

BOOK of heroic Races compendium



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

**JON BRAZER
ENTERPRISES**

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CREDITS

Authors

Michael Eshleman, Dale C. McCoy Jr., Richard Moore, Mark J Seifter, Marie Small, Todd Stewart, R. William Thompson, George "Loki" Williams

Editors

Richard Moore, Kevin Morris

Chief Programmer

E. Steev Ramsdell

Cover Artist

Rodrigo Martins

Interior Art

Asmakar, Brian Brinlee, Storn Cook, Rick Hershey, Phillip Simpson Kirilee, Luis Antonio Salas Lastra, Joyce Maureira, Rodrigo Martins, Cheuk Po, David Rabbitte, Ryan Rhodes, Sade, Tadas Sidlauskas, Ryan Sumo, Jeff Ward

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TABLE OF CONTENTS

Introduction	2
Half Faerie Dragons	3
Reapers	30
Seedlings	56
Umbral Kobolds	78
More Races	92
Appendix 1: Favored Class Options	100
Appendix 2: Archetypes & Feats	111
Open Gaming License	115

INTRODUCTION

My love for non-standard races is as old as my love for gaming. My very first character, Xavier, was a grey elf. I didn't care to play a regular old elf; already, I wanted something that went against the grain. And it most definitely did not stop there. Whisper gnomes, elans, dream dwarves, minotaurs, kobolds, you name it. I prefer to play a race that is memorable from the word go. That's just the way I role(play). This non-standard race preference is not limited to D&D-type games either. When I played Vampire, the other players all wondered why I would play an "underpowered" ghoul instead of a full-blooded vampire. (Quick trivia: Jon Brazer is the name of that ghoul.)

So for the first few years of Pathfinder, I felt incredibly restrained because there was almost nothing beyond the Bestiary entries for non-standard races. Around the time that Paizo announced the *Pathfinder Roleplaying Game: Advanced Race Guide*, I had every intention of doing my own race book. We had an open call, and we received many exceptional races as a result. My favorites of all those races are contained within this book.

My one guiding light for this book involved imaginative races. I did not want this to be a book covering races that have been done many times over. I wanted something fresh and creative. All the races within more than fit those descriptors.

The only exception to that lone rule involves the umbral kobolds. This race was originally published for *Shadowfall*, our plane of shadows setting. I like to think of them as how the kobolds should have been from the beginning of Pathfinder. I've always loved the noble kobolds, and felt that goblins are dirty, uncontrollable creatures for which an adventurer does an indirect favor by putting them out of their misery. When goblins saw their stats raised from their sub-human abilities in the *3.5 Monster Manual* to being equally powerful as humans in the *Pathfinder Roleplaying Game Bestiary* while kobolds remained in their deplorably underpowered state, I was not a happy camper. With my chance to change their lot in the gaming world, I included umbral kobolds as a playable race in my setting, equaling humans on the power scale. Those that played this race loved them and asked me to include them in this book. How could I say no?

Seedlings were the first race for the *Book of Heroic Races* series that we published. My favorite description of this race is, "a plant race done right, finally." Short of the long, this race is a plant-themed humanoid race. This keeps the game mechanics balanced without losing any of the feel of a plant character. Before this, I only knew the author, Marie

Small, as someone that impressed me during the RPG Superstar contest, which is saying a lot considering the stiff competition. Since then, Marie has gone on to write and do layout for several Pathfinder Compatible publishers and is a Line Developer for Jon Brazer Enterprises.

I first met Mark Seifter at PaizoCon. He was a player in the playtest of the *Shadowfall: Temple of Orcus* game I ran (except I changed all the names to keep it top secret at the time). His superior grasp of the Pathfinder rules was rather uncanny. Not to mention, he was a real joy to have in the game. Later, when I was looking for rules editors for *The Book of Beasts: Monsters of the Shadow Plane*, I made sure to have him on the team. I gave him all the tough monsters. His notes outperformed all my expectation, and his suggestions improved many a monster. So when I put out the open call for races for this book and I saw that he wanted to pitch me an idea, I had already decided to say yes before I even read it. I knew that, no matter what he sent, it would be fun, imaginative and exceptionally well-balanced. The reaper race he turned over did not disappoint. Recently, Mark has taken a position with Paizo as a designer. We wish him all the best with his position and hope that he helps them with imaginative races.

The story of how half-faerie dragons came into existence is a rather funny story. When the *Pathfinder Roleplaying Game: Advanced Race Guide* was announced, I noticed that Todd Stewart, one of Paizo's frequent contributors, made a comment about how he hoped that the race development rules would allow for something as wacky as a half-faerie dragon. So I sent him an email asking him if he wanted to develop that race for us. At that point, he was not able to do so, since he was working on what would become one of Pathfinder's darker campaign setting books. So when he finished up, he needed work on something much more light-hearted. I reminded him about my previous offer, and he said, "Sure!" So not only are half-faerie dragons a fun race to play, but they also bestowed a touch of their magic upon the author. Todd later went on to write the umbral kobolds section of this book.

We hope that you will find a race in this book that you have been wanting to play for years but no one has ever published before. If you do, please let us know. We would love to hear how one of these races is a perfect fit for your campaign. And if you are still looking for that perfect race, also let us know. We love the unique and the unusual, and we are always up for a challenge.

Dale C. McCoy, Jr
President, Jon Brazer Enterprises
July 2014

How To Use This Book

This book presents a number of new races and class options you can use to create 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.

This supplement references a number of books other than the Pathfinder Core Rulebook. The notation for these books is as follows:

- APG – Pathfinder Roleplaying Game: Advanced Player's Guide
- UM – Pathfinder Roleplaying Game: Ultimate Magic
- UC – Pathfinder Roleplaying Game: Ultimate Combat
- ARG – Pathfinder Roleplaying Game: Advanced Race Guide

section 1

half-faerie dragons



So Which is it Going to Be?

"Above all else, whimsy is a virtue. That's my motto. That's the single glittering truth that I live by. That's the metaphorical pile of gold my mind curls around at night when I'm sleeping on the glittering, clinking stuff that dreams are made of. After all, I always say that..." A sharp tap on the glass and the voice pauses, redirecting its attention and focus.

"Sorry about that. I have a tendency to ramble on about myself when I meet someone new. But, what's that, you say? Who and what am I? And how did I get inside this gem? That's quite a story, so I might as well begin at the beginning."

"You can call me Astridzilindrianoxamilla—Astrid will do, if you're impatient. I know that's probably a mouthful for you, but it's short where I'm from. What am I? Nothing you've likely seen before. I'm a half-dragon. A half-faerie dragon, to be specific. I am, or was, a sorceress, and a wizard, too. Depends on who you ask, I guess. I'm kinda-sorta fey and kinda-sorta dragon, so it's one unlikely mix on top of another."

"But, now we're getting ahead of ourselves. Or perhaps it's just me with my nose ahead of my wings. While I've got your attention, let me ask for your help. What do you mean 'huh?' I'm stuck in a wizard's soul trap. Yes, yes, I'm sure that the mental image of a butterfly stretched and pinned between two panes of colored glass and hanging on a scholar's wall jumps to mind. But that's really creepy, and too close to home for me to indulge you in speculation."

The glass rattles a second time. This time, the tapping competes with the scrape of a dagger prying the softly glowing sphere from its setting in the head of a long, iron staff.

"Oh, yeah. I ducked the question of why I'm stuck in here, didn't I? What?! No, it wasn't for trying to steal something from the wizard who owns this tower! I'm shocked and aghast. You think I stumbled into a trap like some bumbling oaf trying to pinch a few coppers from some merchant's loosely tied coin purse? Hardly. But, yes, you're right—there is a story here to be told. And, damn it, you're going to listen!"

"Ahem. Magic comes to us as instinctively as everything else. Intuitive magic mostly, but the stuff of wizardly magic is also something we take to naturally. Kind of like flying. Except, we don't start out with wings strong enough to actually let us fly. We just hover and look pretty fluttering up in the air. Actual flight though, that takes effort and years of work—same as it takes for wizards to learn spells. Wizards aren't born with a stack of pre-written spellbooks and a bag of spell components. That would be really awkward. And messy. Eww. But..."

Another tap rattles the glass, this time with some sense of annoyance.

"Oh, okay, point made, I'll get to it. We're pretty fragile, and with our natural gifts, we mostly gravitate towards magic since it makes up for our physical deficiencies. Though, we're just as adept at sneaking and such as any halfling—not to make any judgments about halflings. I know some halflings that are really nice, and—hey, quit interrupting. I'm the one telling this story."

"As I was saying, those of us who aren't spellcasters are often the sneaky sort. But even the best magic-users among us tend to be the sneaky kind of spellcaster, with lots of illusions and spells that are good for frustrating and turning

away enemies more than actually harming anyone. I was, and hopefully still am, a transmuter."

"So, as I was saying about there being a synergy here even if you're not immediately seeing it—oh? I didn't actually mention anything about that? Well, a synergy between those of the sneaky persuasion and the casty persuasion—it's all about a common goal. Faerie dragons like pranks as much as shiny little trinkets. My kind being fully half-faerie dragon, we like pranks half as much."

"Wait. No, that's not right. Stupid aphorism."

"What I mean to say is that we enjoy pranks and good-natured trickery just as much as our full-blooded kin. I know that I do. In fact, there was this one time that my... err... a friend's tower was being attacked by a group of raiders led by a really, really ugly ogre with bad teeth and an attitude even more wretched. Now, for most mages of my stature, it would be an easy thing to just dispatch with them forthwith. A few fireballs or a meteor swarm would have sufficed and left me with the remainder of the afternoon to add some more watercolor highlights to those scrolls I'd been penning and to enjoy a particularly delightful flask of elderberry liquor and a bubble bath. But, fireballs and meteor swarms have no style."

"Have you ever had elderberry liquor? It's amazingly delicate on the tongue, and the particular bottle I was intending to enjoy had a complex beginning, a smooth mid-body, and a sweet blueberry and peach finish. You should try some."

"Ah, yes, the raiders. Rather than roasting them in their boots—which, admittedly, I could have done, but that's a mess, and as I said, it has no style—I toyed with them. It was fun while it lasted. I'm not sure which part was the most fun. It might have been when I turned their horses into dairy cows and their armor into lace petticoats. Or, it might have been when I made it rain flower nectar and summoned a swarm of angry bees. No, wait. I think the bestest part was when I shrunk the commander's head to a tenth of its normal size, which turned his giant bellowing voice into a high-pitched girlish cry when he tried to rally his men to storm the tower's door. I still giggle at that part. Eventually, I got bored and teleported them all to the nearest town, still covered in nectar, bees, and frilly accoutrements. They never did come back; I had a story to tell my friends; and I didn't have to pay anyone to clean up burnt bodies on my doorstep. I mean, it wasn't me. My, um, friend did all that."

"Oh, and yes, the bees did eventually go away on their own."

"Pranks are good, pranks are fun, and magic is one of the best ways to accomplish a really good prank. Or sneaking. Or a little of both."

A resigned sigh echoes from outside the glass, and a pair of fingers lifts it free from its original perch to deeply inspect its depths, giving its confined occupant the fleeting glimpse of an eyeball. From this perspective, it looks gigantic.

"Hey! You're not one of those giant floating eye things are you? I don't do well with those. They rarely have a sense of humor, and magic—not so good against them, so I get fidgety. You're not? Okay, good. But, you seem to have pried me loose. This could be good or this could be bad, I suppose, depending on whether you intend to let me loose or sell me off at the nearest market to some hedge mage. Either way, I do owe you an explanation on two accounts. So, let me finish before you decide."



“Okay, I confess. It was a prank that got me in here. A really good one. And I don’t mean a bucket of water perched over the door, or turning your furniture invisible and rearranging it, or even polymorphing you into the opposite gender and the wrong species while you’re asleep. Those are all good ones, but this one was going to be spectacular. And it was mine. I made it. The globe would have snagged anyone who touched it, regardless of who or what you happened to be.

Half-Faerie Dragon Racial Traits

Half-faerie dragons have the following racial traits.

+2 Dexterity, +2 Intelligence, +2 Charisma, –2 Constitution, –2 Wisdom: Half-faerie dragons are charismatic creatures, quick in both body and mind, but they suffer from distinctly fragile bodies and a lack of restraint and common sense.

Humanoid: Half-faerie dragons are humanoids with the draconic subtype.

Slow Speed: Half-faerie dragons have a base speed of 20 feet.

Small: Half-faerie dragons are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty on their combat maneuver checks and to CMD, and a +4 size bonus on Stealth checks.

Butterfly Wings: Half-faerie dragons possess fully functional butterfly-like wings just like true faerie dragons. Unlike their draconic ancestors, they cannot actually fly because of their frame and size. They are, however, capable of slowing their descent during a fall and using their wings to help them jump and balance, as well as control themselves while flying magically, granting them a +2 racial bonus on Acrobatics and Fly checks.

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

Arcane Whimsy: Half-faerie dragons can use *prestidigitation* as a spell-like ability a number of times per day equal to their Charisma modifier. The caster level for this ability equals the half-faerie dragon’s character level.

Breath Weapon: Once per day, a half-faerie dragon can exhale a cloud of euphoric gas in a 10-foot cone. Creatures within the cone suffer euphoria for 1d6 rounds. Creatures affected by euphoria are staggered, sickened, and immune to fear effects for the duration. A Fortitude save (DC 10 + half the half-faerie dragon’s class level + the half-faerie dragon’s Constitution modifier) negates this effect.

Draconic Resistance: Half-faerie dragons gain a +2 racial saving throw bonus against paralysis and sleep effects.

Languages: Half-faerie dragons begin play speaking Common and Draconic. Half-faerie dragons with high Intelligence scores can choose from the following: Dwarven, Elven, Gnome, Goblin, Halfling, Orc, and Sylvan.

I got distracted, and it slipped my mind and well...I leaned in to look at my reflection and adjust the way my antennae and my hair were sitting, and they accidentally tapped it, and bam! Here I’ve been ever since.”

“So yes indeed, if you’ve caught my meaning, this is my tower that you’ve burgled. It was pretty easy traipsing into, yes? But it’s not going to be so easy getting out. You’ve triggered a dozen or more wards, and without me to deactivate them, you’re going to be turned into sentient pudding, or a turtle, or something even worse. So, you can smash the gem and let me go, and I’ll happily reward you for that. Or not, but then the joke’s on you, isn’t it? Either way, it’ll be a good joke on someone.”

“So, which is it going to be?”

RACIAL TRAITS

Half-Faerie Dragons

“I love apples! Apples apples apples apples! Applesapplesapples. Apple pie, apple tarts, caramel apples, applejack, applebrandy. Apples. Apples! APPLES! Can I have one?”—Viramellanixiallonika the ‘Grand Empress of Tripwires and Glittery Things that Go Boom in the Night’ to a fruit seller in Eastcrown.

General Info/History: The very existence of half-faerie dragons brings a confused look to the faces of most enlightened sages and a blush to those of even the worldliest adventurers. Though the size difference between faerie dragons and most humanoids alone makes things awkward at best, half-dragons clearly descended from faerie dragons exist in small numbers, fluttering oversized butterfly wings rather than draconic ones and occasionally exhaling a sparkling, hallucinatory breath. Sages and magical taxonomists might very well conclude that the world—or one

particularly powerful faerie dragon—was playing a giant joke on all of creation, with these half-breed children playing the part of either the joke or its method of delivery.

Physical Description: While half-faerie dragons derive from the rare physical or magical union of faerie dragons and one of any number of humanoid races such as humans or elves, the vast majority of their kind are the children of other half-faerie dragons. While cross-species unions occur, their rarity ensures that they serve only as incidental transfusions of new blood into the gene pool of an otherwise stable, true-breeding population of their kind. True to their origins, half-faerie dragons combine a humanoid form with many of the key and most colorful features, as well as the innate magical nature, of their draconic forbearers. Most obvious among these features are their wings and tail.

Sprouting from between their shoulder-blades, half-faerie dragons possess a pair of elegant, brilliantly colored butterfly wings. Wing colors vary wildly, and the chromatophores along their tips carry this trend further by changing color to match their mood, not unlike those of a chameleon. Their second-most obviously draconic trait is the long, sinuous tail that descends from the base of their spine for several feet at least. It is sometimes as long as they are tall. The appearance of their tails ranges from a more traditional and unadorned—if slender—reptilian tail to one decorated with patches of color, elegant frills, and a glowing tip like the lures of some deep-water fish. For all that they gain from their fraction of faerie dragon blood, half-faerie dragons suffer from a perilously fragile constitution and rarely rise to half the height of their original humanoid ancestors.

While half-faerie dragons have fully humanoid heads and facial features, they do possess jaws full of small, sharp teeth rather than the blunter dentition of their non-draconic ancestors. Though their faces provide a familiar countenance and understandable emotional palate to the world, their legs and forearms can resemble the reptilian. Starting at around mid-thigh, many half-faerie dragons possess largely draconic legs, including clawed, reptilian-style feet, slightly longer than those of a human or elf, for toe-walking. Additionally, their legs are largely covered in a fine sheen of scales and occasionally, larger, harder plates at the knee and shin. Their forearms likewise follow the draconic model, with similar scales and fingers tipped with small delicate claws. Some half-faerie dragons, however, possess more human-looking arms and legs and walk around on feet covered in flesh instead of scales.

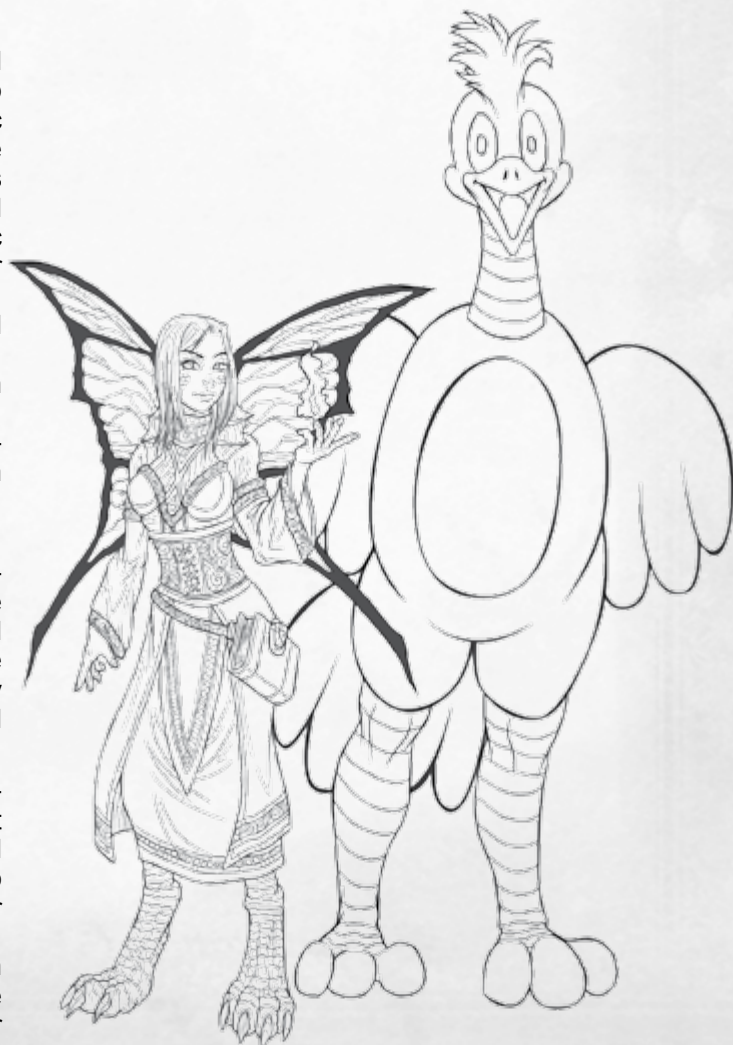
The coverage of scales on the rest of their bodies varies, much like the variation in body hair on humanoids. Most half-faerie dragons—both male and female alike—possess more fine scales, which are usually along their sides, spine, and across their shoulders. These scales typically have a more muted color presence than scales elsewhere on their body and have a texture largely indistinguishable from humanoid skin.

Beyond their scales, the most colorful aspects of half-faerie dragons' appearances are their hair and horns. Most of them wear their hair long, braiding gemstones and colored or metallic beads into the ends of some lengths, adding to the other baubles and decorations they favor. Their hair usually adopts one typical humanoid color such as blond, brown, black, or red, but it also contains portions that match their predominant wing color. On top of this, many half-faerie dragons further bleach and dye different lengths of their hair

into multiple, often clashing colors, with green, purple, blue, and magenta being popular colors. Like true faerie dragons, they possess slender horns that sweep back from their scalp. These usually begin just above their temples and have a slight curve like the horns of an antelope. Horn size varies as does the horns' degree of twist and curvature. Half-faerie dragons view their horns as a vehicle for self-expression, just as they do their hair. Many half-faerie dragons carve ornate designs into their horns that resemble tattoos, adorning them with metallic inlays or gemstone insets.

Half-faerie dragons' insect-like antennae, the final element of their draconic ancestry, are usually hidden by their hair. Largely functionless, these antennae often lay back with their hair but gently perk and move according to their emotional state. They provide none of the extended tactile sense that such organs normally offer.

When it comes to clothing, half-faerie dragons are creatures of vanity and lovers of color and decoration. Most half-faerie dragons prefer well-tailored and close-cut clothing that borders upon the garb of effete nobles, regardless of their own social class. They usually enhance their clothing with magical glamours. Often, their clothing presents intentional—but not exploitive—gaps that display their scales. Their clothing is always cut to accommodate their wings. Among their own kind and in warmer climates, these fashions go to greater extremes, featuring less coverage. Half-faerie dragon culture lacks the social stigma against displaying the body found among most humanoids



cultures, which can be traced back to the lack of concern for such matters that dragons possess. Half-faerie dragons living among other races tone down this practice and adopt some variation—usually a more colorful one—of the local fashions. When among adventurers or other travelers, it is not uncommon to find them waltzing about in something they consider perfectly reasonable but that nonetheless draws scandalized glares from others not used to their race's appearance.

Society: Half-faerie dragons have no true homeland of their own, so they typically wander among other races, usually keeping to themselves or seeking to pass as other, less out of place hybrids. Relatively rare and small in number, they travel alone or with a clutch of close friends. When half-faerie dragons do congregate, normally in communities of their own in forests at the edge of civilization or in small ghettos within the largest of human cities, they usually do so in a cluster of extended families that form a clan with little hierarchy or organization beyond the familial. As whimsical and flighty as they are, titles and rank mean little to them, though they sometimes take them on in a self-appointed fashion, only to change or drop them as they see fit.

Relations: Half-faerie dragons generally get along well with any of the more adventurous races, as well as those with a deep appreciation of beauty and those possessing high levels of creative culture. As such, they often fit in among most human cultures, as well as among elves, gnomes, and half-elves. They find dwarves amusing and love the gold and gems that they covet, but this appreciation is often unrequited, with dwarves viewing half-faerie dragons as flippant, mercurial, and annoying thievish tricksters. Half-orcs tend to share the dwarven view, and half-faerie dragons rarely have reason to overlook their hostile overtures as they do with dwarves. Their reception of and by the various monstrous races varies, with the less brutal and less violent ones giving and receiving more approval in turn. More exotic hybrid races such as ifrits, sylphs, and other elemental-touched, as well as plane-touched such as aasimar and tieflings, garner sympathy from half-faerie dragons due to their typical status as outsiders and are often objects of intense curiosity. On the far end of the spectrum of racial outlooks, true dragons tend to look at the existence of half-faerie dragons with half-restrained confusion, and keep a close eye on their treasure while any are around.

Alignment and Religion: Just like true faerie dragons, half-faerie dragons are predominantly good aligned, with a strong predilection towards chaos over law. Their impulsive, whimsical, and at times, frustratingly mercurial attitude towards the world can rub others the wrong way, as can their cultural fascination with jokes and pranks. At their worst, however, they are mischievous rather than malicious. They adore humor, beauty, creation, and magic, so they venerate gods who value these same things. Unlike many half-breed races however, they rarely worship humanoid gods. They appreciate those divinities with shared values, such as gods of dreams, love, magic, and trickery, but almost uniformly, half-faerie dragons worship their own pantheon of faerie dragon gods, collectively known as the Laughing Trio. Their primary patron is the god of faerie dragons, Arzridalimax the Whimsical Grin. The other members of the Trio are his twin daughters Carasandrillanoxa and Tsiliamendrae, the Princesses of Mocking Laughter and Endless Amusement, respectively.

The Mythology and Reality of Faerie Dragons and Wishes

Legends concerning both true and half-blooded faerie dragons speak of their ability to wish things into existence. Whether they can do so once a day, once a week, or simply by saying "I wish..." varies from tale to tale. As popular as the idea is, such legends are the result of gleefully self-perpetuated myths—like racial in-jokes. While older faerie dragons and half-faerie dragon spellcasters might be able to actually cast *wish*, the rest make do with illusions, sleight of hand, and trickery to make it appear as if they can. Usually, such tricks are verbally announced and followed by the sudden appearance of something small and whimsical, seemingly out of midair. When done properly, this ruse keeps common folk fearful that a faerie dragon (true-blooded or not) might turn one of them into an apple simply on a whim. The fact that so many in the world at large take this legend at face value makes it all the more delightful for faerie dragons and their kin to exploit.

Half-faerie dragons worship all three of these gods, along with a number of once-mortal saints drawn from their own kind, and they also give a certain amount of frankly lackadaisical and perhaps unrequested veneration of Apsu and Tiamat as the adoptive parents of their own gods. Despite having their own racial pantheon, half-faerie dragon clerics are relatively rare, and even large communities of their kind often possess only one or two clerics and an equal number of lay apprentices. Since they venerate all three deities, their clerics often oversee worship of multiple gods, including those to whom they are not specifically devoted. Typically, a cleric of Arzridalimax holds services for the god's two daughters as well as services in the father's honor. Racially speaking, half-faerie dragons rarely possess the focus and forethought ironically needed to become powerful clerics of whimsical deities. In fact, most priests perform more powerful healing from their bardic spells instead of magic derived from the gods. It is not uncommon to find a priest of the Laughing Trio without a drop of divine power. The members of the Laughing Trio, given their nature, seem to appreciate this sort of atypical veneration and service all the same.

