or even your own guano to a slashing or piercing weapon to infect it with filth fever. The next foe you hit with that weapon must make a Fortitude saving throw (DC 10 + 1/2 your character level + your Int modifier), or contract the disease. Additional saves against the disease are at the regular DC of 13. You may infect a weapon with filth fever once per day per four character levels. Once a weapon is infected, it remains potent for one hour, after which time it no longer can inflict disease.

At 10th level, you may instead infect a weapon to inflict bubonic plague, which has additional saves at the regular DC of 18.

Special: An alchemist with this feat may infect a weapon a number of times per day equal to his alchemist level, plus one more time per day for every four levels he has in classes other than alchemist. An alchemist can apply filth to his weapon as if it were a poison, using swift alchemy or swift poisoning abilities.

Sword Adept

You have improved on your swordtraining.

Prerequisite: swordtraining racial ability

Benefit: Count half of your non-fighter levels as fighter levels for prerequisites for feats. If you select a feat that applies to a specific weapon, it must be a swordlike weapon. When wielding a swordlike weapon, treat it as masterwork, even if it is mundane.

Normal: Only fighters can select feats requiring fighter levels.

Sword Master

You are a master of swords.

Prerequisite: Sword Adept, Character level 10th.

Benefit: Count half of your non-fighter levels as fighter levels for the weapon training class feature when applied to swordlike weapons. If you don't have the weapon training class feature, you gain weapon training with all swordlike weapons using your effective fighter level.

Racial Equipment

Many tengu make use of the following equipment.

War Kite: This exotic light weapon is a small kite made from silk and darkwood and adorned with mithral blades. Generally, they are elaborately decorated and take the shape of ravens or birds of prey, with the blades incorporated into the claws. Tengu kite fighters developed this weapon from the terror kite for use in combat, not simply in kite duels. The kite has hardness 5 and 6 hit points. It comes with a 100 foot spool of silk twine.

You can attack foes with a war kite only outside, with at least a light wind present. It takes a standard action to launch a war kite into the air. After it is aloft, you can make a ranged attack against any foe within 100 feet, causing the kite to dive and slash your target. This grants a +1 circumstance bonus on the attack roll as if attacking from higher ground. War kites ignore cover between your and your target, including total cover. The war kite is part of the flails weapon group.

Exotic Weapo	ns	Cost	Dmg(S)	Dmg(M) Critical	Range	Weight	Туре			
War Kite		120 gp	1d4	1d6	19-20/x2	20 ft.	1 lb.	S			
Table 5: Deities Deity AL Area of Concern Domains Mysteries Favored Weapon											
Amaznozako	NE		revenge, wea	lth	Air, Animal, Destruction, Evil	Battle, Nat Wind		greatsword			
Munhinazi	CN	knowled	lge, spying, se	ecrets	Chaos, Knowledge, Rune, Trickery	Ancestor, L Time	ore,	shortsword			

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Table 4: Equipment

Religion

Deities/Philosophies

Many tengu worship these deities.

Amanozako

NE goddess of envy, revenge, and material wealth **Priests** clerics, druids, inquisitors, oracles, warpriests **Domains** Air, Animal, Destruction, Evil **Subdomains** Catastrophe, Feather, Rage, Wind **Mysteries** Battle, Nature, Wind **Inquisitions** Anger, Fervor, Vengeance **Favored Weapon** greatsword

FAITH

Sacred Animal crow; Symbol crow biting a sword Sacred Texts Codicil of the Grasping Claw

Amaznozako is depicted as a human woman with a crow's head and a long nose. She lusts for shiny treasures—the more ostentatious, the better. She is a firm believer in taking anything she wants, having no regard for ownership. Anyone who resists giving her tribute is subject to her wrath. Her fury is legendary, often going far beyond personal revenge to lash the homes of any who defy her with lightning storms and hurricanes. In battle, she can snap swords with her toothed beak as she carves her enemies to pieces with lightning fast displays of swordplay.