Adventurers: Half-faerie dragons are more often than not seen as annoying, oddly-colored pests and never fully fit into most humanoid cultures. Regardless, they are utterly fascinated by them. Stricken by wanderlust and a desire to experience all that is new and shiny in the world, many half-faerie dragons take up adventuring, which lets them explore the world and indulge their inner dragon's desire to find and covet.

Given their natural abilities, half-faerie dragons most often become bards, rogues, and sorcerers, but are also frequently bookish wizards or combinations of these classes. Those living in close proximity to fey dabble in druidic magic more than their natural abilities might suggest. Beyond the more magical or stealthy classes, their diminutive nature and their relatively fragile bodies limit their exposure to martial classes. Half-faerie dragons rarely take up arms, but the rare exception does exist. Against all odds of a half-faerie dragon abandoning the more chaotic streaks of their kind and becoming a paladin, a rare few devote themselves to a lawful deity and take up the paladin's oath. Half-faerie

dragon inquisitors, serving the Laughing Trio or a chaotic deity are far more common than paladins.

Male Names: Zerancandrianoxillon (Zeran), Indigomarionasim (Indigo), Varrakazindrakorian (Varrak), Koratsindirrianomin (Korat), Duskitzandrianinox (Dusk).

Female Names: Astridazilindrianoxamilla (Astrid), Melliflourianollomir (Melli), Opalirriamorinoxa (Opal), Zinamorixandrianela (Zina), Syraminxandriladira (Syra).

Traits ^{APG}

Only half-faerie dragons may select one of these traits.

Natural Magician: *"Hard? Magic isn't hard. It's only magic...Duh!"* Half-faerie dragons normally obsess over all things arcane and mysterious, but you do not think such things are special. While magic is awesome, you do not find it difficult to learn and practice. You take to magical study with ease and quickly recall facts relating to magical lore and actual magical practice without the level of study that it would normally take others. You gain a +1 trait bonus on Knowledge (arcana) and Spellcraft checks. If you cast spells spontaneously, you gain one additional 1st-level spell known.

Only Half Brittle: While half-faerie dragons, with their light and hollow bones suited for flight, suffer from notoriously fragile bodies, you have always taken this weakness in stride and acted as if you are made of sterner stuff. You gain a +1 trait bonus to Fortitude saving throws and +1 hit point at first level.

Scamper: *"Scamper like your life depends on it!"* You have spent your life running from larger and often angry and hungry creatures, looking danger in the face and laughing as you dart away as fast as your legs or wings could carry you. When you were not running from things trying to kill you, you were pranking your own kind and running away with an even wider grin on your face. Now, your ability to think quickly on your feet and bolt at a moment's notice when the situation demands it—whether laughing or not—has given you a competitive edge in the swiftness department. You gain a +1 trait bonus on Reflex saving throws and a +1 trait bonus on initiative checks.

Sparkle Scales: *"Why, yes, indeed, I do sparkle."* While all half-faerie dragons possess an exotic, strangely alluring draconic beauty, with their brilliantly colored scales and butterfly wings, you have always known how to best carry and project yourself above and beyond your peers. People cannot help but watch your every move when you want them to, and they cannot help but listen more keenly when you talk. Your draconic *je ne sais quoi* grants you a +1 trait bonus on Diplomacy and Perform checks and you treat one Perform skill as a class skill.

Sticky Claw: *"Oh! Shiny! I Want!"* Your inner dragon has always grinned wide and rubbed its claws together when you came across something of value. Whether it was something lost that you happened to spot, something sitting atop a merchant's countertop, or something worn upon a noblewoman's gown, you have always noticed valuables and wanted them. You are so skilled at snatching such items, some believe your claws are magical. You gain a +1 trait bonus on Appraise and Sleight of Hand checks and Sleight of Hand is always considered a class skill for you.

Alternate Racial Traits ^{APG/ARG}

Amazing Disguises: *"This isn't the half-faerie dragon you're looking for."* Odd-looking and not always accepted by the cultures and races in which they grow up, some half-faerie dragons learn not to be noticed at all, much like their faerie dragon ancestors. Half-faerie dragons with this ability can drape themselves in an illusory glamer to appear as another type of humanoid. Of course, given their vanity, they also use this ability to simply alter their own colors or to make mundane clothing pass for something richer. This racial trait allows a half-faerie dragon to cast *disguise self* as a spell-like ability a number of times per day equal to her Charisma modifier at a caster level equal to her class level. This racial trait replaces the draconic resistance racial trait.

Draconic Claws: Half-faerie dragon claws look more dangerous than they actually are, but some of them have harder, sharper claws like those of true dragons, even if they seem as harmless as those of their kin. Half-faerie dragons with this trait gain a pair of claw attacks as natural weapons, which deal 1d3 points of damage. These claws are a primary natural weapon. This racial trait replaces the draconic resistance racial trait.

Draconic Scales: Normally, half-faerie dragons have thin, translucent scales with the feel of normal humanoid skin that provides little bonus beyond vanity. For some, however, their scales possess a tougher, more resilient consistency that provides them with a +2 natural armor bonus. This racial trait replaces the arcane whimsy racial trait.

Draconic Sorcery: Empowered by the draconic blood flowing through their veins, some half-faerie dragons are able to tap into their innate sorcerous ability with greater potency. These half-faerie dragons cast spontaneous spells at +1 caster level. This racial trait replaces the breath weapon racial trait.

Dragon Type: Some half-faerie dragons have blood that is more draconic than humanoid, though this is not readily apparent. Magic and certain conditions interact with them differently because of their skewed heritage. These half-faerie dragons are of the dragon type, rather than the humanoid type. As a result, they gain immunity to paralysis and sleep effects, as well as darkvision out to 60 feet and low-light vision. Furthermore, items, spells, and spell effects that interact specifically with creatures of the dragon type affect them as if they were true dragons, both for good and ill. This racial trait replaces the draconic resistance and arcane whimsy racial traits.

Society & Lands

Psychological Traits: Half-faerie dragons are often recognized for a number of typical personality quirks and psychological elements that are just as prevalent as their physical traits and just as core to their identity. Whimsical and good-humored pranksters, half-faerie dragons are remarkably laid back—though some would call them immature—and others claim that they do not take things seriously. They tend to suffer from a lack of attention and frequently go on tangents in conversation. Persons unused to their typical demeanor often find it distracting and even annoying, but half-faerie dragons retain a sort of spontaneous, almost childlike charm without descending into pure mercurialness. They also have a pronounced tendency to hoard small objects in the same way that a dragon hoards coins, objects d'art, and all manner of valuables. One half-

The Art of the Prank

Vital to discussing every aspect of half-faerie dragon society, pranks hold a central place in their culture and also self-conception. If to err is human, then to joke is half-faerie dragon. The ability to trick, cleverly and benevolently deceive, and even exact ironic justice—especially in the face of danger—is a virtue to faerie dragons and half-faerie dragons alike. In fact, they obsess over ways to prank their friends and enemies, sometimes spending weeks, months, or years putting one truly spectacular gag into motion. They rarely cause harm when they prank and trick, but that only holds true for their friends and other innocents. For enemies, these pranks may only be initially annoying, but they can become steadily more serious unless those enemies run away or make amends. The first day, such targets might see their clothes stolen and hung high in a tree surrounded by brambles. The second day, they might find spiders in their bedrolls and their water replaced by sand. On the third day, their horses might be turned into hungry tigers. And on the fourth day, things could happen that are unfit for discussing with polite company.

For outsiders, these pranks are a double-edged sword. The fastest way to gain a half-faerie dragon's approval and trust is to calmly accept and laugh at a prank of theirs and promptly get them back with another. This unfortunately sets an outsider up for more, and the game does not so much escalate as it does become a point of fascination for the half-faerie dragon. Regardless, "you got me good" is considered one of the highest compliments that can be given among half-faerie dragons.

faerie dragon might collect river pebbles of one unique color, traveling great lengths to find them. Another might snatch coins of a specific year of mint, and another still might collect tiny sculptures of apples. None of these things hold particular material value, and they will spend far more time and money than their worth pursuing them, but these devotions are the eye in the otherwise flippant and scatterbrained storm of a half-faerie dragon's personality.

Arts and Crafts: The ability to create enduring works of art is cherished among half-faerie dragons, for they entertain a deep appreciation of beauty. Most half-faerie dragons practice some manner of artistry or craft, such as dance, music, painting, storytelling, weaving, or magical crafting. Both tangible creations, such as sculptures and tapestries, and intangible ones, such as songs and stories, are equally valued by half-faerie dragons. Because they believe that things of beauty are meant to be shared, they will often pass on a deeply appreciated gift to show their respect for the item's original creator or the gift-giver, which often confuses outsiders.

Magic: Just as they love artistry and creation, half-faerie dragons deeply revere magic in all of its applications. Imbued with a powerful bloodline, they find that sorcery comes naturally to them, and their particular sorcerous bloodline is both well-defined and noted as one distinct from that spawned by chromatic and metallic dragons. Bardic magic also appeals to them with its focus on artistry and performance, and so does the intellectually rigorous pursuit of wizardly magic. As a result, these three varieties of magic dominate their society, but not exclusively of one another.

Many of their spellcasters merge the practice of each, finding not a weakened middling of strength, but a powerful and blended synergy.

Technology: While dwarves and gnomes are often known for their own unique technology and inventions, half-faerie dragons are not. So used to their own minor magical talents and frequently open devotion to magical practice and study, they have little need to devote their scattered attention spans to mundane gadgets and works of engineering. Their general technological level coincides with that of the races they dwell among or of those with whom they trade. Of course, given their nature, half-faerie dragons find only the latest technology exciting, valuing new advances as they do all things bright and shiny. When they encounter cutting-edge technology, their draconic avarice tends to get the best of them, and they frequently pilfer, replicate, and reverse-engineer new inventions. This does not always end well, but such curiosity is second nature to half-faerie dragons, and cautious restraint is rarely so.

Love and Mating: Though most commonly thought of as simple half-breeds, half-faerie dragons breed true, and most of their kin derive from such pairings, rather than from faerie dragon and human couplings. Their mating and romance practices more closely resemble those of fey and humans than they do those of dragons. Befitting their whimsical nature, half-faerie dragons rarely seek to make their relationships exclusive, engaging with multiple partners at once, all at various levels of romance. They feel little jealousy so long as their partners are happy and do not feel the need to tie them down. Passionate and quick to show their emotions, both positive and otherwise, they occasionally fall in love with and interbreed with humans, elves, and various fey. When such trysts result in offspring, the half-faerie dragon's bloodline is completely dominant in any resulting children, with no further mixing of natures.

While friendship is ubiquitous, deeper relationships between half- and true faerie dragons are much less common. Passionate flings between friends without deeper meaning are common, however, with the true dragons' natures being antithetical to deep commitment and emotional bonding until they reach later stages of maturity. Pair bonding between older faerie dragons and likewise older, worldlier, and wiser half-faerie dragons does occur and only ends upon the death of one of the pair, so deep is their meaning to one another. Still, while half-faerie dragons might dabble among and fancy other races they find attractive or interesting just

The Apple and the Faerie Dragon

In one of the oldest stories faerie dragons (and their half-breed kin) tell, Arzridalimax, their patron deity, became a god after eating a golden apple, stolen from the deities of another, distant pantheon. He fled across Limbo, absorbing its colors into his wings and being changed by the chaos. When he arrived in our world, he had given his pursuers the slip. Overwhelmed by the golden apple's taste and grateful for his newfound power, Arzridalimax declared the apple to be the finest of fruit, and that any who ate an apple in any form or fashion would be saying a tiny prayer to him. Thus, the apple became a central obsession among both true and half-faerie dragons, eaten in emulation of their deific patron, and enjoyed in all its forms as their archetypal cultural delight.

as often as they dally with others of their own kind, they do not often form deeper, long-lasting relationships with them.

Half-faerie dragon sexuality is inextricably linked with courtship and mating, much as it is with humans. However, the fey element of their blood creates a pronounced tendency for them to try new things in relationships, as they could be fun, and if they are not, half-faerie dragons easily move on to the next experience. This tendency makes it easy for a half-faerie dragon to add another playmate to an existing relationship. Though they do not flaunt their openness or take it to hedonistic extremes, they are nonetheless considered hedonists by many. It is perhaps simpler to say that they lack hard social taboos regarding their sexuality and are eager to try anything new if the opportunity presents itself.

Family: Unlike human families, half-dragon families consist of more than blood-related kin. Rather, they gather together as collections of individuals and friends, forming large extended families, with both pair bonds and various multiple polyamorous arrangements being common. After a given pair births young of their own they tend to embrace their draconic sides and focus on each other and their offspring for a time. Later, once their children reach a certain age, the parents share parenting duties with the wider family of friends and lovers, reconnecting with them in the process. Unlike true dragons, half-faerie dragons give birth to live young, usually producing one or two children at a time.

War: Directly opposed to love, war is something that half-faerie dragons avoid as much as they can. They engage in conflict rarely on their own and then mainly employ defensive skirmishes to protect their enclaves. Occasionally, they will join in the defense of a neighboring friendly community or culture. Like their faerie dragon ancestors, half-faerie dragons prefer to drive enemies away, flee from battle themselves, or confuse, confound, and mock, rather than kill. Even so, there are times when circumstances dictate the need for violence and their humanoid blood takes hold with sincerely capricious malice. While martial prowess rarely captures their fancy, sorcery does, and any large community is liable to possess a number of accomplished combat spellcasters as well as martial adepts.

Aging and Death: True to their origins, half-faerie dragons possess incredibly long lifespans, though they are not as long-lived as true dragons. As such, they witness other humanoids around them—especially humans—aging far more rapidly, maturing, growing old, and dying in a fraction of the time that they themselves do. As a result, as much as they appreciate humans and human culture, they feel loathe to form truly deep friendships or romantic relationships with them for fear of having to leave them behind so much earlier than they could follow with the metaphorical psychopomps.

Half-faerie dragons mature to adulthood in relatively quick fashion, but afterwards, they age much like elves. Like their draconic progenitors, half-faerie dragons display their progression in years through the slow shifting of their scale colors. As they age, their scales slowly shift from predominant shades of red down the spectrum towards deep violet. Unlike their ancestors, however, no half-faerie dragon strictly adheres to this racial color scheme and, like hair and eye color in humanoid races, their scale colors, patterns, and coverage varies wildly. Any initially ruddy scales display this age-based transition, and by the time their scales have



phased into violet, half-faerie dragons begin to display some of the more familiar signs of human aging such as physical decline and loss of color in their hair.

For half-faerie dragons, death can be a bittersweet affair, though it is one that mixes frivolity and solemnity in equal parts. Their end-of-life ceremonies are more wakes than funerals, during which they gather together and tell stories of the departed. These tales often become rambling, round-robin affairs that stray spectacularly from the truth as the day turns to evening and increasingly more alcohol and other substances are imbibed. They often drink the departed's drink of choice, though anything on hand will do. Frequently, they even use their breath weapons on one another. These indulgences either dull their loss and grief or enhance the laughter and sharing of favored memories and tales of their spectral quest of honor.

History and Lore: Given their long lifespan and scholarly predilection, most half-faerie dragons have a keen interest in history and societal trends. Most often, however, this pertains not so much to themselves but rather to the cultures around them. They eagerly learn about them, frequently asking a barrage of questions to members of cultures and races they have never met before. They take any chance to experience new food, drink, and culturally-specific practices. Ask half-faerie dragons about another culture's history, and they will regularly frame the answer within the

context of their own interactions with it, or just as often use a historical legend or tall tale to illustrate the concept. They are so keen on folklore and stories that they often carry a book, part journal and part storybook, full of tall tales with the names of characters replaced with those of people they have met in their travels.

When talking about their own kind though, half-faerie dragons blur the lines between history, tall tales, and gleefully outrageous yarn-spinning. While most of them know common legends and tales of their people and many stories from their friends and relatives, they cannot help but elaborate when they tell them, adding patchwork layers of good-natured fabrications and revisionist history with each new telling. To half-faerie dragons, there is no greater glory than to hear a telling of one of their own relatively mundane deeds from years or decades prior spun into an epic and utterly fantastical tale.

Language and Script: Despite their typically rare and isolated communities, half-faerie dragons do not possess a true, distinct language of their own, though that does not stop many scholars from reporting that they do. Influenced by their own draconic heritage, their heavy cultural respect for magic, their frequent association with fey, and the incorporation of language elements from virtually every other race and culture they come into contact with, half-faerie dragons speak a swiftly evolving variety of Draconic. Even so, their Draconic is spiced liberally by a habit of switching to another language if it better fits the mood of a conversation, more accurately conveys subtle nuances, or just happens to suit their fancy.

In their writing, they utilize the Draconic language and script, but often incorporate large amounts of Sylvan vocabulary, aphorisms, and figures of speech. In practice, while it falls short of being a true pidgin language, their particular dialect of Draconic is confusing and nonsensical to many true dragons and others, such as wizards. This often results in a perplexed listener stumbling over a half-faerie dragon's words as if they have been the sudden victim of an inside joke. Sometimes, of course, that is exactly the case.

Economy: "Mine, mine, mine. Here, have this, and please enjoy," is a half-faerie dragon proverb that, in a nutshell, describes a particularly salient trait of the half-faerie dragon mindset as it pertains to physical objects, and suitably explains the economics of their communities. Because of their appreciation of beauty and the act of creation, they

appreciate and covet fine things and go to great lengths to obtain them at the sacrifice of more mundane items. What they covet, however, need not contain gold or jewels as a stereotypical dragon's hoard would. Anything new, interesting, or well-crafted may trigger a half-faerie dragon's instinctual coveting, leading to speculation and bizarre pricing of commodities within their communities. A particular scent of elven perfume might suddenly be valued over all other things and then worthless after only a few months. This makes their kind easily victim to merchants and peddlers willing to prey upon these tendencies. Markets in places where half-faerie dragons reside often experience wildly varying supply and demand of seemingly random products alongside the traditional hallmarks of draconic desire and human fancy. Half-faerie dragons are well aware of their inherent weakness in such matters, and those who actively seek to swindle their kind often find themselves subject to a lingering period of bizarre misfortune, fantastically poor luck, and subtle yet horrible pranking that altogether resembles a chaotic and ironic gypsy's curse. More than a few unscrupulous merchants hoping to make an easy purse of coin have later rued their decision to swindle a single half-faerie dragon—let alone an entire community of them—and made amends—willingly or not—soon after.

One thing that never changes within the economy of a half-faerie dragon settlement is the commodities trade of baked treats, candies, fruits, and sweet alcoholic drinks. As a race, they have a perpetual sweet tooth. Every half-faerie dragon is an amateur confectionary artisan, baker, brewer, and vintner if time allows for it, and they revel in consuming, sharing, and watching others enjoy their treats. Apples and apple-themed creations that honor Arzridalimax dominate other sweets, with apple tarts, apple fritters, sour apple candies, apple butter, apple jam, and apple brandy being among the most enjoyed. Given the religious and cultural reverence for the fruit, they never charge more than just above cost for such items, and outsiders would be well-served to do the same, as half-faerie dragons are willing to remind them of the apple's holiness in the least direct and most ironic ways possible.

Relations: Half-faerie dragons have interacted with many races over the years and possess different relations with each.

Dwarves: Unlike gnomes, dwarves feel no kinship with these winged makers of mischief. At best, they barely tolerate the presence of half-faerie dragons.

Table 1-1: Height/Weight Table

Race	Base Height	Base Weight	Modifier	Weight Modifier
Half-faerie dragon, male	2 ft. 5 in.	30 lbs.	2d4	X 1 lbs.
Half-faerie dragon, female	2 ft. 3 in.	25 lbs.	2d4	X 1 lbs.

Table 1-2: Random Starting Age

Adulthood	Barbarian, Oracle, Rogue, Sorcerer	Bard, Cavalier, Fighter, Gunslinger, Paladin, Ranger, Summoner, Witch	Alchemist, Cleric, Druid, Inquisitor, Magus, Monk, Wizard
35 years	+4d6	+5d6	+6d6

Table 1-3: Aging Effects

Middle Age	Old Age	Venerable Age	Maximum Age
90 years	130 years	170 years	190 + 1d% years

Elves: As humanoids that are fey-like, elves and half-faerie dragons get along well, to a point. Elves see half-faerie dragons as only willing to take the time to perfect practical jokes while half-faerie dragons see elves as being far too stuck up and self-obsessed.

Gnomes: Of all the humanoid races, half-faerie dragons get along best with gnomes. Both want to travel and see new sights. Both love to try new sensations and find pleasure in the moment. Many half-faerie dragons find gnomes to be true friends.

Half-Elves: Half-elves that do not take life too seriously see half-faerie dragons as a friend and a foil for life. Since they both exist between two worlds and are a part of neither, many half-elves get along well with this small size race. For the half-faerie dragon's part, half-elves tend to be the focus of their practical jokes the least of the other races.

Half-Orcs: Half-faerie dragons and half-orcs that brood tend to find little in common. However, that just makes it all the more fun for the half-faerie dragon to play a practical joke on the half-orc.

Halflings: Half-faerie dragons and halflings have a tendency of getting into trouble together. Of course, they also have a tendency of getting themselves out of trouble and laughing about it the whole time.

Humans: While every human responds differently to half-faerie dragons, most see them as creatures that get on their nerves. They do not feel they take life as seriously as they should. For a half-faerie dragon, that only makes the gag so much more sweet when a human falls for a joke.

Adventurers: Because of their ability to get into trouble, half-faerie dragons frequently adventure and have a variety of choices for their classes.

Alchemists: While the alchemist may not seem like a natural fit for a half-faerie dragon, alchemist half-faerie dragons are more common than one would guess. Let's face it, half-faerie dragons love all things that go "BOOM!" Additionally, alchemists are able to make all kinds of alchemical mischief. Oddly enough, half-faerie dragon experimenters have made numerous alchemical discoveries over the centuries that were of great benefit to many—purely by accident, of course.

Barbarians: Few understand how a half-faerie dragon can become a barbarian, with most believing that half-faerie dragons are incapable of harboring the anger necessary to create a boiling rage. Yet, there is a dark side to their race that few half-faerie dragons talk about. A half-faerie dragon who cannot make jokes is always the butt of other's jokes, resulting in harbored anger. After a time, such half-faerie dragons leave their communities, usually after causing significant destruction.

Bards: The bardic lifestyle makes an excellent fit for a half-faerie dragon, letting them travel from place to place, learning songs, telling tales, and making merry. A few half-faerie dragons claim that humans got the idea from spending time with their race and enjoying themselves more than anytime before.

Cavaliers: Being devoted to a cause without the rigid adherence to law and order sounds far more the ideal life for a half-faerie dragon than a paladin. Additionally, half-faerie dragons love the idea of performing showy acrobatics from the back of their mounts.

Clerics: Promoting the joy of their deities, healing, and keeping the lands safe from undead are all well respected responsibilities for a half-faerie dragon. The choice of being a cleric is a noble one, which is why many half-faerie dragons choose it for a level or two before moving onto other professions. Single-classed clerics are exceedingly rare among their kind.

Druids: Living among animals and fey are what many half-faerie dragons consider a normal life, even if they are not druids, so choosing to become a druid seems only natural to many of them.

Fighters: The ability to wield a sword while landing a pun upon one's enemy is greatly respected among the half-faerie dragons. For fighters among them, the study of quips is just important as weapon mastery.

Inquisitors: Half-faerie dragon deities do not have much use for inquisitors. As one half-faerie dragon "scholar" put it, "What should they do, punish those that are not having enough fun?" However, there are a few inquisitors in their clergy, although they mostly make sure those in their care are well protected.

Magi: The perfect class for the half-faerie dragon that cannot make up his mind between sword-wielding and arcane-casting, the magus is a popular choice for this winged people. Few half-faerie dragons see this class as a compromise between two specialities. Instead they see it as a choice with many options.

Monks: Getting a half-faerie dragon to sit quietly and meditate for a prolonged period of time is like standing a dragon egg on its tiny end: it can be done, but only by cheating. At least, that is what many believe. The few half-faerie dragons that become excellent monks also learn to fly with their wings, allowing them to use their abilities to devastating effects.

Oracles: The blind, lame, and haunted half-faerie dragons have trouble pulling off pranks as well as others of their kind. As such, their deities call them to be their messengers in the world, even if that message is only a fart joke.

Paladins: The lawful devotion required to become a paladin is one that is tried by a number of half-faerie dragons, only to be abandoned shortly thereafter. With such short attention spans, they have trouble maintaining discipline, as well as following orders.

Rangers: Half-faerie dragons take up the ranger profession less often than one would think. Many half-faerie dragons have fond memories from their childhood of planting false tracks for rangers to follow, leading them into a more dangerous animal's territory, and laughing hysterically as the ranger runs away. Those half-faerie dragons that choose this life are aware of such tricks and are careful not to fall for them, instead leaving a gift for the false track maker.

Rogues: With the art of stealth so highly prized when preparing some kind of prank, half-faerie dragons make ideal rogues. Some even say they are all born rogues until they decide what to become in later life.

Sorcerers: With such an affinity for magic, half-faerie dragons make natural sorcerers. Many of them choose to craft magic items so they can make magical pranks, as well as leave them for those unfortunate enough to find them.

Summoners: If there is one thing that half-faerie dragons love more than making mischief, it is having a friend to



do it with. To that end, half-faerie dragon summoners are considered to have a great advantage when pulling pranks.

Witches: Many see witches as a curse on their communities, and they see half-faerie dragons witches as a double curse. With their love of making merry at the expense of others, these winged casters cause untold mayhem wherever they go.

Wizards: Half-faerie dragon wizards tend to be enchanters or transmuters. One excels at turning one kind of creature into another while the other gets co-conspirators in pulling exceptional pranks. Both kinds of wizards are loved among this short, winged race.

RACIAL OPTIONS

"Gaudy little thieves with wings. Rotten little hedonist bastards."—Ishmanir of Tel-Amar, cleric of Asmodeus, writing in the draft manuscript of his polemical tract on half-faerie dragons. The published version, much to his chagrin, was partially rewritten to contain nothing but puerile acrostics regarding the king's mother, and a dedication to 'Gotcha' on the flyleaf.

Racial Archetypes

BOOK WYRM

While the stereotypical wizard keeps a collection of old musty tomes for reference, the book wurm takes this stereotype further than most. As dragons hoard gold and

gems, the book wurm hoards books. Texts of all kinds, from magical grimoires to obscure treatises on history, geography, or magical and mundane lore can find its way into his collection.

Associated Class: wizard.

Replaced Abilities: bonus feats (5th level)

Knowledge Hoarder (Ex): A 5th level book wurm adds half his class level (minimum 1) to all Knowledge skill checks and may make all Knowledge skill checks untrained.

BUTTERFLY TROUBADOUR

Raised within an environment of pranks and storytelling, some half-faerie dragons are drawn away by wanderlust and a perhaps selfish desire to use that upbringing at the expense of others. The butterfly troubadour uses her honeyed tongue to mock her enemies and paint herself as far more than she really is, and she uses her racial gifts in the best and most beguiling ways possible.

Associated Class: bard.

Associated Race: half-faerie dragon

Replaced Abilities: inspire courage, inspire competence, dirge of doom.

Bardic Performance: A butterfly troubadour gains the following type of bardic performance.

Self-aggrandizement (Su): The butterfly troubadour can use performance to share a tale of her own exploits, moments of cunning, and pranks she's inflicted on the high and mighty. These tales are often not the unvarnished truth, but she tells them in such a way that her audience cannot help but be impressed, and their approval strokes her ego. The butterfly troubadour gains a +1 competence bonus on attack and weapon damage rolls, Charisma checks, and Charisma-based skill checks during this performance. At 5th level, and every six levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Self-aggrandizement is a language-dependant, mind-affecting ability that uses audible components.

Pointed Mockery (Su): Beginning at 3rd level, a butterfly troubadour can use performance to spin a dramatic tale in song or verse that mocks a single individual, eroding the self-confidence of the target and his allies. The target of this mockery suffers a –2 penalty on attack and weapon damage rolls and saving throws. This penalty increases by –1 for every four levels the butterfly troubadour gains beyond 3rd (–3 at 7th, –4 at 11th, –5 at 15th, and –6 at 19th). Allies of the target within 30 feet suffer half the penalty on their own attack and weapon damage rolls. Pointed mockery is a language-dependant, mind-affecting ability that uses audible components.

Euphoric Performance (Su): While using any bardic performance ability, a butterfly troubadour of 8th level can slowly infuse the air with her euphoric breath weapon, intoxicating the crowd with more than just words. While the butterfly troubadour is initiating this bardic performance, his words are infused with his euphoric breath weapon. All enemies within a 30-foot radius that can see and hear the butterfly troubadour's performance become staggered, sickened, and immune to fear effects. The butterfly troubadour must expend a use of her breath weapon as well as a round of bardic performance to initiate this ability. Subsequent rounds of continuous use of this ability require additional

bardic performance rounds but do not require additional uses of the butterfly troubadour's breath weapon. Ceasing this bardic performance and beginning again requires an additional use of the butterfly troubadour's breath weapon.

FAERIE DRAGON BLOODLINE

This new bloodline is available to all sorcerers.

Your veins thrum with the soft, infectious chuckle of something draconic yet also almost fey in nature. At some point in the distant past, perhaps through magical experiment, accident, or even a stupendously bizarre joke, your bloodline became infused with that of a faerie dragon. You tend to laugh at life, viewing it all as a series of events best toyed with and taken as a joke, regardless of what life throws at you, but you find it always best to be the one pulling the pranks if you can manage it. A profound sense of mercurial whimsy affects how you approach the world and ultimately influences, though never determines, your magic and your fate.

Class Skill: Perception.

Bonus Spells: *disguise self* (3rd), *hideous laughter* (5th), *major image* (7th), *greater invisibility* (9th), *teleport* (11th), *mislead* (13th), *reverse gravity* (15th), *irresistible dance* (17th), *time stop* (19th).

Bonus Feats: Acrobatic, Dodge, Improved Initiative, Lightning Reflexes, Skill Focus (Bluff), Skill Focus (Perception), Quicken Spell, Silent Spell.

Bloodline Arcana: Whenever you cast a spell with the chaos descriptor or of the illusion school, increase the spell's saving throw DC by +1.

Bloodline Powers: The peculiar bloodline of faerie dragon sorcerers blends a mixture of the nearly fey and overtly draconic. These powers often manifest as you grow in age and ability, and you sometimes wonder whether you yourself are the trickster or instead the object of some gigantic joke. Nonetheless, your powers are potent and valuable, if not precisely as awe-inspiring as those of other sorcerers.

Prankster's Befuddling Touch (Sp): As a melee touch attack, you can cause a living creature to become dazed for 1 round. Once a creature has been affected by prankster's befuddling touch, it is immune to its effects for 24 hours. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Breath Weapon (Su): At 3rd level, you gain a limited version of a faerie dragon's breath weapon. Once per day, you can exhale a 10-foot cone of euphoric gas. Creatures within the cone that fail a Fortitude save (DC 10 + 1/2 your sorcerer level + your Charisma modifier) suffer euphoria for 1d4 rounds. Creatures affected by euphoria are staggered, sickened, and immune to fear effects. At 10th level, the cone of your breath weapon increases to 30 feet. At 15th level, you can use this ability twice per day. At 20th level, you can use this ability three times per day. If you are a half-faerie dragon with the breath weapon racial ability, the save DC for this ability is the same as that of your racial ability, and the size of the cone of your racial breath weapon is the same as the size of the bloodline's breath weapon. Any feats you take to enhance your racial breath weapon affect this breath weapon as well.

Butterfly Wings (Ex): At 9th level, you grow a pair of butterfly-like faerie dragon wings from the middle of your back, giving

you a fly speed of 30 feet with average maneuverability. If you already possess wings as a half-faerie dragon but not the ability to fly, you instead gain a fly speed of 30 feet with good maneuverability. If you can use your half-faerie dragon wings to fly from other abilities, you instead increase your fly speed by 30 feet and increase your maneuverability by 1 step.

Switcheroo (Su): At 15th level, you can, once per day, magically translocate with a creature within 30 feet as an immediate action. Unless the target makes a successful Will save, you and the target creature instantly swap locations and the affected creature may be affected by any effects, physical attacks, or spells that would have affected you on that round. The DC of the saving throw is equal to 10 + 1/2 your sorcerer level + your Charisma modifier.

Faerie Dragon Apotheosis (Su): At 20th level, you fully unlock the latent power within your blood. Your type changes to dragon and you gain immunity to paralysis and sleep. If you did not already possess it, you gain darkvision up to 60 feet. Additionally, you gain the ability to reroll any failed saves against enchantments, illusions, and spells with the chaos descriptor, taking the result of the second roll. If you were not already a half-faerie dragon, you now count as one for the purposes of racial feats, racial traits, and other items requiring that race as a prerequisite.

THIEF WITH WINGS

A thief typically relies on her swift feet and agile hands to distract her mark and snatch her prize, and should she fail, she must eliminate her target from the shadows. A thief with wings learns to rely on her flight to accomplish feats other cannot.

Associated Class: rogue

Associated Race: half-faerie dragon

Modified Abilities: uncanny dodge

Replaced Abilities: rogue talent (2nd level only), improved uncanny dodge

Class Skills: A thief with wings adds Fly rather than Climb to her list of class skills.

Expert Flier (Ex): At 2nd level, a thief with wings gains True Flight as a bonus feat. A thief with wings does not have to meet the prerequisites for this feat.

Flyby Swiftess (Ex): At 4th level, a thief with wings gains the Flyby Attack feat and increases her base fly speed to 30 feet (20 feet when carrying a medium or heavy load or wearing medium or heavy armor).

Uncanny Dodge (Ex): This works like the rogue ability of the same name except the thief with wings gains it at 8th level.

Rogue Talents: The following rogue talents complement the thief with wings archetype: fast fingers, fast getaway, fast stealth, peerless maneuver, surprise attack.

Advanced Talents: The following advanced rogue talents complement the thief with wings archetype: another day, fast tumble, improved evasion, opportunist.

Prestige Class

The following racial prestige class is available to half-faerie dragons.

DAPPLED THEURGE

While many half-faerie dragons dabble in magic, and some even dabble in multiple magical paths, whether innate or scholastic, a select few of them throw sense to the wind and absorb themselves in the dual pursuit of both varieties, viewing them both as a birthright. Known as dappled theurges, they tend to be utterly obsessed with magic, with their heads in the clouds and noses buried in books. Sometimes, they can even be found singing to themselves and composing bardic spells while penning a wizardly treatise. That they are considered preoccupied daydreamers with a penchant for obscure and flippant fascinations with all things magical, even among faerie dragons, says something of their devotion to the arcane. While the study and practice of such different styles of arcane magic delays a prospective dappled theurge's progression toward more powerful spells, half-faerie dragons enjoy the rewards of a spectacular variety of spells and the blurring of the lines between prepared and spontaneous magic. Dappled theurges believe that their work suggests a unified framework that underlies both kinds of magic, which their unique heritage allows them to tap into.

Hit Dice: d6

Requirements

To qualify to become a dappled theurge, a character must fulfill all of the following criteria.

Alignment: Any non-lawful.

Skills: Knowledge (arcana) 5 ranks, Spellcraft 5 ranks, Use Magic Device 5 ranks.

Language: Draconic.

Spells: Must be able to cast 2nd-level arcane spells from a prepared spellcasting class, and be able to cast 2nd-level arcane spells from a spontaneous spellcasting class.

Table 1-4: Dappled Thurge

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+1	Arcane spontaneity (1st)	+1 level of existing prepares spellcasting class/ +1 level of existing spontaneous spellcasting class
2nd	+1	+1	+1	+1		+1 level of existing prepares spellcasting class/ +1 level of existing spontaneous spellcasting class
3rd	+1	+1	+1	+2	Arcane spontaneity (2nd)	+1 level of existing prepares spellcasting class/ +1 level of existing spontaneous spellcasting class
4th	+2	+1	+1	+2		+1 level of existing prepares spellcasting class/ +1 level of existing spontaneous spellcasting class
5th	+2	+2	+2	+3	Arcane spontaneity (3rd)	+1 level of existing prepares spellcasting class/ +1 level of existing spontaneous spellcasting class
6th	+3	+2	+2	+3		+1 level of existing prepares spellcasting class/ +1 level of existing spontaneous spellcasting class
7th	+3	+2	+2	+4	Arcane spontaneity (4th)	+1 level of existing prepares spellcasting class/ +1 level of existing spontaneous spellcasting class
8th	+4	+3	+3	+4		+1 level of existing prepares spellcasting class/ +1 level of existing spontaneous spellcasting class
9th	+4	+3	+3	+5	Arcane spontaneity (5th)	+1 level of existing prepares spellcasting class/ +1 level of existing spontaneous spellcasting class
10th	+5	+3	+3	+5	Metamagic synchronicity	+1 level of existing prepares spellcasting class/ +1 level of existing spontaneous spellcasting class

Special: Must be a faerie dragon, half-faerie dragon, possess the faerie dragon sorcerer bloodline, or be apprenticed to a dappled theurge willing to teach a member of another race.

Class Skills

The dappled theurge's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Fly (Dex), Knowledge (arcana) (Int), Knowledge (planes) (Int), Profession (Wis), Sleight of Hand (Dex), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

All of the following are features of the dappled theurge prestige class.

Weapon and Armor Proficiency: Dappled theurges gain no proficiency with any weapon or armor.

Spells per Day: When a new dappled theurge level is gained, the character gains new spells per day as if she had also gained a level in any one prepared arcane spellcasting class she belonged to before she added the prestige class and any one spontaneous spellcasting class she belonged to previously. She does not, however, gain any other benefits a character of that class would have gained. This essentially means that she adds the level of dappled theurge to the level of whatever other prepared arcane spellcasting class and whatever other spontaneous arcane spellcasting class she has, then determines spells per day, spells known, and caster level accordingly.

Arcane Spontaneity (Su): At 1st level, a dappled theurge can choose to cast a spell from her prepared class's list spontaneously as a standard action by sacrificing one of her available spontaneous spell slots of at least one level higher than the prepared spell she wishes to cast. The spell does

not need to be one that she had previously prepared for the day, but it must be she knows through her prepared class. Assuming that she has the available spontaneous spell slots to sacrifice, she can use this ability at will. At 1st level, she can spontaneously cast only 1st-level spells in this way, and she gains the ability to cast higher level spells in this manner at every odd level, up to 5th-level spells at 9th level.

Metamagic Synchronicity (Su): Combining the study of prepared and spontaneous magic, a dappled theurge of 10th level gains the ability to apply a metamagic feat she knows to a spell at half the normal increased spell level (round down, minimum +1 spell level). Prepared spells must be prepared with metamagic ahead of time, as normal, and spontaneous spells still require the increased casting time when cast with metamagic. A dappled theurge can use this ability a number of times per day equal to her Intelligence modifier, whether it is used for prepared or spontaneous spells.

Racial Feats

Half-faerie dragons have a number of specialized abilities that use their unique biology. The following are a number of options you can choose to customize your half-faerie dragon character.

DAZZLING BLADE

You are quite adept at shining light off of your weapon and distracting your opponent.

Prerequisites: Dex 13, Weapon Focus (any sword or axe)

Benefit: When in an area of bright or normal light, you can use a sword or axe to reflect the light into the eyes of your target. You aim the reflection into the eyes of any one target within 30 feet. If the target fails a Will save (DC 10 + 1/2 your base attack bonus + your Dexterity modifier), it is blinded for 1 round.

DRACONIC METAMORPHOSIS

For a short duration, you are capable of transforming into a true faerie dragon.

Prerequisites: Cha 15, Spellcraft 5 ranks, must have two half-faerie dragon racial feats, half-faerie dragon.

Benefit: As a spell-like ability, you can take the form of a true faerie dragon once per day. This ability works like *beast shape II* except that you can only assume the form of a tiny faerie dragon and you can assume this form for a duration of up to 10 minutes per level. Your caster level for this ability is equal to your character level.

HIDDEN TRICKSTER'S SCALES

Your colorful scales are even brighter and change hue to match your surroundings, allowing you to blend in with them effortlessly, virtually disappearing.

Prerequisites: Stealth 5 ranks, must have two half-faerie dragon racial feats, half-faerie dragon.

Benefit: By altering the color of your scales to match your surroundings, you can use the Stealth skill even while being observed, and without anything to actually hide behind. Creatures that do not rely on normal vision, such as those with blindsense, blindsight, and other methods of non-visual detection can still perceive you normally.

INTOXICATING BREATH

Your breath weapon becomes much more potent and now affects those falling under its sway with drug induced confusion.

Prerequisites: Base attack bonus +4, breath weapon racial trait, faerie dragon or half-faerie dragon.

Benefit: Your breath weapon now causes those who fail their save to become confused (as the *confusion* spell) for 1d4 rounds in addition to its normal affects.

OVERWHELMING BREATH

Your breath weapon reaches ever more potent levels of power, making it impossible to fully resist.

Prerequisites: Intoxicating Breath, Puissant Breath, breath weapon racial trait, faerie dragon or half-faerie dragon.

Benefit: Your breath weapon now partially affects those who make a successful Fortitude save. On a successful save, a target is confused, staggered, sickened, and immune to fear effects for 1 round.

PUISSANT BREATH

Your lungs brim with even more euphoric potential, allowing you to use your breath weapon at greater range and with even greater frequency.

Prerequisites: Base attack bonus +3, breath weapon racial trait, faerie dragon or half-faerie dragon.

Benefit: You are now capable of using your breath weapon once every 1d4 rounds, just as often as a true faerie dragon. Additionally, your breath weapon's area is now a 15-foot cone. For each half-faerie dragon breath weapon feat you possess in addition to this one, your breath weapon's cone extends another 5 feet.

Normal: A half-faerie dragon's breath weapon is useable once per day and is a cone with a 10-foot range.

TELEPATHY

Your thoughts can reach out from your mind to touch others, allowing you to communicate telepathically.

Prerequisites: Cha 13, half-faerie dragon.

Benefit: You can use *telepathy* as a spell-like ability once per day. Your caster level for this ability is equal to your character level.

TRUE FLIGHT

Your wings become significantly stronger and capable of supporting your weight, allowing you to fly.

Prerequisites: Butterfly wings racial trait, half-faerie dragon, character level 7th.

Benefit: You can use your butterfly wings to fly. In addition to the normal benefits of the butterfly wings racial trait, you gain a fly speed of 20 feet (15 feet if you wear medium or heavy armor, or if you carry a medium or heavy load) with good maneuverability.

Normal: Half-faerie dragon wings are not strong enough for flight.

Table 1-5: Weapon Table

Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Laughing blade	16 gp	1d3	1d4	18–20/x2	—	1 lb.	P	cold iron
Reeking wretch arrows (5)	20 gp	—	—	—	—	3 lbs.	—	—

Table 1-6: Armor Table

Armor	Cost	Armor Bonus	Max Dex Bonus	Armor Check Penalty	% Arcane Spell Failure	Speed 30 ft./20 ft.	Weight
Patchwork armor	300 gp	+4	+4	–1	10%	30 ft./20 ft.	15 lbs.

Table 1-7: Equipment Table

Special Substances and Items	Cost	Weight	Craft DC
Dizzy Dragon	50 gp (standard)/250 gp (ornate)	1 lb.	15/20
Enlightened Purse	50 gp	0.5 lb.	18
Globe of Bottled Breath	75 gp	2 lbs.	20
Laughing Poison	2,000 gp	—	20

WHIMSICAL SPELLCASTING

Your knowledge of spellcasting sometimes appears to blur the line between prepared and spontaneous arcane magic.

Prerequisites: Ability to cast prepared spells, half-faerie dragon.

Benefit: Any spell you have prepared can be cast spontaneously, once per day. You must expend a prepared spell of at least one level higher than the chosen spell to use this ability. The spontaneously cast spell is cast at its normal spell level.

Equipment

The following options are available for half-faerie dragons to create and all races to use, should a non-half-faerie dragon gain such an item. At the GM's discretion, other appropriate races may also create some of these items.

Dizzy Dragon: Every gathering of half-faerie dragons begins with talking, proceeds to laughter, and ends with either alcohol or literally blowing smoke with a communal hookah called a dizzy dragon. Designed to be shared by two to ten half-faerie dragons, a dizzy dragon is shaped like a plump and seated faerie dragon with a bulging belly and smoking stems instead of antennae. This elaborate water pipe's large and convoluted reservoir traps and mixes faerie dragon and half-faerie dragon breath weapons, ensuring that a subsequent draw from the pipe includes an even mix of each participant's euphoric breath, since individuals are immune to their own. Because toking from the glass faerie dragon so enhances the hilarity of shared stories, dizzy dragons are a popular part of any gathering of half-faerie dragons and their friends regardless of species.

Enlightened Purse: This finely crafted leather purse is commonly filled with a combination of worthless, coin-like metal scraps and a hefty amount of normally inert alchemical powders. When the purse is yanked away from the owner's belt, it causes the powder to react, and 1d3 rounds later it explodes with a terrific flash of light, a burst of sound, and a profuse 10-foot radius cloud of colored smoke, marking the would-be thief's face, hands, and clothing. Those caught in

the cloud must make a Fortitude save (DC 15) or be stunned for one round and suffer 1d4 damage from the burning powder and hot metal. The shame of not noticing the rigged coin purse is usually enough to dissuade any half-faerie dragon from taking further action against their would-be mark, but for a race known often enough as petty thieves, half-faerie dragons take an almost perverse glee in catching thieves with their own enlightened purses.

Globe of Bottled Breath: These fist-sized blown-glass spheres contain a murky substance that creates a swirling cloud of colors when they are shaken. Often crafted into the shape of apples or other holy symbols of the Laughing Trio and tinted various colors to reflect distinct varieties, they are often hung from the top of a half-faerie dragon's staff or walking stick, glittering and shifting in color as they travel. Though lovely adornments, the globes contain alchemically stabilized faerie dragon breath, allowing them to be used as thrown weapons. A globe of bottled breath can be hurled as a ranged touch attack, breaking into a cloud of euphoric gas with a 10-foot radius when it strikes its target or any other hard object, including the ground. Creatures caught within the cloud (which disperses one round later) must make a Will save (DC 15) or become dazed, staggered, and immune to fear effects from the intense, euphoric feeling for 1d4 rounds.

Laughing Blade: A favorite of half-faerie dragons and Arzridalimax's favored weapon, the laughing blade is a very light and relatively flexible short sword. While less damaging than others of its size, its sharp blade makes it frequently deadly. In addition, due to half-faerie dragons' frequent contact with evil fey, the laughing blade is forged of multiple metals and alchemically treated such that it counts as cold iron for the purposes of overcoming damage reduction. A laughing blade is a light exotic weapon. Half-faerie dragons treat a laughing blade as a martial weapon.

Laughing Poison: Given how effective their breath weapons are against hostile creatures, faerie dragons and half-faerie dragon alchemists have developed this unique poison that has similar effects. Introduced through injury or through ingestion, this viscous lavender toxin (which tastes vaguely of sunflowers and vanilla) causes its victims

to fall into a protracted, hallucinatory daze, leaving them weakened, confused, and more prone to falling victim to a faerie dragon's euphoric breath. *Type* poison, ingestion or injury; *Save* Fortitude DC 20; *Onset* 10 minutes (ingestion); *Frequency* 1/round for 8 rounds; *Initial Effect* 1d2 Str damage and 1d4 Wis damage; *Secondary Effect* confusion, as the spell; *Cure* 2 consecutive saves.

Patchwork Armor: Half-faerie dragons rarely wear armor for its protective capacity alone. Weaker and more fragile than most races, they are weighed down by heavier armor, and most of the time they need modified armor to accommodate their wings. Few half-faerie dragons enter classes associated with heavier armor, but the image of a knight in shining armor does tempt the eyes, and in this avenue the race improvises as best they can, resulting in their fondness of this patchwork armor. More fashionable than protective, patchwork armor combines idealized imitation pieces of heavy armor and random bits of armor never meant to work together, resulting in a stylish but non-traditional look. The full suit of patchwork armor is designed with half-faerie dragon bodies in mind, with even the imitation pieces of heavy armor consisting of light materials. Patchwork armor is considered light armor and is always considered masterwork.

Reeking Wretch Arrow: At the end of this blunted arrow is an alchemically protected oilcloth bag containing a truly wretched surprise: an awful mixture of all manner of putrid meat, rancid milk, and rotting vegetables. On a successful hit with a reeking wretch arrow, the bag splatters the target with its contents, causing several effects. The reeking smell is so sudden and intense, the target must make a Fortitude save (DC 15) or become stunned for 1 round. Secondly, the stench clings, causing the target to suffer a –10 penalty on Stealth checks for 24 hours unless all armor and clothing are cleaned and the target bathes. A reeking wretch arrow deals bludgeoning damage instead of piercing damage. Reeking wretch arrows come in a leather quiver that holds 5 arrows.

Deities

ARZRIDALIMAX

The Whimsical Grin

God of happiness, laughter, magic, art, and faerie dragons

Alignment: CG

Domains: Air, Chaos, Good, Magic, Trickery

Subdomains ^{APG}: Arcane, Azata, Butterfly, Thievery, Wind

Mysteries ^{APG}: Wind, Life, Lore

Favored Weapon: Laughing Blade

The father of faerie dragons is often depicted as one himself, giggling and curled around a once-bitten apple with a crude halo penciled in over his head. He is also the beloved patron of half-faerie dragons and has always been the focus of their devotion. Even the least devout member of

his flock is keen to turn her heart to him on holy days, biting into an apple with a smile.

The Whimsical Grin is said to be the adopted child of Apsu and Tiamat, and like many half-faerie dragons, his true heritage is uncertain. Afflicted by wanderlust and a perpetual desire to seek out new things and share stories with new people, Arzridalimax wanders between the domains of other deities instead of maintaining his own, dragging his seemingly infinite apple orchard from realm to realm like a mischievous, uninvited house guest. Other good gods humor and tolerate him, while lawful gods rapidly tire of his particular brand of mirth. The one god he never graces with his unasked for presence is his daughter Carasandrillanoxa the Princess of Mocking Laughter. Corrupted as she is by evil and personifying the darker sides of trickery that harm, insult, and embitter, Arzridalimax waits for her to rejoin him and her wilder, chaotic sister Tsiliamendrae, who flutters between her father's ways and the churning storms of Limbo.

Arzridalimax desires that his children enjoy life to its fullest, cherish the gifts of humor, magic, and art, and spread these things to all others that they encounter on their journey through life. "Prank and be pranked upon little scaly ones," may be the closest thing to a creed for his religion.

CARASANDRILLANOXA

Princess of Mocking Laughter

Goddess of cruel humor and selfish desires

Alignment: NE

Domains: Air, Evil, Magic, Travel, Trickery

Subdomains ^{APG}: Arcane, Cloud, Daemon, Deception, Wish

Mysteries ^{APG}: Heavens, Lore, Wind

Favored Weapon: dagger

Carasandrillanoxa, the so-called Princess of Mocking Laughter, is commonly portrayed with a stylized, laughing smile with sharp teeth and coins for eyes, sometimes above a purple or black dragon's tail curled into the outline of an apple. The wayward and corrupted daughter of Arzridalimax, she personifies selfish greed, revenge, and the more wicked sides of trickery. Unlike the dark member of many racial pantheons, the Princess of Mocking Laugh is simply selfish and spiteful more than she is malevolent.

Despite her evil nature which stands in stark contrast with the hearts of most faerie dragons and their half-blooded kin, she has a place in their beliefs. They believe that their worship has a chance to make her smile, and if only they could succeed, they could turn her away from the darkness that long ago consumed her heart. Others, especially those hurt or exploited by other races, frequently turn to her as an outlet for their desire for revenge and to share their bitterness with a sympathetic divinity.

Devotees of Carasandrillanoxa often traffic with a variety of evil fey that frequently sacrifice to and worship her as well.