Her followers are often bandits, believing they have a holy right to take what they want. Her priests preach that she deserves a tithe of all treasures stolen in her name but often simply pocket the offerings for their own wealth. Amaznozako seems to have no issues with such brazenness, as she the treasures of her worshippers according to her whims.

Most tengus believe that Amaznozako taught them the art of swordsmanship and offer her prayers when entering battle or duels. Many tengus worship her to help them gain wealth, whether through theft or otherwise.

Temples to Amaznozako glitter and shine with precious metals, displaying wealth for all to covet. Public areas often are decorated with less valuable, gilt painted art and baser metals that still reflect light and catch the eye. Shrines to her are often lightning-blasted trees or sites associated with legendary bandits.

Munhinazi

CN god of knowledge, spying, secrets and blackmail **Priests** bards, clerics, inquisitors, rogues **Domains** Chaos, Knowledge, Rune, Trickery **Subdomains** Deception, Language, Spying, Thought **Mysteries** Ancestor, Lore, Time **Inquisitions** Fate, Heresy, Truth **Favored Weapon** shortsword

FAITH

Sacred Animal raven; Symbol two-headed raven looking in opposite directions

Sacred Texts Tenets of the Silent Eye

Munhinazi is always watching the world and the planes, hidden in plain sight. Depicted as a two headed raven, he can split into the separate bodies of two ordinary ravens and watch multiple places at once. It is said that no secret is safe from his spying, and he has blackmailed several other deities with their secrets, but other gods deny such accusations. If directly confronted, Muhinazi prefers to evade or trick his enemies, avoiding direct combat. He often arranges for others to fight his battles for him, whether by deception or coercion—usually through threats to reveal their darkest secrets.

Tengus attribute their facility with languages to Munhinazi, as well as their natural stealth. Priests of Munhinazi teach that tengus can improve their lives by



drawing little attention to themselves, quietly observing those around them, and always looking for ways to put anything they learn to their benefit. Spies, thieves, merchants, and wizards often worship Munhinazi.

Temples to Munhinazi are rarely public, often hidden behind a front of a business such as a book binder, curio shop, or food kitchen. His shrines are located on spires overlooking busy markets or crossroads.

Priest Archetypes

Priests of Amaznozako can prepare the *sword snapping bite* spell and take the spite chanter archetype. Priests of Munhinazi can make use of the *mind scroll* spell or the spying subdomain.

Spite Chanter

Spite chanters harbor great jealousy and rage towards those who have what should be rightfully theirs. This single-minded hatred grants them Amaznozako's blessings to smite all who dare stand in their way.

Associated Class: cleric

Associated Deity: Amaznozako

Associated Race: tengu

Modified Abilities: channel energy

Channel Energy: At 1st level, a spite chanter can invoke Amaznozako's rage to channel energy to smite all in the area. Their channel energy ability creates a wave of pure divine wrath that is neither positive or negative energy. It deals damage to any creature, living or not within the area of effect. The spite chanter does not take damage from this effect.

Spying Subdomain

Associated Domain: Trickery

Replacement Power: The following granted power replaces the master's illusion power of the Trickery domain.

Blending (Su): At 6th level, as an immediate action, you cause all creatures who notice you to act as if you belong among them for a number of rounds per day equal to your cleric level. Each creature perceives you as someone who has every reason to be anywhere you choose to go, regardless of any orders they may have to the contrary. For example, if a guard was ordered by the king to let no one inside the castle, he perceives you as the king. A creature can make a Will save to resist this effect. The save DC to resist is equal to 10 + 1/2 your cleric level + your Wisdom modifier. The rounds do not need to be consecutive. This is a mind-affecting enchantment effect.

Replacement Domain Spells: clairaudience/ clairvoyance (3rd), prying eyes (5th), prying eyes, greater (8th)

Racial Magic

Many tengus use these spells, and non-tengus learn them as well.