Table 1-8: Deities

Deity	AL	Domains	Subdomains	Mysteries	Favored Weapon
Arzridalimax	CG	Air, Chaos, Good, Magic, Trickery	Arcane, Azata, Butterfly, Thievery, Wind	Life, Lore, Wind	laughing blade
Carasandrillanoxa	NE	Air, Evil, Magic, Travel, Trickery	Arcane, Cloud, Daemon, Deception, Wish	Heavens, Lore, Wind	bagger
Tsiliamendrae	CN	Chaos, Liberation, Luck, Madness, Trickery	Fate, Freedom, Insanity, Protean, Thievery	Heavens, Life, Wind	short sword

The most devoted go so far as to tattoo and alchemically dye their own scales to match the darker hues and purples favored by their goddess in her manifestations.

Mockery is a high art among her faithful, as are rumors and secrets that might have value in the future. A common act of worship involves keeping a secret diary with the names of individuals and material that could be used to insult, mock, or shame them. At night before going to sleep, devotees whisper these insults privately, in a dark place with their heads under a blanket or pillow in the hope that the Mocking Princess is listening in and laughing along with them.

TSILIAMENDRAE

Princess of Endless Amusement

Goddess of whimsy, ever-changing desires, nimble fingers, and glib tongues

Alignment: CN

Domains: Chaos, Liberation, Luck, Madness, Trickery

Subdomains ^{APG}: Fate, Freedom, Insanity, Protean, Thievery

Mysteries ^{APG}: Heavens, Life, Wind

Favored Weapon: short sword

Known as the Princess of Endless Amusement to tellers of her tale or the Mad Daughter by those that admire her less, Tsiliamendrae is the whimsical faerie dragon goddess of amused chaos. That faerie dragons and their kin distinguish between Arzridalimax's good-natured frivolity and his daughter's chaotic fickleness worries principled and structured individuals, who see the differences as academic at best. Truth be told, however, Tsiliamendrae is quite different from her father in that she cares little about consequences, and for the most part, neither do her followers. True to her creed, her clerics preach a philosophy about enjoying the moment and being frivolous for its own sake, as well as valuing art, whimsy and opportunity. What they mean by opportunity is vague and open to interpretation, but given that the gold- and emerald-scaled Princess of Endless Amusement is often depicted not only dappled with haphazard splashes of paint, but also holding a bulging coin-purse with cut strings, it often means the opportunistic theft of whatever novel or interesting object catches a worshipper's fancy. Even so, the philosophy is something far more subtle than that of some racial thieves' guild. If something interests a half-faerie dragon, Tsiliamendrae prods him to take it, ideally in such a way as to not be caught or to make a joke out of it, and she prefers that the object is later returned. One particular tale speaks of a follower of the Mad Daughter breaking into a human nobleman's mansion once a week for a month, moving their most valuable possessions—many of them worth the thief's weight in gold ten times over—an inch at a time, but never stealing anything besides a piece of imported fruit that the burglar had never tried before. To worshippers of Tsiliamendrae, wealth is not valuable, but novelty is.

Tsiliamendrae's followers devote their time more so than other half-faerie dragons to wandering and traveling. This devotional activity furthers their quest for the new and novel but is also a practical solution to being occasionally caught and flogged by the town guard for theft.

New Subdomain

Deities of half-faerie dragons grant these new subdomains.

BUTTERFLY SUBDOMAIN

Associated Domains: Air.

Replacement Power: The following granted power replaces the lightning arc power of the Air domain.

Butterfly Explosion (Sp): As a standard action, you can summon a telekinetic burst of force that manifests as a spectacularly colorful cloud of butterflies, targeting any foe within 30 feet as a ranged touch attack. This burst deals 1d4 points of force damage + 1 point for every two cleric levels that you possess. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 3rd—*butterfly swarm*, 5th—*insect plague*.

WISH SUBDOMAIN

Associated Domains: Magic.

Replacement Power: The following granted power replaces the hand of the acolyte power of the Magic domain.

Instant Summon (Su): You can wish for something and cause objects carried on your person to vanish and reappear in your hands. As a move action, you can summon an object, such as a weapon, magic item, or mundane item, carried on your person to your hands. The summoned object does not need to be readily accessible prior to using this ability, and as such you can summon objects carried within a pouch, backpack, or magically stored inside of an extradimensional space such as a *bag of holding*. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 4th—*minor creation*, 5th—*major creation*, 7th—*limited wish*, 9th—*wish*.

HALF-FAERIE DRAGON MAGIC

"Surprise!"—Saphiranixiamelanix the Ever Exploding, just before casting fireball on a group of orcs.

New Spells

The following spells are common among half-faerie dragons.

BUTTERFLY SWARM

School conjuration (summoning); **Level** sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

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

Effect swarm spreads in 30-ft. radius, 30-ft. high

Duration 10 min./level

Saving Throw see text; **Spell Resistance** no

This spell summons a cloud of hundreds of brilliantly-colored butterflies in a dense swarm of drifting, meandering colors and brief flashes of surrounding light, obscuring all sight, including darkvision, beyond 5 feet. A creature within 5 feet of the edge of the swarm or two creatures within the swarm within 5 feet of each other have concealment (attacks have a 20% miss chance). Creatures further away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). The same concealment applies for those outside the swarm attacking any inside of it. Additionally,

those within the swarm are subject to the incessant, annoying tickling sensation of the butterflies' wings. Each round, creatures within the swarm must make a Will save to avoid being dazed and unable to act for that round.

A strong wind (21+ mph) disperses the swarm in one round; however if the wind ceases, the swarm reforms itself in the same position one round later, staying for the spell's duration.

EVERCHANGING CURSE

School necromancy; **Level** bard 3, cleric 2, sorcerer/wizard 3
Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration permanent

Saving Throw Will negates, see text; **Spell Resistance** yes
This spell plagues its victim with a fickle, detrimental, and embarrassing curse that changes on a daily basis and mocks an initially resistant victim by fading away before returning once again. One of the following curses is randomly selected by rolling 1d6, and each subsequent day the curse's effect is rerolled. If the previous day's curse is selected again, reroll until a different effect is determined.

1. The target begins to stink horribly, imposing a –4 penalty on Stealth checks and a –4 penalty to Charisma.
2. The target itches incessantly, imposing a –2 penalty on attack rolls, saves, ability checks, and skill checks.



3. The target's ability to speak is replaced with a compulsion to bray like a mule, though it believes it is speaking normally, making others' reactions to its words confusing. The target can still communicate by pantomime or writing but cannot cast spells with verbal components or use magic items with a verbal command word.
4. The target's vision becomes blurry, causing problems focusing at a distance. All ranged attack rolls and skill checks that require the target to see beyond 30 feet suffer a –4 penalty.
5. The target becomes afraid of something irrational, such as falling into the sky, being devoured by sparrows, or being poisoned by drinking alcohol served by a brown-haired innkeeper. Dreading this fear, the target is considered shaken and if exposed to the source of this irrational fear will cower in fear. This fear is selected by the Game Master.
6. The target's skin becomes a sickly green and is dotted with tiny red butterfly-shaped blotches. The target is treated as exhausted for that day, regardless of rest or magical aid.

The curse bestowed by this spell cannot be dispelled, though it can be dismissed by its original caster, and it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

OBJECT OF MOCKERY

School illusion (phantasm) [fear, mind-affecting]; **Level** bard 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

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

Target one intelligent creature; see text

Duration 1 round/level

Saving Throw Will negates; see text; **Spell Resistance** yes
You create an illusory chorus of phantom voices that mock the target, calling out bits of his buried fears and past embarrassing experiences. The target first receives a Will save to recognize the phantasm as unreal. If the save fails, the target must succeed on a second Will save or believe that the mocking is coming from the target's allies. If the first save is failed, roll on the following table at the start of the target's turn each round to see the target's reaction. At the start of the target's turn, the target may attempt a new Will save.

d% Object of Mockery Effect

- | | |
|--------|---|
| 01–25 | Target is shaken. |
| 26–50 | Target is frightened. |
| 51–75 | Target is panicked |
| 76–100 | If the second Will save succeeded, reroll. If the second Will save failed, the target attacks the closest ally. |

ORANGES TO APPLES

School transmutation (polymorph); **Level** sorcerer/wizard 7
Casting Time 1 standard action

Components V, S

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

Target one creature, or one nonmagical object of up to 100 cu. ft./level

Duration see text

Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

This spell temporarily polymorphs anything into an inanimate pile of apples, a single giant apple, or some awkward, mangled conglomeration of them.

Objects affected by this spell can be damaged or eaten, and a damaged or consumed apple retains any damage when it reverts to its original form. Likewise, any affected creature faces potential damage or death by being eaten. The parts of creatures or objects that are eaten do not revert back when the uneaten parts revert to its original form when the spell ends. Objects with only minor damage can be healed with a *mending* spell, while objects with large chunks missing will need to be reformed. Similarly, creatures with nibbles and small bites can be healed by any *cure* spell. However, large chunks or whole body parts missing are considered severed and require a *regenerate* spell or similar magic to regrow missing areas.

New Magic Items

The following magic items are made by half-faerie dragon spellcasters.

APPLE-TREE TOKEN

Aura moderate transmutation and conjuration; **CL** 12th

Slot —; **Price** 400 gp (apple tree), 600 gp (magical apple tree), 2,400 gp (angry treant); **Weight** —

DESCRIPTION

Similar to the *feather token*, the *apple-tree token* takes the form of a single large feather, though one of a multi-colored and distinctly unnatural bird. Each *apple-tree token* is usable once. A particular token has no specific features by which to identify it without viewing its magical aura.

Apple-Tree: This token causes a massive apple tree bearing all manner of apple varieties at peak ripeness to spring into being. The tree is 60 feet tall, has a trunk diameter of 5 feet, and has treetop diameter of 40 feet. This is an instantaneous effect.

Magical Apple Tree: This token creates an apple tree like a normal *apple-tree token*, except that the tree contains 2d10 glowing, magical apples. Each magical apple provides nourishment equivalent to a normal meal for a Medium creature, and heals 1d4 points of damage when eaten. A given creature can only receive 8 points of healing in this way in a 24-hour period.

Angry Treant: The tree summoned by this token is an enraged, violent treant. Treat the tree as though it were a normal treant except it is angry and cannot be reasoned with for 1 minute. If an *angry treant token* is used in combat, there is a 40% chance that the treant attacks the token's user and his allies, and a 60% chance that it vents its anger on the user's enemies.

CONSTRUCTION

Requirements Craft Wondrous Item, creator must be a faerie dragon or half-faerie dragon, *awaken*, *goodberry*, *major creation*; **Cost** 200 gp (apple tree), 300 gp (magical apple tree), 1,200 gp (angry treant).

BAG OF AWESOME

Aura faint transmutation; **CL** 3rd

Slot —; **Price** 24,100 gp; **Weight** 15 lbs.

DESCRIPTION

This small cloth bag is tailored to resemble a smiling faerie dragon's head, so that it appears like a gaping mouth when opened. The bag normally functions as a Type I *bag of holding* with the following differences.

Normal circumstances that would destroy the bag and its contents instead cause the bag to widely yawn like a vomiting faerie dragon, forcibly expelling all objects or creatures inside of the bag in a cloud of sparkling, euphoric faerie dragon breath in a 10-foot radius burst. Any disgorged creatures and any creature caught in this burst must make a Will save (DC 15) or become staggered, sickened, and immune to fear effects for 1d6 rounds.

At will, the bag's owner can reach inside and pull out the pink-dyed rope resembling a dragon's tongue. The rope can be pulled out to any length up to 30 feet, at which point the dangling tongue becomes fixed at its point of origin and the bag vanishes. For the next 12 hours, the bag functions as if the spell *rope trick* had been cast, and in this mode the normal weight restrictions of a type I *bag of holding* are superseded, although any objects over the weight limit remaining inside the bag when the *rope trick* effect ends are summarily disgorged by the bag, which briefly appears to frown, along with a 10-foot radius burst of euphoric faerie dragon breath, as above.

Unlike a standard *rope trick* spell, the interior of the extradimensional space of a *bag of awesome* is haphazardly cluttered with any items previously placed into the bag, as well as any superficial decorations, such as paint, applied to the walls while the bag is functioning as a *bag of holding*, allowing the bag's owner to personalize the space to a certain degree. As a standard action, creatures hiding within the bag's extradimensional space when the *rope trick* function is active may cause the bag to appear as a snickering faerie dragon head, which exhales a gout of faerie dragon breath upon any creature attempting to climb the rope. Creatures that fail their Will save against the euphoric faerie dragon breath must also make a Climb check (DC 15) or fall from the rope, sustaining falling damage as normal. The bag's breath weapon may be used once every 1d4 rounds.

CONSTRUCTION

Requirements Craft Wondrous Item, creator must be a faerie dragon or half-faerie dragon, *rope trick*, *secret chest*; **Cost** 12,050 gp

CLOAK OF THE HAPPY FOOL

Aura moderate enchantment; **CL** 7th

Slot cloak; **Price** 40,800 gp; **Weight** 3 lbs.

DESCRIPTION

This elaborate cloak resembles the wings of a butterfly with iridescent, oddly hypnotic patterns that shimmer in ambient light. The cloak imparts a happy, carefree—or careless—self-confidence upon its wearer, granting them a +2 morale

bonus on attack rolls, damage rolls, saves, and ability and skill checks, but imposing a –2 penalty to Wisdom. Once per day, the wearer of the cloak may cause the cloak to shimmer with brilliant potency, causing all creatures within a 20 foot-radius burst to suffer the effects of a *hypnotic pattern* spell (DC 13).

CONSTRUCTION

Requirements Craft Wondrous Item, Creator must be a faerie dragon or half-faerie dragon, *good hope*, *hypnotic pattern*; **Cost** 20,400 gp

HAT OF THE BUTTERFLY RAKE

Aura moderate conjuration; **CL** 15th
Slot head; **Price** 73,500 gp; **Weight** 2 lbs.

DESCRIPTION

This elaborately decorated, fashionable, plumed, and very much oversized hat has a number of powerful magical abilities and a reputation for being notoriously unreliable, which makes it all the more attractive to many half-faerie dragons. By pulling the hat down over his head, like diving into a *portable hole* in reverse, the wearer can trigger one of several random effects. When the hat is used, roll d% and consult the following table to determine its effect.

d%	Wondrous Effect
01–10	Subject gains the effects of an <i>invisibility</i> spell.
11–20	Subject becomes ethereal, as <i>ethereal jaunt</i> . This effect lasts up to 10 minutes and is dismissible.
31–40	Subject receives the effects of a <i>teleport</i> spell.
41–50	Subject receives the effects of a <i>teleport</i> spell targeting a random destination.
51–100	Absolutely nothing happens.

CONSTRUCTION

Requirements Craft Wondrous Item, Creator must be a faerie dragon or half-faerie dragon, *dimension door*, *ethereal jaunt*, *invisibility*, *teleport*; **Cost** 36,750 gp

Artifacts

CROWN OF THE EXALTED TRICKSTER

Aura strong conjuration and transmutation; **CL** 20th
Slot head; **Weight** 5 lbs.

DESCRIPTION

This overly large, ornate and bejeweled crown resembles a golden faerie dragon curled into a circle and lying on his back, with outstretched claws, each clutching a gemstone, and a gleeful smile upon his face. The gem changes on a daily basis, and sometimes it seems as if the dragon is smirking at some unspoken jest. The crown is said to have been worn by a then-mortal Arzridalimax, or else crafted from the melted down jewelry of the gods from whom he stole his apple of immortality. It has long been connected with the greatest champions of the half-faerie dragons' patron, worn by those who ultimately perform great deeds in his name or granted for a time to those who impress him with some truly spectacular jest or prank.

The *crown of the exalted trickster* grants its wearer a +6 enhancement bonus to Charisma and a +2 luck bonus to all attack rolls, saves, ability checks, and skill checks. It also grants the following spell-like abilities:

- *Greater teleport* (at will)
- *Oranges to apples* (at will)
- *Wish* (1/day)

If worn by a creature of lawful or evil alignment, the creature suffers 5 points of Wisdom damage that cannot be healed or restored by any means while wearing the crown. It is said that the item will teleport itself away if such a creature wears the crown for more than 24 hours.

DESTRUCTION

The crown vanishes and leaves nothing behind if it is ever used by a priest of Apsu to crown a brutal tyrant of faerie dragon blood.

PUISSANTLY UNEXPECTED WAND

Aura strong (all schools); **CL** 20th
Slot —; **Weight** 1 lb.

DESCRIPTION

This slender wand has no truly set appearance, and between wielders its design, size, and apparent material radically changes to appeal to the aesthetic desires of its next user. At times, it might appear as a simple length of polished and engraved ash, barely a dozen inches in length, but in its next incarnation it could be a golden, jewel-studded wand nearly three feet long, befitting the hand of a giant. The only consistency among all its recorded forms is some faerie dragon motif, either carved into the wand, cast in iron or gold, or inlaid in fine metal filigree and usually, but not always, strongly resembling common depictions of Tsiliamendrae, the Princess of Endless Laughter. Regardless of its appearance, the wand virtually hums with innate and completely unpredictable power.

Activating the wand is a standard action, and causes a random effect determined on the table below. The wand prefers chaotic- and good-natured individuals while those of an evil or lawful nature must add 40 to the d% roll each time they activate it, with all results over 100 treated as 100. See Table 1-9: Puissantly Unexpected Wand.

The wand also grants its user continuous use of *foresight*, though this ability is useless for pre-determining the random effects of the wand's normal use.

DESTRUCTION

The wand will turn to dust and no longer function if held by a living wielder who fails to laugh for a period of no less than one year and one day, not including any periods of natural or magical catatonia.

Table 1-9: Puissantly Unexpected Wand

d%	Wondrous Effect
01	The wielder may make one wish, as the <i>wish</i> spell.
02-05	The wielder is stricken mute for 1d4 rounds, and begins vomiting forth a torrent of gold coins at high velocity. Treat as a breath weapon that deals 10d6 bludgeoning damage in a 30-foot cone. The total amount of gold coins later recovered is 1d6x100.
06-10	Any wounds the wielder possesses vanish, with any hostile creatures within 30 feet suffering the amount of damage healed (no save).
11-15	The wand summons a single giant squirrel (treat as dire bear) which attacks any one target the wielder specifies.
16-20	All creatures within 100 feet are affected by <i>dismissal</i> (DC 25).
21-25	Frozen apples rain down from the sky (as <i>ice storm</i> , DC 24) in a 40-foot cylinder-targeted by the wielder anywhere within 100 feet.
26-30	A tiny faerie dragon dressed as an efreeti noble appears in a burst of fire and grants a single minor wish (as <i>limited wish</i>) to the wielder and then vanishes.
31-35	All creatures within 60 feet of the wielders are affected by <i>confusion</i> (DC 24).
36-40	Roll twice and choose one of the resulting effects to occur.
41-45	The wand summons 1d4 faerie dragons who act as they see fit.
46-50	One random creature within 60 feet of the wielder turns into dark chocolate (as <i>flesh to stone</i> , DC 26).
51-55	<i>Faerie fire</i> , as the spell, outlines all hostile targets within 200 feet of the wielder.
56-60	A <i>fireball</i> detonates at the wielder's location (DC 23).
61-65	A stone golem emerges from the floor and either obeys or attacks the wielder (50% chance for each).
66-70	The wielder permanently changes gender (as <i>polymorph</i> , DC 25).
71-75	All creatures within 15 feet of the wielder shrink one size category (as <i>reduce person</i> , DC 24).
76-80	The wielder is affected by <i>irresistible dance</i> (no save) and all other creatures within 60 feet are affected by <i>hideous laughter</i> (DC 22).
81-85	All creatures and objects within 60 feet of the wielder are hurled 30 feet into the air and fall back down. The creatures may take damage upon landing. If a ceiling prevents them from reaching 30 feet high, treat them as having fallen from the ceiling and suffer damage accordingly before falling. The creatures have sufficient time for immediate action spells, such as <i>feather fall</i> .
86-90	The wielder becomes intoxicated (treat as staggered, no save) and considers all creatures within 30 feet to be their best friends or old flames (as if under the effect of <i>charm person</i>).
91-93	All natural and magical fire is extinguished while all non-attended flammable material within 100 feet catches on fire.
94-96	The wielder believes himself invulnerable and strips off all clothing and equipment, taking no other actions before completely disrobing unless attacked.
97-99	Roll again, both results occur simultaneously.
100+	The wielder is affected by <i>imprisonment</i> (no save). The wand stays behind.

RACIAL DETAILS

Communities

Children of the Dappled Tower

"When the cats are away, the mice will play. There's an old saying like that often applied to parents and children, and in the case of Dappled Tower's children, while their king or parent or whatever he is, is either asleep, on vacation, or possibly dead, they're not just playing, they're having the time of their lives with an over glorified game of playing house. I keep asking myself if, whenever the owner of that castle returns, they're going to be horrified of the mess their children made, or if they're going to clap their hands together and laugh at how wonderful it is. I'm guessing the latter based on my time there, especially after I dropped five shots of the best apple brandy in the world. They know how to have a good time."—Bella of Eastcrown, remarking on a week spent in Dappled Tower, only half of it sober.

Just a short distance from the intersection of two major trade roads, and at the fringe of an otherwise unmapped and undeveloped primeval forest, lies the town of Dappled Tower. The quaint little village spreads outwards from a central hillock and its picturesque, almost storybook-styled castle, with

groves of apple trees interspersed between individual homes. The town's namesake, the keep's one central tower, is largely encased by a unique ivy-like vine—most likely magical in origin—which bears the blossoms of a dozen different flowers and the fruit of at least as many different trees.

The town's population, the so-called Children of the Dappled Tower, are almost entirely half-faerie dragons, with only a small number of gnomes, various fey, and one or two elven and human mages apprenticed for as long as they can put up with their surroundings calling the place home. In theory, the villagers are one gigantic extended family, all descended from a few dozen original half-faerie dragons born from the same draconic mother but different humanoid fathers, and others granted that status willingly by magic. In the centuries since the town's origin, the resulting progeny have continued to breed true, and largely act as one arguably incestuous family.

Though it has been nearly a century since their great mother was active, she still remains their nominal ruler in absentia. Of course, given their nature, things have changed a bit since "Her Most Splendid Majesty Devroumaliathallomintza the Queen Grandmother, Devourer of Apples, Handmaiden of Tsiliamendrae, and Empress of the Forest" ruled over her half-blooded descendants. In her absence, her children

do not have any true government, and the city is a largely unstructured thing with no written laws, but a bevy of ever-expanding titles, all of which are self-granted, of course. At last measure, there were a grand total of twenty Kings or Queens of Thieves, four Kings, eight Queens, two Grand High Monarchs, fifteen Magister Lords, not counting the dozens of titles that sprawl over ten lines or more.

The Children of the Dappled Tower have been having fun in their progenitor's absence, but they seem to be largely doing well for themselves. They have not blown the town up yet or set the forest on fire, and they have not caused any of the surrounding lands to march upon them over any misunderstood and disastrous prank-gone-bad. Despite Her Most Splendid Majesty's absence, visitors can still find those citizens with more sway, who know everyone of real importance, and have their head on their shoulders, to help in dealing with outsiders. Marigolaenianoxa or Marigold for short (though apparently her full name is a shortened form of her name already) runs the town's bookshop, and as such is accorded the title of "Inkspattered Conqueror of Pages, Slayer of Stories, and Magister of Spellbooks." An accomplished theurge, she accepts coin, but prefers to barter for new and novel objects, spells, or spell components at a premium in exchange for her books and magical paraphernalia. She is also the one person who regularly travels outside of the town—typically in the form of an elf with gold and orange speckled hair—and she is the most worldly of her kind, comparatively speaking. She looks after them in their dealings with outsiders, and tends to keep an eye on those new to the town, both to help her people and to keep outsiders from getting themselves into trouble.

Outside of Marigold, the other most important and powerful people in the city are the leaders of the various guilds and collectives, which respectively link together like-minded painters, vintners, musicians, alchemists, weavers, tinkers, jewelers, and others. The groups tend to keep the populace grounded around their respective crafts, allowing them to focus and keep the town's economy and trade active, while channeling away some of their most chaotic and stereotypically tendencies.

As for the keep itself, while the main gate lies wide open and its copper gilt portcullis is always raised, only the main entry hallway remains accessible. A giant hall with a great vaulted ceiling, the first thing visitors notice about it is the unnerving fact that the castle is clearly larger on the inside than its outer footprint would allow, and its interior is lined with stairwells and passages with their own notion of gravity and dimensionality. The Children's faerie dragon ruler rules—or rather ruled—from a grand and convoluted extra-dimensional space, and curiously one that does not seem to conflict with the normal prohibitions against nested spaces for *bags of holding* and the like. As strange as it appears, the hall is lavishly ornamented with tapestries, burning incense, and magical lighting, and the Children alter its look as the seasons change. But, except for a great silver statue of their absent ruler smiling from atop a garnet-studded marble apple the size of a pumpkin, which suddenly appeared in the hall a decade ago, and a great number of still magically-sealed doors, there is no indication that she is still alive and active. Even so, her Children wait and eagerly anticipate the stories that she will tell when she returns to them.

Eave Dancers

"Let the tall ones mingle on the ground, bereft of the sky's beauty, bereft of the freedom we possess, bereft of these

secret, hidden, forgotten places amidst the city's heights. Let us dance among the eaves, you and I. Let us dance, let us laugh, let us embrace here where starlight falls not yet diluted by lamplight, where dreams rise up to the heavens on moonbeams and ravens' cries. Let us welcome those who embrace the blessing in their blood, those who dream, those who sing. Join us confused, brilliant, beautiful child. Join us dancing among the eaves."—lines painted along the underside of a bridge, written into the shape of a faerie dragon reaching towards the sky.

Most people live their lives without ever seeing a faerie dragon or half-faerie dragon, or for that matter even knowing that they exist. But those who dwell in the City of Strangers, where the half-faerie dragons of the Eave Dancers live would know them on sight, if only they looked up. High above the masses dwelling at street level, amid the cries of birds and the aerial squabbles of imp and pseudodragon, atop a city's roofs, within abandoned attics, and beneath the eaves, just out of sight, a secretive cloister of half-faerie dragons lives, thrives, and curiously enough, recruits.