Long Nose Curse

School necromancy [curse]; **Level** arcanist/wizard/ sorcerer 2, cleric/oracle/warpriest 1, inquisitor 1, shaman 1, witch 1

Casting Time 1 standard action Components V, S Range touch Target creature touched Duration 1 day/level Saving Throw Will negates; Spell Resistance yes

The cursed subject's nose grows a foot in length. The suffer the following effects:

- -4 circumstance penalty on Charisma checks and Charisma-based skills
- –4 penalty to saving throws against scent based attacks such as a troglodyte's stench
- Tengus viewing the subject know they have offended a tengus and their starting attitude is one step worse than normal (i.e. indifferent becomes unfriendly, unfriendly becomes hostile, etc.)

Mind Scroll

School transmutation; **Level** alchemist/investigator 3, arcanist/sorcerer/wizard 3, bard/skald 3, cleric/oracle/ warpriest (Munhinazi) 3

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 hour/level or until discharged **Saving Throw** none; **Spell Resistance** no

You can record knowledge you observe in a mental scroll and access the scroll with perfect recall. You can store a perfect mental replica of any written work you've observed in the past round, even if you had only the briefest glimpse of the writing. Alternatively, you can attempt to create a mental scroll of any spell that you witnessed being cast within the past round. To create a mental spell scroll, you must make a Spellcraft check (DC 15 + twice the spell's level). If you succeed, you may treat the *mind scroll* as a magical scroll you are carrying in hand. If the spell is not on your spell list, you can attempt to cast it with the Use Magic Device skill as normal. Casting a spell from a mind scroll ends the *mind scroll* spell.

You may record the *mind scroll* onto physical materials at a later point. If you have stored non-magical writing, you can automatically do this with sufficient writing materials. For a magical scroll, you can create a standard magical scroll as if you had the Scribe Scroll feat.

Murder of Crows

School conjuration (summoning); **Level** arcanist/ sorcerer/wizard 2, bard/skald 2, druid/hunter 2, shaman 2, summoner 2, witch 2

Casting Time 1 round

Components V, S, M (a handful of shiny coins)

Range close (25 ft. + 5 ft./2 levels)

Effect one swarm of crows

Duration 1 round/level

Saving Throw none; Spell Resistance no

You summon a swarm of crows. Use the stats for a bat swarm ^{B1} without the blindsense ability. The swarm attacks the nearest creature. If the caster is a tengu, he can control the swarm by concentrating during the spell's duration. Otherwise, the caster has no control over its target or direction of travel.

Steal Eyes

School necromancy; **Level** antipaladin 4, arcanist/ sorcerer/wizard 4, cleric/oracle/warpriest 5, witch 4 **Casting Time** 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration instantaneous

Saving Throw Fortitude negates; **Spell Resistance** yes You rip the eyes of your target from their body, calling them into your hands. The target permanently gains the blinded condition, and the pain of losing their eyes causes them to be sickened. The sickened condition and associated penalties are pain effects and can be removed by any magical healing or a full day's rest. Since the target's eyes are physically removed, the resulting blindness cannot be cured by *remove blindness*, but can be cured by *heal*, *regeneration*, or similar abilities.

Stolen eyes can be used in a spell such as *scrying* to strengthen the bond between the caster and the target or can be used as an additional material component for a spell you cast in the next round that targets the same creature. This consumes the stolen eyes and increases the save DC of the saving throw for the creature by 1.

Sword Snapping Bite

School transmutation; Level cleric/oracle/warpriest 3 (Amaznozako), druid/hunter 3, inquisitor 2 (Amaznozako), ranger 3, shaman 3 Casting Time 1 standard action Components V, S, DF Range personal Target you Duration 1 round/level Saving Throw none; Spell Resistance no

You transform your beak into a sundering weapon capable of snapping swords or other weapons into useless pieces. You gain the benefits of the Improved Sunder feat with your bite attack. When making a sunder combat maneuver with your bite, it deals damage as if it were two size categories larger (a typical tengu bite would deal 1d6 damage) and ignores the hardness of objects.

Trickster's Shroud

School illusion (glamer); **Level** arcanist/sorcerer/wizard 2, bard/skald 1, witch 2

Casting Time 1 standard action

Components V, S, M (a pair of white silk gloves)

Range personal

Target you

Duration 10 min./level

You cloak your spellcasting in illusory gestures and chants, disguising spells you cast. The DC to identify spells that you cast increases to 25 + the spell's level. Furthermore, you can alter the aura of any spell you cast to radiate a different school of magic. This false aura is detected with *detect magic, identify*, or similar effects that allow a Spellcraft check to identify an aura's school of magic. If the caster beats the DC to identify the school of magic by 10, then they detect the true aura of the spell.

Racial Magic Items

The following magic items are made by tengu characters.

Crow Feather Token

Aura strong conjuration; CL 12th Slot none; Price 400 gp; Weight –

DESCRIPTION

This black feather is a token that takes the form of a crow and steals items from creatures. The crow can be directed to make a Steal combat maneuver check against any creature within 60 feet (with a +15 bonus on combat maneuver checks) to take items that weigh up to 5 pounds. If the crow succeeds in taking an item, it flies it to its owner and places it in the owner's free hand. If the owner has no hands free, the crow drops in in the owner's square. The crow lasts for 1 hour, and can be used only once.

CONSTRUCTION

Requirements Craft Wondrous Items, *major creation*; **Cost** 200 gp

Hurricane Force Geta

Aura moderate evocation; CL 7th Slot feet; Price 18,000 gp; Weight 1 lb.

DESCRIPTION

These one-toothed wooden sandals channel the power of the strongest windstorms. The wearer is immune to wind effects, including being checked or blown away and the whirlwind special attack, and takes no penalties to Fly checks due to winds. Ranged attacks made by the wearer still suffer the usual penalties, since thrown weapons or ammunition must leave the wearer's possession as part of the attack.

Three times per day, the wearer can channel a blast of hurricane force winds, by making a touch attack against a target. Medium or smaller creatures or unattended objects on the ground are blown away 1d4x10 feet and knocked prone, taking 1d4 damage for every 10 feet they are blown back unless, they make a DC 15 Strength check. Flying creatures of Medium size or smaller are blown back 2d6x10 feet and take 2d6 nonlethal damage from battering and buffering, unless they succeed on a DC 25 Fly check. The geta can also be used to break or force open stationary objects, such as doors, granting the wearer a +8 circumstance bonus on any associated Strength checks.

CONSTRUCTION

Requirements Craft Wondrous Items, *cloak of winds* ^{APG}, *river of wind* ^{APG}; **Cost** 9,000 gp

Lightning Storm Kite

Aura moderate evocation; CL 10th Slot none; Price 34,420 gp; Weight 1 lb.

DESCRIPTION

This +*2* shock war kite has a shiny copper coin hanging a foot below it from a copper wire. Three times per day,



after hitting a foe, as a swift action, the wielder can call a 5-foot-wide, 30-foot-long, vertical bolt of lightning down on the target. Any creature in the target square or in the path of the bolt is affected. Inside, underground, or in clear weather, this bolt does 3d6 electricity damage. Under overcast skies, the bolt does 3d10 electricity damage. In a stormy area, the bolt does 5d10 electricity damage. A Reflex save (DC 17) halves the electricity damage. Any electricity damage done by the bolt is added to the electricity damage done by the *shock* weapon property before applying electricity resistance.

CONSTRUCTION

Requirements Craft Arms and Armor, *call lightning storm*; **Cost** 17,420 gp

Uplifting Kite

Aura faint transmutation; CL 3th Slot none; Price 10,420 gp; Weight 1 lb.

DESCRIPTION

This +1 war kite is decorated with images and symbology of wind. While flying the kite and not attacking with it, the wielder can *levitate* as per the spell three times per day. Additionally, the wielder gains a +10 enhancement bonus on Acrobatics checks madecc to jump.