The Eave Dancers' origins are largely lost to history, but the few details that remain suggest that they originated within the City of Strangers. The first of their kind were created by magical accident or experimentation by a mage long forgotten, possibly intentionally. That first small collection hid from their creator and those who would persecute them, and lived their lives upon the rooftops and forgotten heights of their home. They stole to make their way in the world, enjoying the trappings of the cultures and races they would never truly be a part of, and only occasionally descended down in disguise to mingle with the groundlings, as they called them.

Unlike most half-faerie dragons, the Eave Dancers' unique creation denied them the ability to breed true among their own kind, and only rare dalliances below spread their bloodline thinly through the population. As time went on, this blood would occasionally produce a half-faerie dragon and they would seek to claim the often rejected babe and raise her as their own. Sometimes, these unions produced others who could feel in their blood that they were somehow different, but showed no obvious signs except a few personality quirks, or a scale or two. Those with this untapped but latent blood that seek them out and embrace their heritage are now the largest source of new members for the Eave Dancers.

The Eave Dancers leave bits of graffiti throughout the city, enchanting these messages so that they call out to those with their latent bloodline. Those who seek and follow, climbing and risking their limbs and neck to reach a designated rooftop or abandoned tower find a single member of the group waiting for them (with several more invisibly accompanying them). They are provided with an explanation of their feelings and suspicions, and they are given a choice between having the power of their blood suppressed by magical ritual (though still present in any children they produce after that point), or to be both inducted into the group, shedding their previous life, and by ritual magic becoming a half-faerie dragon themselves. Virtually everyone who makes that journey continues their self-described ascent, joining their newfound kindred in flight.

Though small in number, with less than a hundred members, the Eave Dancers represent one of the most adept thieves' guilds in the City of Strangers, and they take particular delight in implicating other guilds for as many of their higher profile heists as possible. Stealing some trinket is a simple



task, but stealing something of value and pinning the theft on someone else, especially someone evil or otherwise deserving of being falsely accused, deserves admiration. This practice has earned them the ire of multiple groups and powerful individuals, and only their constant movement among various hiding places and the obscurity and difficulty in accessing those places keeps them safe. Their habit of stealing slaves and then freeing them has particularly made them some powerful enemies and numerous allies that will go to great lengths to defend them.

Despite their well-earned and eagerly cultivated reputation as thieves, the Eave Dancers count a number of sorcerers and bards among their members. The closest thing they have to a leader is both a sorcerer and a priestess of Tsiliamendrae. The golden-haired Arabellanzoriima melds the divine and arcane magic of blood and prayer together, and her devotion to the Princess of Endless Laughter guides her kindred in their carefree ways, their relentless pranks directed against one another and those causing havoc in the city below, and in their desire to induct more of those groundlings who carry their bloodline into their ranks.

The Eave Dancers are not completely insular, and they occasionally descend for an evening of tavern crashing, disguised as much as possible. Even then, they are wary of allowing knowledge of their nature and existence to filter down to simply anyone. Like any good thieves' guild, they will take on contracted work for outsiders, but the job has to be something they enjoy, and it has to be asked in a magnificent way for them to take notice. More than once, a prospective client has painted their own rooftop with a sprawling, garish mural seen only from above, giving directions to a drop-off point, and left a bag of coin and details for the Dancers.

Sometimes they take it and sometimes they do not, but simply seeking to get their attention in a novel fashion seems to earn the asker a reprieve from their more mischievous activities for years at a time.

Foundlings

"Just who are we? We're orphans, but we're never forgotten, never alone. We're a family, though we've never met one another. Is it simply shared blood and shared experience that binds us together, or is it something more? Oh! And gifts! Must not forget the gifts every day! I know the answer, but the funny thing is that I can't remember just what it is. Oh, don't get me wrong, we'll find out the answer one day, and trust the Wandering Grin, it's going to be a fine joke, pulling the wool over not just outsiders' eyes, but ours too."
—Marizonaelomik, self-titled archwizard of the River Nations (not actually residing there)

Numbering some seven hundred in total, the half-faerie dragon community known as the Foundlings are a tribe in name only, and most of them have in fact never met one another. Few even know of their kindred's existence, and fewer know the name given to them by scholars aware of the larger picture behind their origins. Each half-faerie dragon Foundling is, as the name suggests, a foundling: a child discovered abandoned in the wilds or left at the steps of a cottage, castle or city orphanage to be raised by others. Generally, they do not reside within fifty miles of another, and as far as can be ascertained, they are randomly distributed them throughout the three nations they collectively call home. With so little to tie them together besides the peculiar—some would say sad—story of their birth and seeming abandonment, why should lords and kings concern themselves with them and scholars name and catalog them? Truthfully, they share more than a common origin, and at no point were they ever actually abandoned.

Without being able to put it into words or really describe it in detail, each of the half-faerie dragon members of the Foundlings knows that they are a representative—though not of who or what—and they have known this since they reached adolescence and found their first gift. They do not like to talk about it to others—since the last thing a royal court wants to discover is some sort of nebulous, mysterious conspiracy concerning scattered members of a half-human race embedded in their society—but every morning, each of the Foundlings finds a small number of coins, a gemstone, or some other tangible form of wealth left for them. The gift might be placed beneath a pillow, left upon a desk, hidden on a windowsill, or even disconcertingly dropped upon a Foundling's chest. None of the Foundlings know who or what their mysterious benefactor is or wants, but occasionally they receive prophetic dreams urging them to go to a certain place or do something of usually trifling importance that later ends up having curiously key ramifications for events in their adoptive land. Those aware of the Foundlings and some of them themselves strongly suspect that their benefactor uses them to subtly influence politics and events on a long-term basis, being unable or unwilling to do so openly, and even though their actions have almost uniformly been for the ultimate betterment of several kingdoms, royalty never appreciates feeling like gilded dolls in a giant's dollhouse.

One of the most prominent of the Foundlings is a bard by the name of Zinamarianilla, the self-titled "Wandering Minstrel Duchess of Stolen Hearts and Sugared Sweets." Brilliantly blue-haired, with orange and violet mottled wings and scales, the bard strikes an imposing—if diminutive—figure,

often setting trends in women's fashion just to softly snicker when pompous noblewomen dress in what she intended to be god-awfully embarrassing. True to her title, Zina moves between the courts of various nobles, telling stories which deftly weave together folklore, intricately beautiful wordplay, subtle commentary on current politics, and rumors about every noble that is not one of her patrons. More than a few of her stories and songs have ended up causing scandal, and the truth behind her mocking and oftentimes salacious and bawdry tales has made her something of a bloodless assassin's blade. According to her, the best of her tales come to her not by bribed handmaidens, other bards, or rival nobles, but from nuggets of ideas from her dreams. She is an arrow, but someone else is aiming the best shots.

The Foundlings do run across one another from time to time, but after a week or two, they always feel a certain compelling feeling to say their goodbyes and move on. Though a *geas* immediately springs to mind, none of the Foundlings bear any obvious ensorcellment, according to several mages who have described meeting them and were unable to resist a cursory divination or two.

The most curious thing about the Foundlings is that once every five years, a given Foundling simply vanishes for a week's time, which causes brooding worry among those nobles aware of them. As far as anyone can guess, they return to their benefactor or creator, one otherwise allows them to grow up on their own in the world at large while still deeply caring for them. When they return, just as abruptly as they vanished, they recall nothing of their time away, or even the passage of time from the moment they disappeared. They do, however, return with some poignant material token, and sometimes even a slight cosmetic modification to their own body that delights them to no end—a birthday present of sorts, using whatever scale of time their patron uses to measure such things.

Village of Ficklewhim

"I'd only tell you how to get there if I really truly hated you. Yes, I know the stories that they can make wishes come true, that the streets are paved in gold, that they braid gemstones into their hair like members of any normal savage tribe would pebbles and feathers. And, you know what? It's true. All of it. But, the legends skip over them all having the attention span of five year old human children and innate magical ability. Nobody talks about them throwing beehives at you, turning your horses into manticores, turning your entire water supply into applejack, making you turn into a woman (and an elf at that!), and giggling profusely when you shout at them to leave you alone because they've never seen an angry dwarf. The whole place is mad, and I'm not sure if they're hiding from the world, or if the gods collectively did their best to make sure they don't mess with it. And, I swear to the God of Battle, I'll punch the next man who jokes about taking a toke from a faerie dragon. That only has to happen to you once and it ceases to be funny."—Golman Ironminder, dwarven merchant of House Ironminder

Far from any trade routes, large cities, and surrounded by hundreds of miles of dense, primeval forest, marshlands, and stretches of otherwise featureless moorland, the citizens of Ficklewhim dwell in almost complete isolation from humanity and most other civilized races. Of course, they hardly miss what they are unaware of, and those few travelers who have had the misfortune of stumbling into Ficklewhim or its inhabitants would largely prefer to never repeat the experience.

The village sits near a natural spring, surrounded by groves of magically enriched fruit trees, berry bushes, and various other edible plants. The ancient geography is also such, whether by natural luck or magical cause, that the region's rocks abound with gems, and its soil brims with an unnatural concentration of gold nuggets, all of which is easily found without the need of mines or even difficult labor. Everything needed is virtually handed away for free by nature itself and the trappings of civilization need only a trifling of skill and magic to spring up from there.

Ficklewhim's population is a mix of half-faerie dragons, full-blooded faerie dragons, and various fey. Despite being situated in a forested wilderness, the town does not resemble anything like a pastoral human village or an elven settlement. With no larger cultures to dovetail, relatively few threats, and most of their needs fulfilled by the forest and through magic, the faerie dragons and their half-blood kin run rampant, devoting virtually all of their energy to their own amusement and to the philosophical whimsy of their three major gods.

The only permanent structures in the town are three ancient temples to Tsiliamendrae, Carasandrillanoxa, and Arzridalimax. Even so, they are permanent only in a manner of speaking, since their appearance changes according to whatever fancy consumes their priests and worshippers at any given period of time. This aesthetic flux is exceeded only by everything else in the village. In a month's time virtually every dwelling could be remodeled, torn down and rebuilt, moved, painted, transmuted into peanut brittle, or something else even more absurd. But, to the townsfolk, nothing is absurd if there is no one around with preconceived notions to claim it is so. Madness, after all, is subjective.

Every citizen of Ficklewhim is free to do as he pleases, and most spend their time in artistic pursuits and personal projects before meeting with friends every evening to share stories and plan truly elaborate pranks. Pet projects could be anything from designing and making jewelry, concocting alchemical potions that dye one's hair purple and smell like apricots, or brewing a new type of wine. A truly amazing variety of wonders abound, though all are small on the scale of creation. Since the whimsical citizens have no sense of commerce or trade, and a perpetual desire to move onto the next amusing thing, they rarely keep records of these crafts for posterity. Everything is in the moment, the past absorbs it all eventually, and there in the past is where it would seem to be forever lost. Harvesting this unbounded creativity, more than the material wealth that abounds in Ficklewhim, is what draws so many to seek out the town and its citizens. Even a fraction of it can make one rich anywhere else in the world.

Such schemes rarely work out, though not because the citizens do not share freely from what they have, but because their attitudes tend to drive outsiders mad with annoyance, and because of the much darker attitude of the local cult of Carasandrillanoxa. The Lady of Mocking Laughter's high priest, the half-faerie dragon Indigomaronasim, views outsiders as jealous, dull, and useless creatures seeking only to exploit and steal from his fellows. He keeps his eyes trained outwards, ensuring that travelers near the village never find it, causing them to become lost and quickly turned around, or else hampers and brutally toys with them until they abandon their attempts to find Ficklewhim.

The sheer madcap insanity of the ever-changing town is enough to make those merchants and travelers who do find it vow to never return. More than a few explorers find their way there, only to return home weeks later, still intoxicated,

occasionally high and giggling, or smudged with paint and makeup and smelling of apples and and either way rarely remembering much of anything—especially not how they got there or even how they left.

In Your Campaign

Every campaign has a variety of races, ranging from the typical and traditional humans, elves, and dwarves to more exotic options such as tieflings, aasimar, and the like. On this account, half-faerie dragons are not a normal race, and compared to those just listed, some of their racial abilities, while not immediately available, could be construed as overly powerful, depending on the campaign. Not every race available in the *Pathfinder Core Rulebook* or other available supplements is always available, and it can be disconcerting to have what amounts to one or two circus characters in the middle of a world populated by much more mundane races. It is an important part of world-building in homebrew campaigns to tailor the world-specific flavor and details and indeed the very existence of various races to that campaign. At the same time, discarding racial options might not always go well with your players if they have a real desire to play a given race, so it is an important balancing act—especially so when dealing with half-faerie dragons.

When making the decision to include half-faerie dragons in a campaign, two things should be considered: the implications of their abilities, and their presentation here versus the general atmosphere and tone of a given campaign setting. Among the various abilities that they possess, half-faerie dragons' breath weapons, eventual access to natural flight, and some of the more exotic feats and class options made available to them should be considered for balance within the framework of other characters and as needed, taken into account when planning combat and non-combat encounters. None of these options are initially overpowered, but they are certainly non-standard, and the greatest of them—flight—is only available at a point where magical flight is accessible by several classes on their own without having to spend a feat to do so (though the racial feat allows flight at will, without the need to cast a spell, or the possibility of having it dispelled). It is important to consider these abilities' impact if a player wishes to play a half-faerie dragon.

While mechanical considerations are crucial to consider before allowing half-faerie dragons in your campaign, they are not the most important issue. When developing a campaign setting, one of the most important things is to present a unified and cohesive tone and atmosphere for the world. When certain places, people, or concepts clash with this overall aesthetic it can be a problem, to say the least. It is necessary to keep your players immersed within the setting, and when things stick out like sore thumbs in an otherwise harmonious world they rapidly lose their sense of verisimilitude. The half-faerie dragons presented here have a very distinct and possibly very disruptive atmosphere and tone. They are whimsical, chaotic, and downright silly at times. If you have a very serious tone in your campaign, or if it veers into a gothic or horror atmosphere, they might not fit easily. In this case, if you choose to include them, it is worth modifying their nature or backstory to best fit the campaign. In the latter case, their attitude might be a coping mechanism with the surrounding pervasive gloom and dread.

As GM, carefully consider the role that half-faerie dragons play in your world. Are they rarely seen? Are they commonly known in some nations? What racial relations do they have in your world? They might at one end of the spectrum be

seen as simply another odd non-human race like gnomes, and at the other end of the spectrum they might be viewed as rare creatures hunted down for their body parts, which legends claim to bring luck, grant wishes if powdered and ingested with wine or bring fertility in combination with various alchemical reagents. If they are not extremely rare, you will need to develop their society and ecology further, finding places for them and centers of their population in your world. If they are rare and misunderstood, you will need to take that into account to determine how a half-faerie dragon PC in your game will arouse fear, wonder, or greed among some NPCs.

There is also the consideration of how to use half-faerie dragon NPCs. You can have the flavor inherent in the race played to its maximum without having to worry as much about the mechanical aspects and weaknesses if a particular NPC is not going to be involved in combat alongside the PCs. A half-faerie dragon would make for an amusing and memorable encounter, whether he is a member of a thieves' guild, a wizard constructing and selling trinkets and magical items, or some other walking plot hook to interest your PCs. Even a benevolent NPC might horribly prank one of the player characters and cause them to follow the half-faerie dragon in an attempt to get them back one way or another. An antagonistic half-faerie dragon might be a terror, laying ironic deathtraps, leaving behind mocking letters to goad opponents, and likely framing others for her actions as long as possible. As odd, arguably silly, and borderline cute characters, using a half-faerie dragon as an antagonist can have a profound effect if done correctly, simply because of how offsetting and different it can come across. Use half-faerie dragons well, and you can provide your campaign with a memorable bit of flavor, whether in an appreciated moment of levity from a friendly NPC, or over the long term in a reviled and complex villain.

From a player's perspective, it is always a good thing to integrate your character into the game world, both with backstory and in terms of how they interact with the world around them. In most fantasy settings, the quirky nature of half-faerie dragons does not stand out as awkward, but in some settings it might clash with the campaign's overall tone. When this conflict occurs, consider downplaying the silly prankster aspect a bit, or do so sparingly at points where it will not break character given what is going on and how your character would reasonably react. This is an important consideration even in wholly mundane fantasy settings, and to be perfectly frank, naïvely silly races with thieving fingers have been tried before in published settings, and to call them divisive in their reception even years later would be kind. Do not fundamentally alter your character, but mold their "faerie-dragon-ness" to the world, to their own backstory, to those around them, to events and circumstances in the campaign, and to the players that you are playing the game with.

Half-faerie dragons are optimally used as rogues, bards, sorcerers and wizards, and while they can be very good in these classes, none of them provide your character with extensive hit points each level. On top of this, half-faerie dragons are downright fragile, with a racial penalty to Constitution, and this only complicates the fact that their primary class choices are not generous in the hit point department. Most likely, you are going to have very few hit points, and especially in lower level games, this is going to restrict your character from being on the front lines of combat, and you should strongly consider available options to increase your AC and otherwise avoid unnecessary risks—

though of course, given the race's propensity for impulsive actions, this is a situation where roleplaying and metagame strategy conflict. Ideally, you can act safely in accordance with the race's tendencies and have a GM willing to work with them, letting you get the best experience out of the character without penalizing the race's weaknesses unduly, but it is best not to push your luck if you can avoid it.

As a half-faerie dragon, you have access to a number of feats and other options that help enhance the "faerie dragon-ness" of your character, such as an enhanced breath weapon, flight, and polychromatic scales. Use these both for their mechanical uses in the game and also as character elements to play up when describing your PC. Half-faerie dragons have a certain flair about them, and treat some of these options equal to their particular quirks of dress, habits, methods of joking and other personality traits. Use these as added flavor and you will end up with a memorable character bringing unique versatility and a solid niche to the campaign.

NPCs

HALF-FAERIE DRAGON MUSICIAN

CR 1/2

XP 200

Half-faerie dragon bard 1

CN Small humanoid (draconic)

Init +3; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 18, touch 14, flat-footed 15 (+4 armor, +3 Dex, +1 size)

hp 8 (1d8)

Fort +0, **Ref** +5, **Will** +0; +2 vs paralysis, sleep, +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 20 ft.

Melee rapier +4 (1d4/18–20)

Special Attacks bardic performance 8 rounds/day (countersong, distraction, fascinate [DC 13], inspire courage +1), breath weapon (10-ft cone, Fort DC 10, staggered, sickened, and immune to fear effects for 1d6 rounds, usable 1/day)

Half-Faerie Dragon Spell-like Abilities (CL 1st; concentration +4)

3/day—*prestidigitation*

Bard Spells Known (CL 1st; concentration +4)

1st (2/day)—*charm person* (DC 14), *sleep* (DC 14)

0 (at will)—*dancing lights*, *detect magic*, *lullaby* (DC 13), *open/close*

STATISTICS

Str 10, **Dex** 16, **Con** 11, **Int** 14, **Wis** 6, **Cha** 17

Base Atk +0; **CMB** –1; **CMD** 12

Feats Weapon Finesse

Skills Acrobatics +7, Bluff +7, Knowledge (local) +6, Perception +2, Perform (wind) +9, Sleight of Hand +7, Spellcraft +6, Stealth +7, Use Magic Device +7; **Racial Modifiers** +2 Acrobatics, +2 Fly

Languages Common, Draconic, Elven, Sylvan

SQ arcane whimsy, bardic knowledge +1, butterfly wings

Gear chain shirt, rapier, mwk musical instrument (flute), spell component pouch, 3 bottles of fine half-faerie dragon apple wine, 2 tanglefoot bags, alchemist fire, 25 gp

HALF-FAERIE DRAGON CLERIC

CR 6

XP 2,400

Half-faerie dragon cleric of Arzridalimax 7

NG Small humanoid (draconic)

Init +2; **Senses** darkvision 60 ft.; Perception +3

Aura good

DEFENSE

AC 22, touch 13, flat-footed 20 (+7 armor, +2 Dex, +2 shield, +1 size)

hp 42 (7d8+7)

Fort +6, **Ref** +4, **Will** +8; +2 vs paralysis, sleep

OFFENSE

Speed 15 ft. (20 ft. without armor)

Melee mwk morningstar +6 (1d6-1)

Special Attacks breath weapon (10-ft cone, Fort DC 14, staggered, sickened, and immune to fear effects for 1d6 rounds, usable 1/day), channel positive energy 7/day (DC 15, 4d6), hand of the acolyte (6/day)

Half-Faerie Dragon Spell-like Abilities (CL 7th; concentration +9)

1/day—*telepathy*

3/day—*prestidigitation*

Domain Spell-like Abilities (CL 7th; concentration +10)

6/day—*butterfly explosion*

Cleric Spells Prepared (CL 7th; concentration +10)

4th—*air walk* ^D, *lesser planar ally*

3rd—*blindness/deafness* (DC 16), *butterfly swarm* ^D, *inflict serious wounds* (DC 16), *locate object*

2nd—*consecrate*, *enthrall* (DC 15), *hold person* (DC 15), *obscuring mist* ^D, *resist energy*

1st—*bless*, *comprehend languages*, *identify* ^D, *obscuring mist*, *sanctuary* (DC 14), *shield of faith*

0 (at will)—*create water*, *detect magic*, *guidance stabilize*

D Domain spells; **Domains** Air (Butterfly), Magic

STATISTICS

Str 8, **Dex** 14, **Con** 12, **Int** 12, **Wis** 16, **Cha** 15

Base Atk +5; **CMB** +3; **CMD** 15

Feats Combat Casting, Extra Channel, Telepathy, Whimsical Spellcasting

Skills Heal +13, Knowledge (religion) +11, Sense Motive +13, Spellcraft +11; **Racial Modifiers** +2 Acrobatics, +2 Fly

Languages Common, Draconic, Sylvan

SQ arcane whimsy, bardic knowledge +1, butterfly wings

Gear +1 *chainmail*, masterwork heavy wooden shield, masterwork morningstar, *headband of inspired wisdom* +2

GRAND MASTER OF APPEARING BLURRY

CR 8

XP 4,800

Half-faerie dragon illusionist 3/sorcerer 4/dappled thurge 2

CG Small humanoid (draconic)

Init +3; **Senses** darkvision 60 ft.; Perception –2

DEFENSE

AC 17, touch 15, flat-footed 13 (+3 Dex, +1 dodge, +2 natural, +1 size)

hp 38 (9d6)

Fort +3, **Ref** +6, **Will** +6; +2 vs paralysis, sleep

OFFENSE

Speed 20 ft.

Melee dagger +5 (1d3/19–20)

Special Attacks breath weapon (10-ft cone, Fort DC 14, staggered, sickened, and immune to fear effects for 1d6 rounds, usable 1/day)

Half-Faerie Dragon Spell-like Abilities (CL 9th; concentration +13)

3/day—*prestidigitation*

Sorcerer Spell-Like Abilities (CL 6th; concentration +10)
7/day—*laughing touch*

Wizard Spell-Like Abilities (CL 5th; concentration +8)
6/day—*blinding ray*

Sorcerer Spells Known (CL 6th; concentration +10)

3rd (4/day)—*fireball* (DC 17)

2nd (5/day)—*hypnotic pattern* (DC 17), *invisibility*

1st (7/day)—*charm person* (DC 16), *expeditious retreat*, *entangle* (DC 15), *magic missile*, *mage armor*

0 (at will)—*acid splash*, *arcane mark*, *dancing lights*, *detect magic*, *daze* (DC 17), *open/close* (DC 14), *resistance*

Bloodline fey

Wizard Spells Prepared (CL 5th; concentration +8)

3rd—empowered *burning hands* (DC 14), *object of mockery* (DC 17)

2nd—*mirror image*, *scorching ray*, *touch of idiocy*

1st—*burning hands* (DC 14), *color spray* (DC 15), *hypnotism* (DC 17), *silent image* (DC 15), *ventriloquism* (DC 15)

0 (at will)—*dancing lights*, *ghost sound* (DC 14) *mage hand*, *ray of frost*

Opposed Schools conjuration, necromancy

STATISTICS

Str 10, **Dex** 16, **Con** 10, **Int** 16, **Wis** 6, **Cha** 18

Base Atk +4; **CMB** +3; **CMD** 18

Feats Combat Casting, Dodge, Empower Spell, Eschew Materials ^B, Improved Initiative, Scribe Scroll ^B, Spell Focus (Enchantment), Spell Focus (Illusion)

Skills Bluff +13, Craft (calligraphy) +15, Craft (traps) +9, Knowledge (arcana) +15, Knowledge (nature) +11, Spellcraft +15, Use Magic Device +13; **Racial Modifiers** +2 Acrobatics, +2 Fly

Languages Common, Draconic, Dwarven, Halfling, Sylvan

SQ arcane bonds (dagger [1/day]), arcane spontaneity (1st), arcane whimsy, butterfly wings, extended illusions (+1 round), woodland stride

Gear *amulet of natural armor* +2, *horn of fog*, dagger, spell book (containing all 0-level spells, all wizard spells prepared as well as *blur*, *cat's grace*, *disguise self*, *dispel magic*, *haste*, *reduce person*, *silent image*)

THE MASTER OF EUPHORIC BREATH CR 11

XP 12,800

Half-faerie dragon bard 2/fighter 2/oracle of Arzridalimax 2/ranger 2/rogue (thief with wings) 2/sorcerer 2

CG Small humanoid (draconic)

Init +8; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 21, touch 15, flat-footed 17 (+6 armor, +4 Dex. +1 size)
hp 73 (4d10+6d8+2d6+14)

Fort +10, **Ref** +16, **Will** +11; +1 vs. fear, +2 vs paralysis, sleep, +4 vs. bardic performance, sonic, and language-dependant effects

Defensive Abilities bravery +1, evasion; **Resist** electricity 5
Weakness oracle's curses (lame)

OFFENSE

Speed 15 ft.; fly 20 ft. (good)

Melee +1 *laughing blade* +15/+10 (1d3+2/18–20)

Ranged +1 *longbow* +14/+9 (1d6+1/x3)

Special Attacks bardic performance 10 rounds/day (countersong, distraction, fascinate [DC 15], inspire courage +1), breath weapon (25-ft cone, Fort DC 17, confused, staggered, sickened, and immune to fear effects for 1d6 rounds, usable every 1d4 rounds), favored enemy (monstrous humanoids +2), sneak attack +1d6

Half-Faerie Dragon Spell-like Abilities (CL 12th; concentration +16)

3/day—*prestidigitation*

Sorcerer Spell-Like Abilities (CL 2th; concentration +6)
6/day—*prankster's befuddling touch*

Bard Spells Known (CL 2nd; concentration +6)

1st (3/day)—*charm person* (DC 15), *comprehend languages*, *silent image* (DC 16)

0 (at will)—*ghost sound* (DC 14), *mage hand*, *message*, *open/close* (DC 14), *summon instrument*

Oracle Spells Known (CL 2nd; concentration +6)

1st (5/day)—*alter winds* (DC 15), *bless*, *cure light wounds*, *shield of faith*

0 (at will)—*guidance*, *mending*, *resistance*, *stabilize*, *virtue*

Mystery wind

Sorcerer Spells Known (CL 2nd; concentration +6)

1st (5/day)—*burning hands* (DC 15), *color spray* (DC 16)

0 (at will)—*acid splash*, *disrupt undead*, *flare* (DC 14), *light*, *ray of frost*

Bloodline faerie dragon

STATISTICS

Str 12, **Dex** 19, **Con** 12, **Int** 10, **Wis** 8, **Cha** 18

Base Atk +8; **CMB** +8; **CMD** 22

Feats Arcane Armor Training, Eschew Materials, Improved Initiative, Intoxicating Breath, Overwhelming Breath, Point Blank Shot, Precise Shot, Puissant Breath, True Flight ^B, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +10, Appraise +5, Bluff +11, Diplomacy +13, Disable Device +11, Disguise +9, Fly +16, Handle Animal +11, Heal +4, Intimidate +11, Knowledge (religion) +8, Perception +6, Perform (sing) +11, Sense Motive +11, Spellcraft +9, Stealth +16, Survival +4, Use Magic Device +11; **Racial Modifiers** +2 Acrobatics, +2 Fly

Languages Common, Draconic

SQ arcane whimsy, bardic knowledge, butterfly wings, combat styles (archery), revelations (spark skin), track, trapfinding +1, versatile performance (singing), well-versed, wild empathy

Gear +2 *patchwork armor*, +1 *longbow*, +1 *laughing blade*, arrows, *cloak of resistance* +3, *headband of charisma* +2, mwk thieves' tools

section 2

Reapers



Luis
Solis

SPIRITS OF THE PAST

The wind was chill that night. I felt it bite into my skin as if my thick leather coat did not exist. If I had been savvier, I might have thought that the wind was a sign. A portent of the Underworld. I'm never savvy enough when it counts. The large wooden sign outside the door read "Alistair Crowne, Occult Investigations." I opened the door and flipped around the smaller sign in the window so it read "Open," lighting a candle behind it to make it easier to read against the darkening shadows of the coming dusk.