CONSTRUCTION

Requirements Craft Arms and Armor, *levitate, jump*; Cost 5,420 gp

In Your Campaign

Tengus often fill the role of miscreants, troublemakers, rogues, and adversaries. They view the world in shades of grey, and therefore make great anti-heroes or lovable rogues. They rarely pursue grandiose evil and are instead villains out for personal gain. A tengu is far more likely to be a crime lord or corrupt politician rather than a warlord out to conquer the world or a necromancer looking to command an army of undead giants. Tengu can be colorful lieutenants for more despicable villains, however, as they can reap more financial rewards while their master worries about the arcane details of completing their master plan. Tengu lieutenants also provide PCs an adversary they can reform, bribe, or otherwise compromise, courses of action not usually possible with a primary villain.

Tengus also make excellent neutral NPCs, who can fill the role of an informant, a fence, or an adventuring adversary in it for the money rather than more noble causes. In these roles, they can still come into conflict with PCs, potentially selling them out, playing both sides of a conflict, or trying to loot a tomb before the PCs can find important lost information hidden there.

Tengus make questionable but useful allies, bringing a diverse array of skills to any group they join, but always

creating suspicion of their true motivations. When used in this role, it is best for the first encounter with a tengu to be helpful, providing assistance to PCs for fair payment. Later, the tengu can betray them on another mission for the chance to take all of the spoils or for a larger payment from the PC's enemies. If the PCs meet this erstwhile ally again, he will likely profusely apologize, making excuses for how he had no choice (sometimes an explanation like this may even be true). If the PCs are willing to forgive the tengu and accept his aid in the future, he will know they will be suspicious and will likely be on his best behavior, possibly accepting less payment than normal, to make up for the past. This can then set up a fourth (and likely final) time where the tengu once again betrays the PCs. Such unfortunate behavior cements the tengu reputation for being greedy, base, and untrustworthy scoundrels.

Tengu enclaves can be used to illustrate the poverty and persecution of a non-human ghetto within a larger metropolis. Tengus themselves can be vagrants and wandering vagabonds who travel from city to city to keep ahead of their reputation as they run confidence rackets, streaks of pickpocketing, and more legitimate forms of acquiring wealth such as performance duels, gladiatorial combat, trading, or providing fencing lessons. Since tengus are adept at assimilating into other societies, they can be found just about anywhere, from frozen tundra trading posts and woodland elven villages to bustling jungle port cities and mighty human metropolises.

Even tengus who play against type by not only looking to become rich and powerful still have elements of their competitive and greedy nature come into play. An altruistic tengu who makes it his life's mission to feed the poor still wants to receive praise for what he does, wanting to be recognized as the best at what he does. Tengus who pursue other goals often transform their racial inclination for greed into pride and treat the accolades of others as their preferred form of wealth. Tengus who forsake their innate desire for wealth instead collect medals, honorary titles, memberships into knighthoods or adventuring guilds, or bask in the cheering of throngs of adoring fans or those they have saved from danger. This sort of pride becomes the greatest danger for the few tengu paladins, who can easily fall if their pride overwhelms their desire to help others. Fallen tengu paladins are more likely to become mercenary in nature than to go to become anti-paladins.

NPCs

JACAW SILVERBLADE

CR 1/2

XP 200 Tengu swashbuckler (aerialist) 1 N Medium humanoid (tengu) Init +3; Senses low-light vision; Perception +2

DEFENSES

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex) hp 10 (1d10) Fort +0, Ref +5, Will +0

FORT +0, **Ref** +5, **WIII** +0

Offense

Speed 30 ft.