Something did not seem right as I entered the building. Someone else was there. I could feel a presence. So, I uttered a quick prayer to the Lady Judge, and a reedy light, phantasmagoric and wispy, began to bleed from the tips of my black leather gloves. A small dark rat, spooked as though I were the Corpse Queen herself, darted abruptly into a crack in the corner of the wall. Paranoid? Probably. But there are stranger things in this town than me...darker things. You do not live as long as I have in this business without being cautious.

I was stirred from my philosophical musings by a knock on the door. It was soft, not as if from an overly tiny hand, but rather from delicate motion made at the expense of being heard. A woman then. Probably one who styles herself a lady. And perhaps wishes to test my senses before deciding to pay for my services. Even as trained as I am, I cannot be sure I would have heard the knock if I was not right on the other side of the door in the sitting room.

I really needed a simple case. One that would pay well. A noblewoman might quite possibly mean both of those. So, instead of answering right away, I tiptoed back into my office, sat down quietly, and then loudly stood up and walked over to the door nonchalantly. *Alright Alistair. Stand up straight. Of course you did not just arrive. You've been here for hours. You have plenty of cases pending and have no particular need for this one. Thrice-damned haunted sanitarium! Those allips cost more in restoration magic than the client even paid for the case!*

Out of habit more than any expectation of danger, I closed my eyes, searching for life energy on the other side of the door. She was alive. Quite vibrantly so. I opened the door to find a slender woman in a warm and expensive-looking purple coat, with a matching cloak and scarf to boot. She stood a good foot shorter than me, and the soft clack of her heels implied an even larger height disparity in reality. But then, I've always been tall and gaunt. Heels? She must not have traveled far by foot.

"Good evening, my lady, how can I help you?" I began.

"Mr. Crowne, have you just arrived?" her voice was like smooth velvet, and she unwrapped her scarf and removed her cloak and coat to reveal an incredible beauty buried beneath all that bundled cloth.

"I've been open since afternoon, my lady?"

"Windham. Grace Windham. But Lady Windham was my mother. Ms. Windham will do. So, you were at your papers, Mr. Crowne?"

"Of course."

"You can write in those gloves?"

Accursed handwear! Once more thou hast betrayed me!

"Of course. They're—" I wracked my brain for a moment

and then settled on a clumsy lie, "actually magic gloves. You would not think it given how thick they are, but in truth my handwriting is simply illegible without them."

"They put that enchantment in gloves as well as belts? Won't those wizards make up their minds?" Her eyes twinkled mischievously, as if she felt she had caught me but did not care. "You'll have to introduce me to your stylist later, however. I require your particular skillset, Mr. Crowne."

Grace took a seat as she spoke. Underneath the heavier apparel she was wearing a delicate, form-flattering dress: light, airy, and short enough that her heels displayed her well-toned legs marvelously, and with an upper bodice that allowed ample cleavage. *Focus, fool. She would not be wearing a dress like that if it was not a price negotiation tactic. Focus on her words!*

"Ms. Windham, I am at your service. Please explain the situation as best you can." I took the seat opposite her.

"Thank you, Mr. Crowne. But first...I want to take your measure. To be sure I can trust you. Take that mask off for a moment? I want to see your face."

I sighed gently. My simple white half-mask has always been part of who I am, leaving me feeling naked when I am without it. But her request was not unreasonable, and this was not the first time. Reluctantly, I removed the mask. She smiled at me as she saw my face, and she looked me straight in the eyes.

"My parents have recently met with tragedy at their estate," she began, giving a wan smile, meant more to comfort herself than me, if she did know my reputation. "The barrister wishes to fulfill the terms of their will, but...unfortunately..." she trailed off for a moment before continuing. "It seems my parents' spirits were not able to move on. The whole place is haunted. It's dangerous. If you can exorcise the spirits, I'll pay you extra, but please, at least bring me my father's necklace. It has the family's insignia, and I need it to collect the rest of my inheritance."

"Where is your parents' estate, Ms. Windham?"

"Only a few days' ride from here, just off the east road. I'll provide details for you if you'll accept my plea."

"I'd be happy to help you. Since it's not in town, the fee will be extra."

"Mr. Crowne, you will be allowing me my inheritance. My future is in your hands. As such, I'm prepared to grant you full fees for this case plus any expenses, and an additional bonus of five hundred gold when I collect the rest of my inheritance." As she spoke, I struggled to blank my face lest I give away how much I could use that much money right now. "I know that must not seem much to someone who can afford...magic gloves such as yourself, Mr. Crowne. But I hope it's fair. Do we have a deal?"

"We do, Ms. Windham," I shook her hand. "A haunted house? Well, this is not even close to my first. It should not be too much trouble, and since you've included expenses, I'll even bring some scrolls to expedite the process." As I spoke, I could see the hope and gratitude growing—though not quite banishing the worry—on her beautiful face, and so, fool that I am, I tempted all the gods by adding, "I'll be back soon enough, with your father's necklace. What could go wrong?"

What could go wrong? You had to say it, did not you? You know Lady Luck is not to be tempted in these matters!

I ceased sharply chiding myself to look up the long, thin banister of the curved, open stairs. The tingling cold on the hairs on the back of my neck faded slowly. I was getting close to the spirit behind the hauntings in the mansion. Haunts themselves are always a tricky business. Most folks say if you do not have a cleric along, you might as well just give up. But, well, I'm not most folks. You must have realized it by now, but I'm a bit peculiar. I have a little bit of death in my blood. It's how I can sense when someone's nearby, and it also lets me strike out at haunts with my blade if I'm quick enough. But, unlike a clerical exorcist with her fancy bursts of holy light, I have to get up close and personal. And, that means I'm likely to expose myself, both physically and mentally, to the haunt and the pent-up emotions that power it. Dealing with these symptoms of the spirit's psychosis had begun to tire me, but I had learned as much as I had lost. The spirit was surprised when he died. He was betrayed. And, he was protecting something desperately—so desperately that he continued to do so past the embrace of oblivion.

"Hail!" I called up the stairs. "Face me spirit!"

An aristocratic man appeared at the top of the stairs. Middle-aged, he looked almost alive, and the same delicate familial features that made his daughter gorgeous caused him to seem a bit effeminate. His accoutrements were hazy and indistinct, and his outfit seemed to shift between several that he remembered well as he took his attention off his own appearance to gaze upon me. All save two objects of his were stable. The rapier at his hip pulsed with a pale green light from beyond the grave, and the necklace he wore, reflected iridescent crimson from the rapier's glow.

Intriguing. A ghost does not ordinarily sparkle in the light like this one. It meant that the necklace—and probably the sword, too—were so precious to Grace's father that his spirit formed ethereal simulacra of them upon his return to our world. At least that's how Thaddeus explained it to me. The man's illusions and forgeries are second to none, but his erudition is almost like a curse. He physically cannot avoid using words like "simulacra" when "copy" would do.

"Intruder," the man spoke plainly, though his words were twisted with the manic unhinged fervor of the dead. "I will die before I surrender it to you!"

"I'm afraid you already have, my lord Windham," I pointed out. "Please, your daughter Grace just wants you to rest in peace."

He looked at me again as if seeing me for the first time. It happens, oddly enough, with spirits. They can feel the part of me whose purpose it is to shepherd spirits to the afterlife, and it helps them calm down, at least momentarily. "You serve the Lady Judge as well? I can feel it."

That took me aback. Why would a spoiled noble worship my solemn goddess? "I am Alistair Crowne, and yes, a humble servant of the Lady Judge. If you revere Persene, then you must move on. She would not want you to remain in this state. You know how she feels about the undead."

"And yet I promised her. The Queen must not get her hands on it."

"You are guarding something for your faith?"

"Yes, this necklace. And I'm afraid I died for it..."

"My Lord Windham, surely it would be safer with your daughter Grace? You should know that in your current state, a priestess of Helsif could take control of you and force you to give it up."

He sighed visibly. Spirits may not need to breathe or eat or drink, but it does not mean they always stop. At least not at first. "I do not want Grace involved in this. She does not know..."

If you did not want her involved, you probably should not have written the necklace into your will. I kept my thoughts to myself.

"...And you may be right. I fear one of our servants was possessed to betray us...The Corpse Queen may well send her agents here. And yet my oath. I cannot give it to you."

"Then I propose a duel, my lord. Surely if I best you, then you must concede that I can protect the necklace for you. I cannot be controlled as you could by the Corpse Queen's clergy."

He paused for a tense few seconds before nodding. "Agreed."

I breathed a sigh of relief. His spirit was at least sane enough to be reasoned with. As he glided down the stairs with the grace of an expert fencer, I remained confident. So long as he faced me blade to blade, without using his ghostly powers, as he had not so far, I stood a solid chance. Even if he brought a copy of his favorite sword into his manifested form, it could not actually strike me a physical blow. I would merely suffer the life-draining energy of the ghost's touch. It would not be able to parry my blade either. These thoughts flashed through my head as he gave me a fencer's salute. I drew my enchanted cold iron blade and let my power suffuse it, ready to strike at the ghost. He feinted, but I ignored his blade and struck swiftly with my own, ready to fly straight through it and into his ethereal form. It was while I was inwardly congratulating myself on first "blood" that the ghost neatly parried my attack and gave me a shallow cut on the cheek—and he could have done far more than that if he wanted.

"First blood is mine," the ghost said, disappointedly, "Watch my blade, will you? You're embarrassing yourself."

The sword could strike me!? Wait, of course!

"My Lord Windham, I see you too possess a *ghost touch* blade," I stammered, as it finally dawned on me.

"The better to fight evil spirits, of course. It would hardly have been a fair fight otherwise," he replied.

After that, there was not much more to say, as I had to focus everything on the fight. The ghostly noble had an excellent defense, and he could not tire out, whereas after a few bouts, the cuts, however shallow, were slowing me down. I cried out to the Lady Judge, and I felt her judgment wrap itself upon my arm and my blade, granting me the power to find the openings I needed. I would not brag to you about the many brilliant twists and turns this duel took, mostly because I was too terrified to keep track of it myself, but somehow, I watched Lord Windham fading away, as he spoke a last few words to me.

"My body...is upstairs. Take the necklace. Protect it. And do not let Grace get caught up in this. Do not let her suffer as I have."

"You're fading." I probably should have said something more eloquent, but this was all I could come up with, gasping for breath as I was.



"I will appear again when the moon is full, and forever more until you return with proof that it is truly safe."

That's when I realized what I needed to ask. "If you did not want Grace to become involved, why did you make the necklace a requirement for your will?" But by the third try, when I had cleared my throat and caught my breath enough to ask, he was gone.

* * *

"So you saved my father? You found the necklace?" This evening Grace was dressed all in red, a lacy ensemble that hinted in all the right places. I found it even more difficult than last time to tear my eyes away.

"I did," I pulled the ruby necklace from my coat, its fathomless depths sparkling with some unknowable power, "Were you aware that it possesses dangerous power? Your family have been its custodians for many years."

"Really? Daddy kept such a responsibility a secret from me? He must have truly cared for me, to protect me so. I will do my best to fulfill my family's charge."

"I hope you carry that charge safely, Grace. Your father... his spirit made me promise to ensure your safety."

"I thank you Mr. Crowne. I'm sure that my father's spirit was the reason for your rather long delay?"

"Yes, I'm afraid he very nearly fenced me to death from beyond the grave," I lied calmly, and my body tensed in hope that she would not see through me.

"Of course. Daddy was a great fencer..." she said sadly.

I handed the necklace over, and she passed me a fat purse. I hefted it, tossing it slightly to feel the weight. She had paid in full. "There is one last bit of business though. There's something I've been wanting to do."

Her smile of thanks was nothing short of dazzling as she turned to me, her eyes alight, her posture open and inviting. Her ruby lips pressed together and the word "Anything" slid softly from them.

I nodded and incanted a single word of power, a spell granted to me by the Lady Judge. Grace shrieked in rage and pain, her body convulsing in horrid paroxysms as if shaken by an invisible, and quite drunk, puppeteer. Then her lips parted again, as wide as the muscles would pull them, and she vomited forth a spew of pale luminescent mist, which began to pulse and coalesce. In only a few seconds, the mist took the form of a barely-clad incorporeal woman of surpassing beauty, marred by the twisted expression of rage on her face.

"Impudent fool! Pawn of the Grey Harlot! You will pay for this!" she spat, her voice breathy but full of vitriol.

"You're the one who killed her parents, are not you? Did not count on the fact that the necklace chain was warded so you could not remove it right away, nor that Lord Windham might return and prove your match with his *ghost touch* sword?" As I spoke, the real Grace whimpered and cried on the floor, tugging at my heartstrings, but I could not keep my focus off the evil spirit for an instant.

"Very clever," the spirit spat, heaping sarcastically excessive honey into those two words before returning to vitriol, "for a fool. You may have figured it out, but I have the necklace now." To emphasize her words, she caused the necklace to fly from Grace's hand into her incorporeal form—she had some poltergeist talents as well, it seemed.

I lunged forward at her with my sword, willing the power within me forth, but before I could reach her, she flung my table across the room, pinning me to the wall, "Oh, I do not think so," she chided, shaking her pointer finger at me like a disapproving mother.

"You can't have Grace," I spat at her, "I promised her father, and I intend to keep my word."

"A pity. You cannot imagine the pleasures I took with that fine body of hers. But no matter. I shall find another."

"You shall not leave this place, spirit," I cried out, calling upon Persene's judgment as I began to lift off the table and come at her again.

"If her body is not mine, then I have no need for it. Or for you. I have one last task for you then, Mr. Crowne. Die for me, would not you?" As I finally pushed the table off and stood up, I saw her closing her eyes and concentrating, building up the power within her for something a bit more dire than the table throw. I felt a rumble, and a crack, and the world began to crumble above me. The ceiling! My last thoughts were of the bills for the ruined ceiling, and then of the real Grace, trapped in here with me, and then nothing.

* * *

The priests said that I was lucky I had so few possessions. It seems a strange thing to rejoice, but that was what allowed the rescue workers to dig inside so that the priests could provide their life-saving magic to both Grace and myself before we perished. The evil spirit, whoever she use to be, was long gone when I woke up in the hospice. Somehow, I had been able to will my body to stagger over Grace before the collapse, shielding her from some of the worst impact. I knew I could take more punishment. She looked at me and smiled weakly from the bed across from mine.

"Thank you," she said simply, "But...Daddy's necklace. It must have been something dangerous, and now that... thing..." Her body shuddered in revulsion, no doubt at the thought of what the spirit had done with Grace's body while it was in control. "...she has it."

I grinned at her. "Ah, my dear Grace, though it was not you who actually hired me, even so, when you hired Alistair Crowne, you hired the best!"

"What do you mean?"

"The reason I took so long to reply was not just from the injuries. I had my friend Thaddeus make a mock-up of the necklace and enchant it so it appeared to hold the same magical properties, at least unless someone uses absurdly powerful magic on it to detect the forgery."

"Then the real necklace?"

"Is already with the Church of Persene. Your father can rest in peace."

Grace beamed a radiant smile at me and laughed. It must have been her first true expression of happiness since the spirit stole her body. "I'd hug you if I could stand up," she said simply, and without a hint of the casual suggestive manipulation that the spirit exuded while using Grace's voice.

I saved the day and thwarted the spirit's plans. And maybe I would get the girl, though I tend to fumble at these things quite badly once it gets to the talking part. But I knew deep down that I would soon face an enemy far more dangerous than the ghosts and evil spirits I had encountered thus far, one who could strike fear into the hearts of the bravest

paladin in the land. I heard the soft sound of footsteps, as a kindly grandmotherly old woman entered the room, carrying a bouquet of flowers toward the table near my bed. My landlady. Ms. Higgins. I steeled myself for the coming storm.

RACIAL TRAITS

Reapers

General Info: Reapers are usually the result of the extremely rare case of interbreeding between mortals and psychopomps, though they may also rarely arise from other races when a mortal suffers an extraordinary brush with death or makes a deal with a psychopomp to extend her time on the material world in exchange for assisting the psychopomp's goals. As rare as tieflings, aasimars, and elemental planetouched are among the mortal races, so much rarer are reapers than these, as most psychopomps remain aloof and impartial, and the nosoi, who are most likely to have congress with mortalkind, are usually unable to conceive children due to their size and form.

Physical Description: Reapers are built similarly to humans, though they tend to stand slightly taller and leaner. Their skin is paler, and their features slightly more angular, with hair that is usually long and dark. Reapers often wear elaborate funereal masks reminiscent of those worn by psychopomps, and the eyes that gaze out of the eyeholes of those masks are often of a color rare or unseen in humans, such as silver, pale blue, or dark purple.

Reaper Racial Traits

+2 Dexterity, +2 Wisdom, –2 Charisma: Reapers have supernatural insights from their psychopomp blood and reflexes to match, but their connection to death can leave them distant and withdrawn from normal social interaction.

Native Outsider: Reapers are outsiders of the native subtype.

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

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

Darkvision: Reapers see in the dark up to 60 feet.

Grave's Mercy: Psychopomps instinctively recognize a reaper as one of their own and pause before taking a reaper's soul to the afterlife. Once per day, when a reaper would die from hit point damage, the reaper does not die until the end of the reaper's next turn. If the reaper receives enough healing by then that the reaper's hit points are at an amount greater than the reaper's negative Constitution score, the reaper does not die.

Mask: Reapers feel an affinity for funereal masks reminiscent of those worn by psychopomps. While wearing a mask of any kind, they gain a +1 racial bonus on saving throws against death effects, energy drain, and negative energy effects. Reapers wearing a mask cannot wear any other magic item in the face slot. However, if the mask possesses a magical properties, they gain the benefit from this item as well.

Reaper's Scythe: Reapers can spend a swift action to wreath their weapons with an otherworldly glow. While wreathed in the glowing energy of the grave, the reaper's weapons count as *ghost touch* for the purpose of damaging incorporeal creatures and can deal critical damage to incorporeal creatures unless they are also immune to critical hits from a different source (such as in the case of a ghost ooze). Furthermore, the reaper's weapon attacks can deal damage to haunts as if they were positive energy attacks. A reaper can use this ability for a number of rounds per day equal to the reaper's character level. These rounds need not be consecutive.

Shepherd of Souls: While reapers find themselves disconnected from most living creatures, they possess a special connection to psychopomps and undead. Reapers receive a +2 racial bonus on Bluff, Diplomacy, and Intimidate checks made against such creatures.

Soul Sense: Reapers have a dim sense of the souls of others who are very near. If a living or undead creature comes within 5 feet of a reaper, the reaper becomes aware of the creature's presence, its location, and whether it is living or undead. This ability functions similarly to blindsense with a range of 5 feet against living creatures and undead. If an undead consciousness possesses or controls a living body (as with a ghost's malevolence ability), this sense detects only the living creature.

Languages: Reapers begin play speaking Common and either Abyssal, Celestial, or Infernal. Reapers with high Intelligence scores can choose any of the following: Abyssal, Aklo, Celestial, Draconic, Dwarven, Halfling, Infernal.

Society: Reapers live both among mortals and apart from them, just similar enough to other mortals to seem somehow "off". Reapers do their best to adjust to life in the community—usually a human one—where they choose to live. However, a reaper finds that the role that suits her best is connected in some way to death, whether she works in a mundane job as a mortician or takes up a more active role as a homicide detective, or even takes up the family business as a shepherd of lost souls.

Reapers are often conflicted creatures, with their human nature causing them to seek companionship but their connection to death keeping them distant and otherworldly, interfering with attempts to foster intimacy or camaraderie with others. Extremely rarely, two well-travelled reapers might cross paths and form a bond of friendship or love, unburdened by the reapers' usual problems and instead enhanced by the shared affinity to death. Any such reaper courtships and romances are often quiet and understated to the public eye but incredibly deep and fierce beneath the surface. Often, such reapers will exchange their masks as a reminder that they hold the other's heart in their hands. Reapers can mate freely with humans and other reapers. The resulting child is either a human or a reaper, with a slightly higher chance of being a reaper if both parents are reapers. Even generations later, atavisms can occur, so a child with two human parents and a reaper somewhere in the family tree might be a reaper. Since it is not obvious at first that a child is a reaper, reapers have names as appropriate for the human culture to which they were born.

Reapers are almost universal in their hatred for those who would voluntarily become undead and their pity towards those lost souls who have been stranded from the afterlife or have undeath forced upon them. However, it is not unheard of for a reaper who is treated poorly for being different by a xenophobic society to turn her back upon her former home and pervert her connection to death into a powerful talent for necromancy, forming a new social group of the undead to be her friends and playmates. Other than those poor forsaken souls, reapers tend to excel at magic that combats the undead and eases the passage between life and death, often using divine healing magic and protections such as *death ward* with equal facility.

Reapers put a great deal of energy and effort into festivities meant to honor the dead or help guide souls to the afterlife. It is not unusual to see a reaper stand silent vigil on Lantern Night, long after the children have collected their candy and gone to sleep, watching from dusk to dawn for literal lost spirits to guide onwards. Those societies who accept the reaper might find this quaint or overly-literal, while others find the practice creepy and suspect the worst, and yet others know the truth—that the reaper not only believes the old stories in earnest, some years she actually finds spirits and guides them on.

Reapers channel an equal amount of their focus, if not more, into decorating their masks. Because of this, some reapers have become noted artists in the medium of masks or sculpture—a reaper's obsessive attention to detail combined with her zeal for masks and her otherworldly font of inspiration can lead to an artist whose works are desired as the height of fashion in high society's masquerade balls.

Many communities that have an active reaper in them are not aware of all the reaper does to protect them and helped their loved ones' spirits move on. Some reapers refer to their quiet struggle against the undead as "The Twilight War," referring to the tendency of evil spirits to stir up when the sun begins to sink below the horizon. The Twilight War aside, reapers are extremely hesitant to join military campaigns among mortals, as the proximity to massive amounts of deaths, violent or senseless deaths in particular, can be disconcerting, as the reaper hears the screams and laments of the unquiet spirits not only on the battlefield but also in her dreams for weeks after a major battle.

Reapers are blessed and cursed with unusually long lifespans, which means that, barring violent or unnatural deaths, they are guaranteed to outlive any human friends and relatives. Much like elves who live among humans, this can occasionally cause reapers to become more and more aloof and distant as the generations pass and the reaper begins to stop herself and assess whether or not another generation of friendships and romance is worth the inevitable heartache. Reapers tend to be practical and well-adjusted about death, however, so they are more likely than elves to pursue the cycle of relationships, births, and deaths, enjoying what they have and seeing the passing of their loved ones as natural.

In the extraordinarily rare instances in which several reapers find each other, they will often form somber councils to quietly discuss local supernatural threats, contemplate the meaning of existence, tell quiet tales of their noteworthy deeds, and remember those who have passed on. Occasionally, such a council will take efforts to record these tales of guiding lost souls and defeating undead menaces as well as remembrances of those noteworthy individuals

who lived and passed on in their local area. Such chronicles, though often kept private by the reapers out of habit, can be an invaluable resource for any in the region seeking to analyze patterns in supernatural activity, as well as those interested in biographical information of the deceased, as these reapers show the same zeal and dedication to their chronicles as other reapers do to their own pursuits. Reapers, like psychopomps, do not have a particular planar language of their own, so reaper chronicles are usually written in the vernacular of the region, though some reapers prefer to use one of the three main languages of the afterlife, Abyssal, Celestial, or Infernal.

Alignment and Religion: Most reapers worship the same deities who command the loyalty of their psychopomp forebears, usually those who preside over the cycle of birth and death, who shepherd or judge the souls of the dead, or who work toward the destruction of undead. Reapers are usually true neutral, though they are more likely to be lawful than chaotic. Aeacan, the scribe of the underworld and Hrista, the guide of the lost, are two commonly-worshipped deities described below.

The occasional reapers who go insane and embrace the undead as their new kindred tend toward neutral evil alignment and typically worship deities of undeath.

Names: Because nothing short of divination can identify whether any given child is a reaper at birth, reapers usually have names that are typical for the humans in the region from which they hail.



Traits ^{APG}

The following race traits are available for reapers.

Keeper of Memories: You have chosen to be responsible for the heavy weight of the memories of those who have fallen. You keep careful notes on the contributions of those who pass whose names might be lost to history, as well as performing final rites when you can. You gain a +1 trait bonus to Knowledge (history) and Knowledge (religion) and one of these skills (your choice) is always a class skill for you.

Mask Affinity: You have fashioned a particularly splendid, artistic, or fearsome mask compared to other reapers, and the hard work you put into the mask mirrors your own deeper affinity for it. You receive a +1 trait bonus to all saving throws against negative energy effects, death effects, and energy drain while wearing your mask.

Spiritual Guidance: You hear whispers from nearby spirits to guide you when your own eyes fail you, which has proven useful to you throughout your life. Once per day, you may reroll a miss chance d% after determining the result of the roll.

Unlife's Bane: You have fought against the undead ever since you were old enough to pick up a weapon, and you have learned a few tricks over the years for how best to destroy them. You gain a +2 trait bonus on weapon damage against undead.

Alternate Racial Traits ^{APG/ARG}

The following racial traits may be selected instead of existing reaper racial traits. Consult your GM before selecting any of these new options.

Psychopomp Affinity: Some reapers have a stronger connection to the magic running through their psychopomp blood. If they are sorcerers of the psychopomp bloodline, they treat their Charisma score as 2 points higher for all sorcerer class abilities. This ability replaces the reaper's scythe racial trait.

Fleeting Spirit: Some reapers possess such an affinity with spirits that they are able to briefly manifest as a spirit themselves. Once a day, when dying or dead, they may manifest their incorporeal spirit in their square as a free action on their turn. They may then act for one round with whatever abilities they can still use while incorporeal, and at the end of their turn, the spirit fades away. The spirit has an amount of hit points equal to the reaper's full maximum hit point total, but if an enemy somehow destroys the spirit during the reaper's turn, the reaper may never be raised or resurrected. This ability replaces the grave's mercy and soul sense racial traits.

Hunter of the Walking Dead: Some reapers focus more on corporeal undead than on spirits, ghosts, and other such intangible creatures. They learn special techniques to better hunt such creatures, gaining a +1 bonus on attack rolls and a +1 dodge bonus to AC against corporeal undead. This ability replaces the reaper's scythe racial trait.

Relentless: Some reapers are known to scout their opponents for weaknesses and return to finish the job, or to lose a battle only to vow to hunt down the creature that defeated them. Beginning the next day after they observe an opponent in combat, they receive a +1 insight bonus to attack rolls, damage rolls, saving throws, and AC against that opponent. There is no limit to the number of opponents

for which a reaper can use this ability at any given time. This ability replaces the reaper's scythe racial trait.

Dedication: Many reapers have a particular hobby to which they are dedicated, whether it be art, lore, or some other pursuit. They receive a +2 racial bonus on any one Craft, Knowledge, Perform, or Profession skill of their choice. This ability replaces the shepherd of souls racial trait.

Society & Lands

Arts and Crafts: Painting and poetry tend to center around those few seconds after a person dies but before a psychopomp takes them to their final plane. Other reapers work in bone, dead flesh, or rotted casket wood. For these reason, many view reaper artists as drab and bleak while they see themselves as bringing clarity to a time in every life that most mortals avoid with all their thoughts and energy.

Magic: Reaper spells bring people closer to the grave with a certain simplicity that other spells fail to achieve. The study of creating the undead remains rare among reapers since they view undeath as unfairly cheating death of its quarry.

Technology: Few reapers passionately study technology, viewing it as fleeting. The reapers who do tend to work with bone as a construction material. They view the use of bone as honoring those that lived before.

Love and Mating: In this, reapers are most passionate. While others describe love as fickle and fleeting, reapers see it as a connection that can last into eternity.

War: Reapers are of two minds on war. Some view war as a senseless waste, cutting the lifelines of many shorter than they otherwise should be. Thus, they believe that war should be avoided. Other reapers believe that war is a feasting ground for psychopomps and a way to bring about the inevitable. Reapers that feel this way believing in embracing war, often become knights and generals, leading many to their deaths and hopefully ending far more of their opponent's lives than those of their own.

Aging and Death: While many other races fear death, reapers see it as a stage in life that is to be embraced. There is little drama among reapers about dying since they know they are merely beginning the next stage of their adventure once a psychopomp delivers them to where they must go.

Government and Leaders: Human politicians use large flowery words that say nothing while sounding important. When a reaper governs, he says nothing unless it genuinely matters and uses as few ambiguous words as possible. While the public responds favorably to reaper politicians, few want to remove their masks, making it difficult for the public to have a connection with such a person. Reapers do not exist in strong enough numbers for them to have their own governments, beyond those in small villages.

Communities and Settlements: Settlements of reapers are nearly non-existent. Large cities, however, have been known to have small clusters of reapers that gather and live together.

Clans and Families: Clans of reapers simply do not exist. Those few reapers that find each other tend to form a close-knit group. Such groups, such as the Watchers, are united behind a common cause. As such, it is not uncommon for such groups to include a few non-reapers that are equally dedicated to the same purpose. Most groups are so small, they are easily mistaken for an adventuring company or mercenary outfit.

Table 2-1: Height/Weight Table

Race	Base Height	Base Weight	Modifier	Weight Modifier
Reaper, male	5 ft.	110 lbs.	2d10	x 4 lbs.
Reaper, female	4 ft. 7 in.	75 lbs.	2d10	x 4 lbs.

Table 2-2: Random Starting Age

Adulthood	Barbarian, Oracle, Rogue, Sorcerer	Bard, Cavalier, Fighter, Paladin, Ranger, Summoner, Witch	Alchemist, Cleric, Druid, Inquisitor, Magus, Monk, Wizard
18 years	+1d6	+1d8	+2d8

Table 2-3: Aging Effects

Middle Age	Old Age	Venerable Age	Maximum Age
75 years	115 years	160 years	160 +3d% years

Language and Script: While they do not use their own language, reapers use either Abyssal, Celestial, or Infernal as their own language. Reapers tend to write in a stark, almost final, script. Few recognize these languages when a reaper writes them since these languages, when written by outsiders from planes where the respective languages originated, are flowery, decorative, and emblematic of the planes from which they came. Reapers do not embellish their words as such, opting for simplicity.

Economy: All reapers know that gold is of no help once the person dies. As such, reapers seldom save any money for a future need. They believe that money saved for another day could mean sacrificing a healing potion that would otherwise help them survive to live another day. While a few see this as excessive spending, most see it as sensible and practical.

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

Dwarves: Reapers and dwarves sometimes get off on the wrong foot because dwarves can be gruff and reapers find it easy to withdraw when faced with social pressure, but if they can make it past first impressions, they find that they share much in common, particularly their loyalty and their passion for commemorating the lives of those who have come before.

Elves: Reapers respect the long-lived elves and sometimes attempt to ask elves for advice on handling the loss of shorter-lived friends and family members. Elves, for their part, often stay aloof to reapers and consider them a rarity and potential object of study.

Gnomes: Gnomes usually consider reapers to be far too serious and depressing to consider interacting together long-term, though this is tempered somewhat by the sheer novelty of the reaper's unusual nature, which will sometimes cause gnomes to follow a reaper around and convince their larger "friend" to lighten up with jokes, pranks, and merriment. Reapers, for their part, consider this incredibly annoying and distracting, but they have difficulty enough finding those who will voluntarily stay close to them, so they may allow the gnome to continue for a time.

Half-Elves/Half-Orcs: Among the common humanoid races, reapers connect most easily with half-orcs and half-elves, who can understand their lonely existence and status as "other."

Halflings: Reapers and halflings have similar views on friends and family, and since reapers hold respect for others

based on the strength of their spirit, rather than their size, halflings have been known occasionally to take a liking to a reaper and invite the reaper into their social group. In such instances, the sociable halflings attempt to engage the withdrawn reaper in conversation and mentor their larger friend on how to relate to others, going so far as to play matchmaker if they know that the reaper is unlikely to make the first move in romance. Such arrangements are likely to end in both hilarity for all and contentment for the reaper, but occasionally the halflings' well-meaning attempts at assistance can become too overwhelming for the reaper, causing the reaper to withdraw even farther.

Humans: Despite the fact that reapers appear human, the sense of death that is ever present with reapers keeps them being accepted as a human. As such, reapers constantly feel like an outsider among humans.

Reapers: Reapers get along extremely well with other reapers, relieved to find a kindred spirit as well as someone who shares their strange affinities.

Tieflings: They also find a strong connection with tieflings, who share the reaper's otherworldly heritage and offputting nature.

Dhampirs: Reapers always have strong feelings toward any dhampirs they encounter, though whether they feel a bond of camaraderie with those who share a touch of death or an intense hatred for the scions of the undead depends mostly on a dhampir's individual attitude and morals.

Adventurers: Reapers who choose to become adventurers take their roles seriously, and they tend to wander alone or with a few trusted companions to guide lost souls to their final rest and to defeat creatures, particularly undead, that threaten the natural order of life and death and inflict unnatural pain and suffering.

Alchemists: While reapers only rarely adopt the study of alchemy, those who do find it a form of expression and obsession to which they are well-suited. Reaper alchemists almost always carry weapon blanches appropriate for undead and other menaces in their region, particularly ghost salt.

Bards: Reapers are not outgoing enough to take easily to the way of life of a traveling performer, but the occasional reaper will become a singer of dirges and hymns in remembrance of the fallen, their tearful threnodies poignant enough to move the rotting hearts of the unliving to remember their former lives.

Barbarians: The life of any barbarian is fraught with peril, as the end of their extraordinary rage could easily bring about the end of the barbarian's life, even if the barbarian is victorious in battle. For a reaper barbarian, the truest moments of life are lived on that edge, and their talent for delayed death can allow them to survive when others could not.

Cavaliers: Reaper cavaliers tend toward the orders of the seal, shield, and star, as they are more in tune with the gods of life and death and consider it their duty to protect life from unnatural death. Reaper cavaliers who worship Aeacan occasionally tend toward the Order of the Tome as well, focusing on the lore of the fallen.

Clerics: Clerics are relatively common among adventuring reapers, and they generally venerate the same deities of the life cycle and the dead as other reapers do. Reapers take easily to most of the duties of a cleric, but they have a natural disadvantage at channeling the energy of their deity. They usually make up for it with a great deal of practice and training. When worshipping neutral deities, reaper clerics almost always choose to channel positive energy, and they favor the Repose domain and the Oblivion subdomain.

Druids: Those scholars who know of reapers often underestimate the number of reapers who accept the mantle of the druid, but the cycles of life and death are as important to the natural world as they are to the metaphysical. Reapers make excellent druids, often choosing to focus their natural bond on a domain rather than an animal companion.

Fighters: Reaper fighters do not rush headlong into battle—they prefer to come to a fight prepared. Reapers excel at archery, and reaper fighters use this skill to dispatch enemies with dangerous close-range attacks, such as energy-draining undead, from a safe distance.

Inquisitors: Reapers often choose the path of the inquisitor, favoring the same deities as reaper clerics. Reaper inquisitors actively seek out undead and unnatural creatures, and they often become famed hunters of a particular type of creature, such as vampires or ghosts.

Magi: Reaper magi understand the balance between magic and martial prowess as a mirror to the balance between life and death. They tend to prepare spells to exploit the weaknesses of enemies in order to unleash truly devastating attacks when necessary. Reaper magi often train in the art of the myrmidarch in order to deliver spells at a range with their bows.

Monks: Reapers take naturally to the discipline and focus necessary to become a monk, and they join a variety of schools of martial arts as a way to explore their inner natures and connect to others without words. In particular, reapers learn the way of the zen archer with ease, blending their insights fluidly into their bowstrings. Reaper initiates can sometimes impress other monks by fighting blindfolded and relying on their soul sense to aim their blows, later training in blind-fighting in order to increase their accuracy against hidden foes.

Oracles: It is not uncommon for reapers to receive powers from the deities of death, and in those cases, they sometimes become oracles of the Bones mystery. However, they usually do so reluctantly, as such powers can draw them perilously close to the taint of the undead. Reaper oracles nearly always experience the haunted curse, as their connection to the afterlife draws in restless spirits from throughout the surrounding lands.

Paladins: Reapers almost never become paladins because the paladin's code requires its adherents to defy the natural cycle of life and death. Those who do take up the mantle of paladin often become undead scourges and hunt such creatures to the ends of the earth.

Rangers: Reaper rangers easily master archery and twin-weapon techniques, perfecting every aspect of the ranger's arts as obsessively as any other art form that catches their fancy. They often choose undead as a favored enemy, and those who progress far along the ranger's path sometimes find greater camaraderie with spirits than animals, becoming spirit rangers.

Rogues: Reaper rogues are good at keeping a low profile and spotting when something is not right. This allows them to keep to the shadows without making much of an impression, which can be an advantage when they ply their craft.

Sorcerers: Reapers already have the blood of psychopomps pumping through their veins, so it is to be expected that a rare few of them experience a stronger affinity for their psychopomp forebears, either by becoming sorcerers of the psychopomp bloodline or by exploring their eldritch heritage in other ways.

Summoners: It should come as no surprise that occasionally a lonely reaper will come into contact with a lost spirit or stray psychopomp and form a bond that allows the two to work together for a greater purpose. A reaper's eidolon almost always wears a mask, generally of a similar style to the reaper's, although if the eidolon is formed of lost spirits who follow the reaper, it may instead appear as a glowing and indistinct humanoid form.

Witches: Reapers understand one simple fact that many who fear them do not: that which is dark need not be evil. Therefore, they do not hold any taboos or superstitions against engaging with patrons to learn witchcraft. Reaper witches typically choose patrons connected to their psychopomp forebears, and as such, they often gain influence over ancestors, death, portents, spirits, or wisdom.

Wizards: Reaper wizards pore over musty tomes, chronicling the lost spells of long-dead wizards who came before as their own way of honoring the memories of the fallen. They are less likely than other wizards to stay locked in a tower all day and more likely to travel the world in pursuit of such knowledge. While they rarely actively encourage tomb robbing, a reaper wizard might travel with a group that often enters old ruins in order to ensure that the ancient memories are preserved and that their comrades show the proper respect. Reaper wizards often have nosoi familiars, and the two usually get along much better than the wizard does with other mortals.

RACIAL OPTIONS

Racial Archetypes

The following racial archetypes are available to reapers.

DUSK DRUID

Associated Class: druid

Associated Race: reaper

Replaced Abilities: nature bond, nature sense, resist nature's lure, venom immunity, wild empathy, trackless step.

Modified Abilities: skills, spells, wild shape

Death itself is nothing more than the natural end of the cycle of life, just as birth is the beginning. Dusk druids are the grim wardens of this most unfathomable of nature's mysteries, giving guidance to the newborn, strength to the living, succor to the dying, and solace to the spirits of the dead.

Class Skills: A dusk druid adds Knowledge (religion) to her list of skills.

Spells: Add the following spells to the dusk druid's list: 1st—*deathwatch*, 2nd—*ghostbane dirge* ^{APG}, see *invisibility*, *spiritual weapon*, 3rd—*blink*, *word of expulsion*, 4th—*call spirit*, *spiritual ally* ^{APG}, 5th—*breath of life*, *greater ghostbane dirge* ^{APG}, 6th—*undeath to death*, 7th—*ethereal jaunt*, 9th—*portal of the beyond*.

Spirit Empathy (Sp): A dusk druid can improve the attitude of a spirit. A dusk druid can cast *command undead* as a spell-like ability once per day, using her Wisdom modifier to cast the spell-like ability. She can only command incorporeal undead with this spell; against other types of undead, this spell-like ability automatically fails. At 3rd level and every 3 levels thereafter, she can use this spell-like ability one additional time per day. At 10th level, this becomes *control undead*.

Spirit Sense (Ex): A dusk druid gains a +2 bonus on Knowledge (religion) and Spellcraft checks.

Twilight Bond (Su): At 1st level, a dusk druid forms a bond with the natural forces of life and death, granting her access to either the Death, Healing or Repose domains (and all subdomains).

Undead Trackless Step (Su): Starting at 3rd level, a dusk druid trail cannot be tracked by an undead creature. She may choose to leave a trail for an undead creature to follow if so desired.

Delay Death's Call (Su): Starting at 4th level, a dusk druid gains a +4 bonus on saving throws against death effects, negative energy effects, energy drain, and the spell-like and supernatural abilities of undead.



Wild Shape (Su): A dusk druid gains this ability at 6th level, except that her effective druid level for the ability is equal to her druid level – 2.

Invincible Soul (Su): Starting at 9th level, a dusk druid has perfected her understanding of magic that seeks to breach the veil between life and death, warding her soul with powerful defensive dweomers. She gains resistance to negative energy damage 10 and is immune to death effect and energy drain.

PSYCHOPOMP BLOODLINE

This new bloodline is available to all sorcerers.

You have always felt a little out-of-place in the mortal world. Either due to psychopomps in your family tree or the aftermath of a strange brush with death during your childhood, you have always carried a bit of the power of the afterlife within you. You might sometimes find urges toward neutrality, but ultimately your fate (and alignment) is up to you.

Class Skill: Knowledge (religion)

Bonus Spells: *deathwatch* (3rd), see *invisibility* (5th), *blink* (7th), *call spirit* (9th), *ghostbane dirge* ^{APG}, *mass* (11th), *undeath to death* (13th), *ethereal jaunt* (15th), *frightful aspect* ^{UC} (17th), *portal of the beyond* (19th)

Bonus Feats: Blind-Fight, Diehard, Endurance, Great Fortitude, Quicken Spell, Skill Focus (Knowledge [religion]), Thanatopic Spell ^{UM}, Toughness

Bloodline Arcana: Your spells have their full effect on incorporeal and ethereal creatures.

Bloodline Powers: As you grow in experience, so too do your ties to the afterlife strengthen, granting you the power of your psychopomp forebears.

Spirit Touch (Sp): At first level, you can call upon the spirits that surround you to pull a creature part of the way to the afterlife, causing the creature to become incorporeal until the end of your next turn as a melee touch attack. Although incorporeal in all other ways, the affected creature retains its original AC, does not fall through the ground, and cannot pass through walls, ceilings, or solid objects. Once a creature has been affected by your *spirit touch*, it is immune to its effect for 24 hours. This spell-like ability counts as a 1st-level spell for all purposes involving spell level. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Otherworldly Resistances (Ex): At 3rd level, you gain a +2 bonus to saving throws made against death effects, disease, and poison. At 9th level, your bonuses on saving throws increase to +4.

Sepulchral Veil (Sp): At 9th level, you can manifest the veil between this world and the next in a 30-foot radius aura around you for a number of minutes per day equal to your sorcerer level, which need not be consecutive. All creatures with equal or fewer Hit Dice than your sorcerer level must succeed on a Will save (DC 10 + 1/2 your sorcerer level + your Charisma modifier) or become shaken. A creature that successfully saves cannot be affected again your aura for 24 hours. You can activate and deactivate this ability as a free action. This spell-like ability counts as a 5th-level spell for all purposes involving spell level and is a mind-affecting fear effect.

Spiritsense (Su): At 15th level, you can call upon your connection to your psychopomp ancestor as a swift action to notice, locate, and distinguish between living and undead

creatures within 60 feet, just as if you possessed the blindsight ability. You may use this ability for a number of minutes per day equal to your sorcerer level. These minutes need not be consecutive.

One With the Afterlife (Su): At 20th level, your soul becomes one with the power of the afterlife, and you gain an impressive psychopomp mask, becoming a mortal psychopomp in your own right. You gain immunity to death effects, disease, and poison. You also gain resistance to cold 10 and electricity 10. As long as you wear your psychopomp mask, you also gain damage reduction 10/adamantine.

Prestige Classes

MEMORIAM AMANUENSIS

Memoriam amanuenses are the Memoriam's most elite scholars. They possess great deals of knowledge, and they use their powers to further the Memoriam's goal of collecting the secrets that would be lost from this world by the deaths of those who keep them, even if those secrets must be retrieved from their keepers from beyond the grave.

Memoriam amanuenses generally come from the ranks of the most scholarly among the Memoriam, typically wizards or bards, though the almost religious zeal of the order also attracts scholarly clerics and oracles of lore into the upper ranks, particularly those who revere Aeacan.

Role: The memoriam amanuensis is a master of obscure knowledge and a foe of any who would seek to erase the memories of the past through assassination or suppression to promote their own ends. Whether the knowledge is beneficial or harmful, the amanuensis believes that all knowledge and preservation of the past has value in and of itself. Amanuenses are invaluable in their ability to put that knowledge to good use for practical purposes.

Alignment: An amanuensis tends heavily towards true neutral or one of the other natural ranks. An amanuensis cares about preserving knowledge. It does not matter if that knowledge is the true history of a nation controlled by an oppressive revisionist government or the secret recipe for an evil ritual. One that dedicated himself to being a memoriam amanuensis believes that the dead should be honored and the memories preserved merely for the sake of preservation.

Hit Die: d6

Requirements

To qualify to become a memoriam amanuensis, a character must fulfill all the following criteria.

Feats: Skill Focus (Knowledge [history]) or Breadth of Experience.

Skills: Knowledge (history) 5 ranks, Knowledge (any two others) 5 ranks, Linguistics 2 ranks, Spellcraft 2 ranks.

Spells: Ability to cast *true strike* and atleast one arcane spell of 3rd level or higher.

Special: Must be a member of the Memoriam, must submit a 100 page thesis to the Memoriam and defend it in front of the Grand Provost and the Council of Seven.

Class Skills

The memoriam amanuensis's class skills are Appraise (Int), Craft (Int), Knowledge (all) (Int), Linguistics (Int), and Spellcraft (Int).

Skill Ranks at Each Level: 4 + Int modifier

Class Features

The following are class features of the memoriam amanuensis prestige class.

Weapon and Armor Proficiency: A memoriam amanuensis does not gain any weapon or armor proficiencies.

Forgotten Lore (Su): A memoriam amanuensis can recall lost lore about almost every topic. He gains an insight bonus equal to his memoriam amanuensis level to all Knowledge checks. In addition, he can grant his allies within 30 feet a +1 insight bonus to attack rolls, AC, and saving throws against a single creature. This bonus increases to +2 at 4th level. The bonus last for a number of rounds equal to 3 + 1 round per memoriam amanuensis level. The amanuensis can use this a number of times per day equal to his level of memoriam amanuensis.

Dead Men's Tales (Sp): Starting at 2nd level, the memoriam amanuensis can cast *speak with dead* as a spell-like ability a number of times per day equal to his memoriam amanuensis level and can ask a number of questions equal to his memoriam amanuensis level. The DC for this spell-like ability gains a bonus equal to the amanuensis's level.

Lore Finder (Su): Starting at 3rd level, the memoriam amanuensis becomes an expert at gleaming lost lore. Twice per day, the amanuensis may take 20 on Knowledge check.

Memento Memoriam (Su): At 5th level, the memoriam amanuensis has tapped into the knowledge of the honored dead to an extent that he can call up knowledge as complex as magical formulae. Once per day as a standard action, he may regain use of a spell previously cast. If the amanuensis cast spontaneous spells, he regains a spell slot, but he can only cast a spell he cast earlier that day.

Table 2-4: Memoriam Amanuensis

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+1	Forgotten lore (+1)	—
2nd	+1	+1	+1	+1	Dead men's tales	+1 level of existing class
3rd	+1	+1	+1	+2	Lore finder	+1 level of existing class
4th	+2	+1	+1	+2	Forgotten lore (+2)	+1 level of existing class
5th	+2	+2	+2	+3	Memento memoriam	+1 level of existing class

SPIRIT GUIDE

Spirit guides are the favorite servants of Hrista, the Guide of the Lost. Possessed of mighty otherworldly powers, spirit guides offer succor to lost souls and a swift release to the undead. Spirit guides are eternal wanderers, hearing calls upon an ethereal wind and venturing forth, spear in hand, to perform their chosen task.

Spirit guides are usually clerics, inquisitors, or dusk druids of Hrista, though rangers and barbarians who serve the Guide of the Lost are only slightly less common. Fighters, rogues, cavaliers, and even Hrista's rare paladins also find the path of the spirit guide appealing, and even the occasional bard will hear the call. It is less a question of choosing to become a spirit guide, but rather whether the call to become a spirit guide chooses you.

Role: The spirit guide is the undisputed master of tending lost souls and calming angry spirits. In any situation where the afterlife plays a role, the spirit guide has a variety of tools to take charge or assist as the circumstances require. Though their training is not fully focused on battle, spirit guides are potent allies against undead and living foes alike.

Alignment: Spirit guides are usually neutral good, like Hrista. The goddess herself verges upon full neutrality, and so spirit guides who are not neutral good are more likely to be true neutral than any other alignment. Lawful good spirit guides often come from the ranks of paladins of Hrista, and chaotic good spirit guides are often rogues or barbarians, enjoying the freedom of constant travel as much as their task. Spirit guides must worship Hrista, so they cannot be of any other alignment.

Hit Die: d8

Requirements

To qualify to become a spirit guide, a character must fulfill all the following criteria.

Feats: Weapon Focus (spear).

Skills: Knowledge (religion) 5 ranks, Survival 2 ranks.

Special: Must worship Hrista.

Class Skills

The spirit guide's class skills are Diplomacy (Cha), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Perception (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), and Survival (Wis).

Skill Ranks at Each Level: 6 + Int modifier.

Class Features

The following are class features of the spirit guide prestige class.