Melee rapier +4 (1d6+1/18-20), bite –1 (1d3) **Ranged** dagger +4 (1d4+1/19-20)

STATISTICS

Str 12, **Dex** 17, **Con** 11, **Int** 10, **Wis** 10, **Cha** 14 **Base Atk** +1; **CMB** +2; **CMD** 15 **Feats** Combat Expertise

Skills Acrobatics +7, Climb +5, Linguistics +5, Sleight of Hand +7, Stealth +6; **Racial Modifiers** +2 Perception, +2 Stealth, +4 Linguistics

Languages Common, Goblin, Ratfolk, Tengu

SQ deeds, *derring-do* deed (1d4+2 with Acrobatics, Climb, Fly, Ride with flying mount, 1d6-1 with other uses), gifted linguist, panache (2 points), swashbuckler finesse, swordtrained

Combat Gear alchemist's fire, pouch of marbles ^{APG}; **Other Gear** rapier, 2 daggers, masterwork studded leather armor, belt pouch, fine red cloak, jasper ring (worth 20 gp), 2 gp

CR 2

KORTRILL SHARPBEAK

XP 600

Tengu expert 4 LN Medium humanoid (tengu) Init +1; Senses low-light vision; Perception +3

DEFENSE

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex) hp 22 (4d8+4) Fort +1, Ref +2, Will +5

Offense

Speed 30 ft.

Melee falcata +2 (1d8-1/19-20/×3) or bite -3 (1d3-1)

STATISTICS

Str 9, Dex 12, Con 10, Int 14, Wis 13, Cha 8 Base Atk +3; CMB +2; CMD 13

Feats Skill Focus (Knowledge [history]), Toughness **Skills** Appraise +9, Craft (alchemy) +8, Knowledge (arcana, dungeoneering, engineering) +8, Knowledge (history) +12, Knowledge (local, nobility) +9, Linguistics +13, Perception +3, Profession (scribe) +8, Stealth +2; **Racial Modifiers** +4 Linguistics, +2 Perception, +2 Stealth

Languages Aboleth, Aklo, Celestial, Common, Dark Folk, Draconic, Dwarven, Elven, Giant, Infernal, Tengu, Treant

Combat Gear potion of cure light wounds, potion of invisibility, potion of sanctuary; **Other Gear** +1 chain shirt, falcata ^{UE}

KAZMUKEET STORMFURY

XP 800

Tengu inquisitor of Amaznozako 4 NE Medium humanoid (tengu) Init +5; Senses low-light vision; Perception +10

CR 3

DEFENSES

AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex) hp 21 (4d8)

Fort +4, Ref +3, Will +7

OFFENSE

Speed 20 ft. (30 ft. without armor)

Melee masterwork greatsword +8 (2d6+4/19-20), bite +1 (1d6+1)

- **Ranged** javelin +5 (1d6+3)
- Special Attacks destructive smite (+2, 5/day), judgement (2/day)
- Inquisitor Spell-Like Abilities (CL 4th; concentration +3)
- At will-detect chaos, detect evil, detect good, detect law
- **Inquisitor Spells Known** (CL 4th; concentration +7) 2nd (2/day)—*spiritual weapon, sword snapping bite* 1st (4/day)—cure light wounds (DC 14), divine favor, inflict light wounds (DC 14), wrath APG
- 0 (at will)—acid splash, bleed (DC 13), brand APG (DC 13), detect magic, guidance, resistance **Domain** Destruction (Catastrophe APG)

STATISTICS

Str 16, Dex 14, Con 11, Int 10, Wis 16, Cha 8

- Base Atk +3; CMB +7; CMD 19
- Feats Power Attack, Precise Strike ^{APG}, Weapon Focus (greatsword)
- Skills Climb +7, Intimidate +8, Knowledge (nature) +4, Knowledge (religion) +4, Linguistics +8, Perception +10, Sense Motive +12, Stealth -1, Survival +10; Racial **Modifiers** +4 Linguistics

Languages Common, Dwarven, Orc, Tengu

- **SO** cunning initiative, gifted linguist, monster lore (+3), raven blooded, solo tactics, stern gaze, teamwork feat (change 3/day), track (+2)
- Combat Gear alchemist's fire (2), scroll of cure moderate wounds, tanglefoot bag; Other Gear +1 breastplate, javelins (4), masterwork greatsword, silver bracelet inset with garnets (worth 400 gp), silver holy symbol, 31 gp

Hyglawk Ebonfeather

CR 5

XP 1,600

Tengu cleric of Munhinazi 6 CN Medium humanoid (tengu) Init +3; Senses low-light vision; Perception +6

DEFENSES

AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex) hp 30 (6d8) Fort +5, Ref +5, Will +9 **Immune** effects that target chaotic alignments

OFFENSE

Speed 30 ft.

Melee mwk shortsword +9 (1d6/19-20), bite +2 (1d3) **Ranged** mwk light crossbow +7 (1d8/19-20) Special Attacks channel positive energy 2/day (DC 12, 3d6) **Tengu Spell-Like Abilities** (CL 6th; concentration +5) 1/day—speak with animals (birds only) Domain Spell-Like Abilities (CL 6th; concentration +10)At will—*remote viewing* (6 rounds/day) 7/day-copycat, lore keeper **Cleric Spells Prepared** (CL 6th; concentration +10) 3rd-bestow curse (DC 17), blindness/deafness (DC 17), mind scroll, speak with dead $^{D}(DC 17)$ 2nd-detect thoughts ^D, find traps, hold person (DC 16), silence, summon monster II 1st—comprehend languages, disguise self ^D, long-nose curse (DC 15), obscuring mist, sanctuary (DC 15) o (at will)—create water, detect poison, guidance, mending **D** Domain spell; **Domains** Knowledge, Trickery (Spying) **S**TATISTICS Str 10, Dex 16, Con 10, Int 13, Wis 18, Cha 8 Base Atk +4; CMB +4; CMD 17

- Feats Deceitful, Weapon Finesse, Weapon Focus (shortsword)
- Skills Appraise +5, Bluff +7, Disguise +5, Heal +10, Knowledge (local) +5, Knowledge (religion) +5, Linguistics +10, Sense Motive +8, Spellcraft +5, Stealth +13; Racial Modifiers +2 Perception, +2 Stealth, +4 Linguistics
- Languages Common, Auran, Elven, Gnome, Goblin, Tengu
- SQ blending (DC 17, 6 rounds/day), crow tongued, gifted linguist, suppressed aura
- Gear +1 chain shirt, cloak of elvenkind, disguise kit, golden holy symbol, masterwork light crossbow with 20 bolts, masterwork shortsword, pouch of jerky bites, 81 gp

CR 7

Lisseet Highflyer

XP 3,200 Tengu transmuter (spell scavenger) 8

CN Medium humanoid (tengu)

Init +2; Senses low-light vision; Perception +6

DEFENSE

AC 14, touch 13, flat-footed 11 (+2 Dex, +1 dodge, +1 natural) hp 54 (8d6+24)

Fort +4, **Ref** +4, **Will** +8

OFFENSE

Speed 30 ft.

Melee bite +3 (1d3-1)

- Special Attacks scavenge magic, steal magic Arcane School Spell-Like Abilities (CL 8th;
- concentration +12)
- At will—*change shape* (*beast shape II*/*elemental body I*, 8 rounds/day)
- 7/day—telekinetic fist (1d4+4 bludgeoning)
- **Transmuter Spells Prepared** (CL 8th; concentration +12)
- 4th—fire shield, ice storm, obsidian flow ^{UC} (DC 19)
- 3rd—*dispel magic, fireball* (2, DC 19), *fly*
- 2nd—commune with birds ^{ARG}, levitate, touch of idiocy (2)
 1st—burning hands (DC 17), mage armor, theft ward ^{ARG}, touch of gracelessness ^{APG} (2, DC 15),
- o (at will)—detect magic, open/close (DC 14), ray of frost, resistance

Opposition Schools Illusion, Necromancy

STATISTICS

Str 8, **Dex** 15, **Con** 14, **Int** 19, **Wis** 14, **Cha** 10 **Base Atk** +4; **CMB** +3; **CMD** 16

- **Feats** Alertness, Combat Casting, Dodge, Elemental Focus ^{APG}, Scribe Scroll, Spell Focus (evocation)
- **Skills** Appraise +18, Fly +13, Knowledge (arcana) +15, Linguistics +19, Perception +6, Sense Motive +4, Spellcraft +15, Stealth +4; **Racial Modifiers** +4 Linguistics, +2 Perception, +2 Stealth
- **Languages** Aklo, Aquan, Boggard, Catfolk, Celestial, Common, Cyclops, Dark Folk, Draconic, Dwarven, Elven, Giant, Gnome, Grippli, Halfling, Ignan, Orc, Protean, Tengu, Treant, Undercommon, Worg
- **SQ** arcane bond (arcane familiar, raven), physical enhancement (+2)
- **Combat Gear** necklace of fireballs type I; **Other Gear** amulet of natural armor +1, headband of vast intelligence +2 (Knowledge [arcana]), 150 gp

CR 13

Tessareet Jackdaw

XP 12.800

Tengu bard 14 CG Medium humanoid (tengu) Init +3; Senses low-light vision; Perception +10

DEFENSES

AC 22, touch 15, flat-footed 18 (+6 armor, +3 Dex, +1 deflection, +1 dodge, +1 natural) hp 72 (14d8) **Fort** +5, **Ref** +13, **Will** +10; +4 vs. bardic performance, language-dependent, and sonic

Offense

Speed 30 ft.

Melee +1 rapier +16/+11 (1d6+5/18-20), bite +8 (1d3) **Special Attacks** bardic performance 35 rounds/day (swift action; countersong, dirge of doom, distraction, fascinate, frightening tune, inspire confidence +4, inspire courage +3, inspire greatness, soothing performance, *suggestion*), weapon training +1 (swordlike)

Bard Spells Known (CL 12th; concentration +17)

5th (3/day)—mind fog (DC 21), mislead (DC 20), song of discord (DC 21)

- 4th (5/day)—dimension door, dominate person (DC 20), greater invisibility, modify memory (DC 20)
- 3rd (5/day)—charm monster (DC 19), confusion (DC 19), dispel magic, glibness, murder of crows
- 2nd (6/day)—animal messenger, calm emotions (DC 18), cat's grace, cure moderate wounds (DC 17), glitterdust (DC 17), suggestion (DC 18)

1st (7/day)—charm person (DC 17), comprehend languages, grease (DC 16), hideous laughter (DC 17), trickster's shroud, unseen servant

o (at will)—dancing lights, detect magic, ghost sound (DC 15), mage hand, message, prestidigitation

STATISTICS

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Str 13, **Dex** 16, **Con** 10, **Int** 10, **Wis** 10, **Cha** 20 **Base Atk** +10; **CMB** +11; **CMD** 24

Feats Dodge, Sword Adept, Sword Master, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier), Spell Focus (enchantment)

- **Skills** Appraise +5, Climb +8, Knowledge (arcane, dung eoneering,geography,history, nature, nobility, religion) +11, Knowledge (local) +15, Linguistics +10, Perception +10, Perform (act, dance, oratory, percussion) +22, Stealth +12, Use Magic Device +15; **Racial Modifiers** +2 Perception, +2 Stealth, +4 Linguistics
- **Languages** Common, Celestial, Draconic, Elven, Sylvan, Tengu
- **SQ** bardic knowledge +7, gifted linguist, jack-of-alltrades (use any skill), lore master (2/day), swordtrained, versatile performance (act, dance, oratory, percussion)
- **Combat Gear** crow feather token, hurricane force geta, scroll of fly; **Other Gear** +1 rapier, +2 chain shirt, amulet of natural armor +1, cloak of resistance +1, headband of alluring charisma +2, masterwork drum, ring of protection +1, spell component pouch, cloth of gold and white samite outfit (worth 250 gp)

book of heroic Races compendium



JON BRAZER

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