Weapon and Armor Proficiency: A spirit guide is proficient with light and medium armor and shields (except tower shields).

Mask (Ex): Spirit guides wear masks, much like psychopomps and reapers, developing a close bond. A spirit guide gains Bonded Mask as a bonus feat, whether or not she meets the prerequisites. If the spirit guide already has the Bonded Mask feat, she may instead choose Frightful Mask, Impregnable Mask, or Spirit Mask as a bonus feat.

Spirit Empathy (Su): A spirit guide is talented at dealing with spirits in ways other than violence. A spirit guide gains



spirit empathy and adds twice her spirit guide level to spirit empathy checks. This ability is identical to and stacks with the dusk druid archetype ability.

The Call (Su): All spirit guides feel what they refer to as "the call". It takes different forms for different spirit guides, but the call always guides them to places where they are needed, allowing them to appear at opportune moments and locations. Whenever a spirit guide comes upon a crossroads on a road or trail, if she closes her eyes and allows the call to guide her, her chance of choosing a path that leads to a soul in need is doubled. So for instance, at a four-way crossroads where only one path might lead to a lost soul, she has a 40% chance of choosing that path. If the call is stronger, at the GM's discretion, the spirit guide may automatically know the right path or get a sense of where to go.

Spear Training (Ex): Spirit guides are experts at fighting with Hrista's favored weapon and any similar weapon. This ability is identical to and stacks with the fighter's weapon training ability, but it only applies to the spears weapon group. A spirit guide gains a weapon training bonus at 1st level and at every 4 levels thereafter.

Sense Spirits (Su): Starting at 2nd level, a spirit guide's constant exposure to spirits and the call grant her the ability to notice and detect nearby spirits. Any time an incorporeal undead, a creature with the spirit subtype, or a haunt is within 60 feet, the spirit guide automatically notices the presence of such a being. This functions as *detect evil*, except that it detects such creatures of any alignment. This includes being blocked by thicknesses of certain materials, such as lead. The spirit guide may spend a standard action and concentrate in order to receive further information, as if concentrating on *detect evil*.

Spirit's Voice (Sp): Starting at 2nd level, a spirit guide gains a pool of spirit points equal to 3 + 1/2 her spirit guide level + her Wisdom modifier. She can use these points to speak with spirits of all sorts, allowing her to garner a wide variety of useful information. Each of these uses requires expending 1 spirit point. At first, she can use this ability to duplicate the effects of the spell *blood biography* ^{APG}. At 4th level, she can also use her spirit points to duplicate the effects of *speak with dead*. Starting at 6th level, she is able to physically call forth spirits from the beyond by expending one spirit point; treat this ability as the spell *call spirit*. Her powers become more far-reaching at 8th level and beyond, allowing her to spend 1 spirit point to submit a query to the collected wisdom of various spirits of the afterlife and receive a cryptic reply, as per *divination*. Finally, at 10th level, she can spend a spirit point to contact more powerful spirits, as well as knowledgeable outsiders of the afterlife such as yamaraj psychopomps. Treat this final ability as if she had cast *contact other plane* except that the spirit guide rolls a Wisdom check, rather than an Intelligence check, to avoid negative consequences.

Goddess's Grip (Ex): Starting at 3rd level, a spirit guide learns how to fight with a spear in one hand, as Hrista is depicted in iconography. Despite using only one hand, the spirit guide treats the spear as if it is being held in two hands for the purpose of determining damage due to high Strength and the Power Attack feat.

See the Unseen (Su): A 3rd level spirit guide can see invisible and ethereal creatures as if she was constantly under the effect of *see invisibility*.

Favored Enemy (Ex): At 4th level, a spirit guide becomes better able to defeat undead. This ability is identical to and stacks with the ranger class ability of the same name, but it can only be applied to undead, granting a +2 bonus (or increasing any current bonus by 2). At 9th level, the spirit guide's favored enemy bonus against undead increases by an additional +2.

Feather Thrust (Ex): At 5th level, a spirit guide can twirl her spear lightly but with great power, allowing her to gracefully extend or retract the range of her attacks. As an immediate action, she can make her spear count as a reach weapon until she spends another immediate action again to remove this effect.

Nosoi Ally (Su): At 6th level, Hrista sends a lesser nosoi from Purgatory to serve as a spirit guide's ally. A lesser

nosoi uses all the stats of a regular nosoi, without the ability to *commune* 1/week. This nosoi is not a familiar and does not gain any of the normal familiar abilities, though it does gain hit points equal to half the spirit guide's total hit points if that is more than an ordinary nosoi's hit points. If a spirit guide's nosoi is slain, she may request another from Hrista after a one-month fasting period (during which she can still adventure) by performing a solemn ceremony with songs and rare incenses costing 100 gold pieces per spirit guide level. If the spirit guide flagrantly mistreats her nosoi or constantly sends nosoi companions to their deaths, she loses all supernatural and spell-like abilities from the spirit guide class (as well as any other divine casting class whose powers are granted by Hrista) and cannot advance until she atones.

Hrista's Kiss (Su): At 7th level, a spirit guide can resuscitate a fallen ally with a kiss. As a standard action, once per day, she can kiss a creature that has been dead for at most one round, creating an effect identical to *breath of life*.

Guide's Wings (Su): At 8th level, a spirit guide sprouts a pair of feathery white owl wings like Hrista's. These wings grant her a fly speed of 60 ft. (good). In addition, while flying, she is as quiet as an owl, granting a +10 bonus to all movement-based Stealth checks that are purely based on sound (such as when invisible or obscured from view). A spirit guide may retract her wings into her body or sprout them again at will as a swift action.

True Psychopomp (Su): A 10th level spirit guide has completed her spiritual journey and is now a psychopomp in every sense of the word. Her type changes to outsider with the native and psychopomp subtypes. She gains damage reduction 10/adamantine, darkvision 60 feet, low-light vision, resistance to cold 10 and electricity 10, and immunity to death effects, disease, and poison. All attacks made with her spear are always treated as though they had the ghost touch weapon ability. She notices, locates, and can distinguish between living and undead creatures within 60 feet, just as if she possessed the blindsight ability.

Racial Feats

The following are a number of options you can choose to customize your reaper character.

Because of their long lives, reapers qualify for the Breadth of Experience ^{APG} feat.

Table 2-5: Spirit Guide

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1st	+0	+1	+0	+1	Mask, spirit empathy, the call, spear training I
2nd	+1	+1	+1	+1	Sense spirits, spirit's voice (blood biography)
3rd	+2	+2	+1	+2	Goddess's grip, see the unseen
4th	+3	+2	+1	+2	Favored enemy (undead), spirit's voice (speak with dead)
5th	+3	+3	+2	+3	Feather thrust, spear training II
6th	+4	+3	+2	+3	Nosoi ally, spirit's voice (call spirit)
7th	+5	+4	+2	+4	Hrista's kiss
8th	+6	+4	+3	+4	Guide's wings, spirit's voice (divination)
9th	+6	+5	+3	+5	Favored enemy (undead), spear training III
10th	+7	+5	+3	+5	Spirit's voice (contact other plane), true psychopomp

BONDED MASK

Your connection to your mask is stronger than most reapers.

Prerequisites: mask racial ability.

Benefit: You form a stronger attachment to the mask you are wearing when you gain this feat. This allows you to enhance the usual benefits you receive from this mask, gaining an additional +2 bonus to all saving throws against negative energy effects, death effects, and energy drain. Your mask gains 5 hardness and 10 hit points from this bond, and you receive a +4 bonus to CMD to avoid steal combat maneuvers targeting your mask. If you ever lose your current mask or decide to change the mask to which you are bonded, you lose both the bonus from this feat and the bonus from the mask racial ability until you have bonded a new mask, which takes 1 week of wearing the new mask followed by an 8-hour period of meditation using rare incense and herbs costing 100 gold pieces per character level. Any magical or nonmagical mask can be attuned via this ritual except intelligent masks and artifacts.

FRIGHTFUL MASK

Your mask has an otherworldly feel to it, seeming to stare into the souls of your enemies and strike fear in their hearts.

Prerequisites: Bonded Mask.

Benefit: While wearing your bonded mask, your visage unnerves your enemies. You gain a +2 bonus to Intimidate checks while wearing your bonded mask, and you may demoralize two enemies instead of one whenever you use the demoralize combat option. If you inflict the shaken condition on an opponent by any means, the duration of the condition increases by 1 round. Once per day, you can spend a standard action to stare at a shaken opponent. The opponent must succeed at a Will save (DC 10 + 1/2 your character level + your Charisma modifier) or become frightened for 1 round. If your opponent fails the save by 5 or more, they are instead panicked for 1 round.

GREATER SPIRIT MASK

Your spirit mask is more powerful than normal.

Prerequisites: Wis 15, Bonded Mask, Spirit Mask, Knowledge (religion) 7 ranks.

Benefit: Your spirit mask has become a spirit of unusual power. While in animate form, it regains the poison, fast healing, and spell-like abilities of a spirit oni, and it can cast *word of expulsion* 1/day instead of *command* and *sleep* 1/day.

IMPREGNABLE MASK

You store vital essence in your mask, making it hard to kill you with ordinary weapons.

Prerequisites: Bonded Mask, base attack bonus +4.

Benefit: You shift some of your vital essence into your bonded mask, making it hard to harm you while the mask is whole. While wearing your bonded mask, you gain DR 2/adamantine, which is reduced to DR 1/adamantine if your bonded mask has the broken condition.

SECOND SIGHT

Your training has refined your ability to sense the souls of others.

Prerequisites: Wis 13, soul sight racial ability, Blind-Fight.

Benefit: The range of your soul sight is increased by 5 feet.

Special: This feat can be taken multiple times. Each time it is taken, the range of soul sight is increased by 5 feet.

SPIRIT MASK

Your bond with your mask has grown strong enough for the mask to develop a spirit of its own.

Prerequisites: Wis 13, Bonded Mask, Knowledge (religion) 3 ranks.

Benefit: Your mask has gained its own spirit, becoming a creature of its own. Your mask can switch between its usual inanimate form and its new animate form at will as a standard action. In its animate form, use the stats for a spirit oni without the poison, fast healing, or spell-like abilities, with Knowledge (religion) +7 instead of Knowledge (arcana), and with the spirit subtype instead of the oni subtype. Although it loses its hardness while animate, the mask also gains the familiar abilities of a wizard of your character level. In its inanimate form, the mask regains the hardness it had as an item but loses all other abilities except for its intelligence and the fact that it grants you Alertness.

THRENODY

Your connection to the afterlife allows your music and words to touch the spirits of the dead.

Prerequisites: Cha 13, bardic performance class feature, dhampir, reaper, or any undead.

Benefit: Your bardic performances can affect undead, including mindless undead, even though they are usually immune to mind-affecting abilities. If an undead is immune to mind-affecting abilities through another means, your performances still do not affect them. When beginning a bardic performance, you must choose whether your performance affects the living or the dead.

Equipment

Hrista's Kiss: An alchemical miracle, this highly-prized liquid is said alternately to be derived from the saliva of a kiss from the goddess Hrista or from a formula she whispered into the ear of the first reaper to walk the mortal world. Each dose of Hrista's kiss is a single drop of liquid. If you are a living creature, as a standard action, you can pour a dose of Hrista's kiss onto your lips, charging it with positive energy from your body, and then place a kiss on the lips of a willing or helpless creature within the reach of your mouth. The creature you kissed recovers 2d8+5 hit points or takes 2d8+5 points of damage if given to an undead creature (Will save DC 15 for half). If the creature had been dead for 1 round or less and if the healing would put the creature at a higher hit point total than its negative Constitution score, your kiss saves the creature's life, and it is now either unconscious and stable or conscious, based on its current hit point total. A creature saved from death in this way receives a temporary negative level that disappears automatically 24 hours later.

Cost 750 gp, **Weight** —, **Craft** DC 40

Funeral Mask: This simple, wooden mask is typically placed on a body before it is buried or burned. A reaper of low means typically wears such a mask.

Cost 5 gp, **Weight** —, **Craft** DC 10

Oil of Dawndew: Developed by reaper rangers to combat slow-moving undead with hit-and-run tactics, this rare alchemical concoction is infused with positive energy. When injected into a creature's body, either by a needle (dealing 1 point of damage) or by a weapon attack, the oil of dawndew takes effect, healing 1 point of damage per round for 10 rounds to a living target or dealing 1 point of damage per round for 10 rounds against undead. If the undead receives any healing via negative energy during this time, the effect of the oil of dawndew ends immediately. Applying oil of dawndew to a weapon takes the same action as coating the weapon with poison.

Cost 100 gp, **Weight** 1/2 lb., **Craft DC** 25

Sanctified Oil: Favored by reapers who hunt the undead, you can use sanctified oil to perform last rites for the departed, sprinkling the oil upon the corpse while reciting the appropriate last rites of your deity with flawless intonation, requiring a DC 20 Knowledge (religion) check and 1 full minute. If successful, the power of your faith and sanctified oil will prevent the corpse or spirit of the creature from being raised as an undead; any attempts to do so automatically fail. Lesser sanctified oil prevents this transformation until the next midnight, while greater sanctified oil lasts forever. Lesser sanctified oil's effects can be removed prematurely by a *desecrate* spell, but greater sanctified oil can only be removed by a double-strength *desecrate* or an *unhallow*. Sanctified oil has no effect if the corpse was already used to create an undead creature, and if the corpse is of a creature slain by an undead that normally creates spawn, the minute-long last rites and the duration of the sanctified oil delay this transformation as long as they last.

Cost 50 gp (lesser), 550 gp (greater), **Weight** 1/2 lb., **Craft DC** 25 (lesser) 30 (greater)



Deities

AEACAN, THE SCRIBE OF THE UNDERWORLD

Alignment: LN

Portfolio: God of afterlife bureaucracy, efficiency, knowledge, yamaraj psychopomps

Domains: Death*, Knowledge, Law, Repose, Rune

Subdomains ^{APG}: Ancestors, Language, Memory, Psychopomp, Oblivion, Warding

* Clerics and inquisitors of Aeacan who choose the Death domain *must* take the Psychopomp subdomain, as he does not grant the unmodified Death domain.

Mysteries ^{APG}: Ancestor ^{UM}, Bones, Lore

Favored Weapon Quill (Dagger)

Aeacan is the preeminent bureaucrat of the Underworld, and the right hand of Persene, the Lady Judge, in every matter that takes place within her domain. He is often depicted as a stern man in a half-mask wearing a cloak of midnight black feathers, though he is sometimes shown with body and wings of the same oblivion black feathers.

Depending on who you ask, Aeacan may have lain with Hrista to sire the race of yamaraj psychopomps or ascended from the highest of the yamaraj ranks. Servants of the Scribe of the Underworld are quick to deny any carnal association, but the Guide of the Lost seems amused by the allegations and coyly refuses to either confirm or refute them. Some say that Aeacan has lived in Purgatory for even longer than the Lady Judge herself, and that in the time before mortals, he had come to the empty place so he could study without being bothered, not realizing that it would become the gateway to the afterlife. Such tales often claim that Aeacan helped mentor the Lady Judge, though in all other versions, she was well established as the judge of the underworld before he appeared.

Aeacan handles the bureaucracy of Purgatory to ensure that Persene is always able to quickly and efficiently judge the souls of the dead. To this end, he tends the flow of souls to their judgment, ensuring that delinquent souls do not escape into the depths of Purgatory to escape their fates and that outsiders of various sorts cannot interfere with the process. Although daemons wishing to devour souls or night hags and other evil outsiders hoping for some extra bargaining chips more commonly interfere, there are occasional good outsiders who feel that a certain soul should receive immediate ascension to the upper planes. Regardless of their intent or extenuating circumstances, Aeacan impassively maintains the status quo.

In addition to his duties in the flow of judged souls, Aeacan oversees the maintenance of the Tome of All Souls, a massive magical text that exists beyond the dimensions comprehensible to mortals. This allows Aeacan and his most trusted yamaraj judges to work on updating the text while the Lady Judge can simultaneously access it as needed in her judgments. The Tome of All Souls records momentous occurrences, important decisions, turning points, and other events in the lives of particularly noteworthy souls or those deemed likely to become borderline cases. To that end, Aeacan employs a tireless team of limus psychopomps, the "omen dogs" of Purgatory, with a unique scent ability that allows them to track the course of a creature's destiny.

Aeacan is a natural delegator, and he is more than happy to have help. To that extent, he is more reliable than many

deities in signs of his favor. Though his role and influence in the mortal world are extremely minor and his worship is uncommon, his few priests know that when they perform a task to his liking, Aeacan will often have a servant stamp his official seal of approval, causing it to suddenly appear on their paperwork—and with Aeacan, there is always paperwork.

His priests in the mortal world spend most of their time supplementing the work of the limus psychopomps and supporting the idea of bureaucracy in general. Aeacan is so obscure that most people have never heard of him, but where they have, priests of Aeacan are usually not very popular. After all, the Scribe's priests have dedicated themselves to impassively reporting information to their god for the Tome of All Souls, which essentially amounts in the minds of others to spying on them and ratting out their misdeeds, potentially harming their eternal afterlife. Looking for a more public relations-friendly face, some priests of Aeacan join organizations like the Memoriam so they can give something back while collecting their information or create "Afterlife Awareness" groups that teach basic planar and afterlife facts to the populace in order to better educate them in how to achieve a fulfilling afterlife.

Aeacan is not picky about his clergy—after all, he hardly has many faithful from which to choose. As a result, his holy text, *Standards and Procedures for the Proper Devotion to the Scribe of the Underworld*, indicates that all those who show dedication to his work should be considered priests on equal footing, whether they be a traditional priest like a cleric or something unusual like a monk or order of the star cavalier.

Aeacan believes that a job well done and truly finished deserves celebration. Just as the close of a life and the final judgment are the culmination of the journey begun with conception, so too is the end of a task its natural culmination. His followers adopt a "work hard, celebrate hard" attitude as a result, sometimes working for weeks on end with little sleep to finish a task only to celebrate the project's completion with a three-day-long bacchanal. Aeacan also has one major celebration in the same theme. On the eve of the new year, the Scribe's faithful celebrate what they call Chapter's End, a memorial of the work and deeds of the past year combined with a major banquet and plenty of drinking. The name comes from a belief that, through the effort of his clergy and psychopomp servants, the Scribe of the Underworld is able to close that year's "chapter" of the Tome of All Souls.

Hrista, the Guide of the Lost

Alignment: NG

Portfolios: Goddess of guiding and protecting lost souls, fighting undead

Domains: Death*, Healing, Protection, Repose, Travel

Subdomains ^{APG}: Ancestors, Defense, Exploration, Psychopomp, Resurrection, Oblivion

*Clerics and inquisitors of Hrista who choose the Death

Table 2-6: Deities

Deity	AL	Domains	Subdomains	Mysteries	Favored Weapon
Aeacan	LN	Death*, Knowledge, Law, Repose, Rune	Ancestors, Language, Memory, Psychopomp, Oblivion, Warding	Ancestor, Bones, Lore	dagger
Hrista	NG	Death*, Healing, Protection, Repose, Travel	Ancestors, Defense, Exploration, Psychopomp Resurrection, Oblivion	Bones, Heavens, Life	spear

domain *must* take the Psychopomp subdomain, as she does not grant the standard Death domain.

Mysteries ^{APG}: Bones, Heavens, Life

Favored Weapon: Spear

Hrista is an ancient and enigmatic being, usually depicted as a beautiful, golden-tressed woman with white owl wings, her face occluded by an elaborate white porcelain mask covered in flowing blue runes. Depending on the source, she is believed to be the sister, daughter, or companion of Persene, the Lady Judge, or even her creator.

Legends call her the first psychopomp and possibly the mother of the psychopomp races, and some reapers consider her the mother of their race as well. Whether any of these are true, it is undisputed among religious scholars that Hrista alone was performing the functions of a psychopomp in some ancient primordial time when mortals were new to the universe and fewer souls were passing from this world to the next. One popular reaper legend holds that Hrista was the exuberant friend and attendant of Persene before she became the Lady Judge, before mortalkind ever knew death, and the gods themselves saw no need for one of their own to preside over its adjudication. In those days, or so the legends say, Persene and Hrista frolicked together in flower fields, until the enigmatic forces of Purgatory chose Persene to be the Lady Judge, changing her forever into the goddess she is now, and Hrista along with her. While the nonsense Persene herself is not amused by these stories of her supposed frolicking, Hrista has been known to favor them with a hearty laugh.

Though her role is grim and she takes her duty seriously, Hrista is a passionate goddess, and she is known to favor those who earn her interest, even going so far as to indulge in romantic trysts with outsiders and even mortals who have qualities that truly strike her fancy. Some say that this is how the psychopomp races were born, making the Guide of the Lost the grandmother of reapers, though others say that the first reaper was born from the goddess herself after a dalliance with a mortal. Hrista looks for bravery and valor first and foremost, and though she must play the neutral role of guide and limit the exceptions she grants to those she favors, she sees herself as a protector of the dead as much as their psychopomp, and she values those who protect others at great cost to themselves. Hrista often shows signs of her favor in small but powerful ways, such as by making a dead flower bloom again or allowing a brief glimpse of a lost loved one's smiling spirit.

Hrista takes no effort to increase the number or influence of clergy, and she does not encourage her faithful to proselytize, but she is open to any who choose to follow her of their own accord. Her holy text, *The Chronicle of the Lost*, offers advice and allegories rather than requirements, praise of the goddess, or tales of her past. Her clergy are usually itinerants, traveling wherever tales of lost souls spread, so her churches are usually simple safe houses for those who shepherd souls or hunt the undead, presided over by

whoever among her faithful seems the most sensible to the others at the moment. Her clergy includes spellcasters of all sorts, with most being clerics, inquisitors, bards, and dusk druids in descending order of frequency. Her rare paladins are nearly always undead scourges. Reapers, considered to be her descendants, are held in high esteem by Hrista's faithful, and, unsurprisingly, her worship is extremely popular among reapers.

According to one reaper legend, Hrista once battled the Corpse Queen, Helsif, attempting to hold off the far more powerful goddess for long enough to allow nine thousand, nine hundred, and ninety nine souls the Corpse Queen had collected to escape. The legend says that Hrista held her ground for eight of the Corpse Queen's vicious attacks, and with each attack she spilled drops of blood into the aether that became a different race of psychopomp. On the ninth attack, the Corpse Queen disarmed the *spear of the first*, Hrista's signature weapon, and the spear went flying through the cosmos, lost among the planes. Hrista was forced to flee, but she had bought enough time to save the lost souls.

Hrista is a foil to Aeacan, as she considers the Scribe of the Underworld to be overly concerned with minor details and ignorant of what is most important. He in turn believes that the Guide of the Lost is too eager to focus on problems or interests one at a time, losing sight of the big picture.

Hrista has few organized holidays, but she puts a strong emphasis on the importance of personal rites and ceremonies, particularly in celebration of a success or memorial of a passing. Followers of Hrista see death and the spirits of the dead everywhere, so they are constantly reminded that any day could be the last. Thus, they believe that each day should be a celebration of your existence. Hristan celebrations always include music, and she encourages song above other forms of musical expression, believing it to be the most personal, since it comes from within. In addition to memorial dirges, Hrista teaches the importance of songs that capture the exuberance of life, and *The Chronicle of the Lost* recommends facing a dire situation with a smile on your face and a song on your lips.

Hrista's one consistent holiday is Spirit's Glimmer, which is celebrated on the winter solstice. It is said among her followers that lost souls begin to gather at crossroads as the sun sets on the shortest day of the year, so her followers usually spend the morning decorating nearby crossroads to attract the spirits' attention, dusk and early evening watching for their arrival, and late evening until sunrise celebrating the recently departed and particularly any success they had in aiding lost souls that night.

New Subdomain

Deities of reapers grant these new subdomains.

OBLIVION SUBDOMAIN

Associated Domain: Repose

Replacement Power: The following granted power replaced the ward against death power of the Repose domain.

Weapon of Life (Su): At 8th level, you can touch a weapon, empowering it with the *undead bane* special ability. This benefit lasts for a number of rounds equal to 1/2 your cleric level. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 3rd—*word of expulsion*, 5th—*disrupting weapon*, 9th—*portal of the beyond*

PSYCHOPOMP SUBDOMAIN

Associated Domain: Death

Replacement Power: The following granted power replaces the death's embrace power of the Death domain.

Haunting Melody (Su): At 8th level, your song can grip the spirits of those who hear it. All living and undead creatures within a 60-foot spread must make a Will saving throw (DC 10 + 1/2 your cleric level + your Wisdom modifier) or be fascinated. A creature that successfully saves is not subject to your haunting melody for 24 hours.

This effect continues for as long as you sing and for 1 round thereafter. Undead creatures that cease being fascinated, whether from the end of your song or due to being attacked, are confused for 1 additional round before acting normally. You can sing for a number of rounds per day equal to twice your cleric level. This is a sonic mind-affecting charm effect. This ability can affect undead creatures, even though the undead subtype makes such creatures immune to mind-affecting effects (though undead creatures with immunity to mind-affecting effects from a source other than their creature type are still immune).

Replacement Domain Spells: 3rd—*speak with dead*, 6th—*undeath to death*, 8th—*orb of the void* ^{UM}

REAPER MAGIC

New Spells

The following spells are common among reapers.

CALL SPIRIT

School necromancy; **Level** cleric/oracle 4, inquisitor 4, summoner 4, witch 4

Casting Time 10 minutes

Components V, S, DF, F (a vial of blood)

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

Effect one summoned spirit

Duration 1 minute + 1 round/level

Saving Throw Will negates; see text; **Spell Resistance** no
You call a spirit of the dead back to the world of the living to answer your questions. Upon casting the spell, you must designate a target dead creature either by name or via a piece of the target's body or intimate possession of the target's. The target is allowed a Will save to avoid being called forth to the world of the living, with the same bonus it had in life. If the save succeeds, the spell immediately ends. The spell automatically fails if the spirit is not waiting in Purgatory to be judged, such as in the case of a trapped soul or one that has moved on to its final reward. Otherwise, grey mist billows forth into the area around you, and the spirit appears somewhere within close range. It cannot speak until it drinks the blood from the vial used as a focus, at which point the spirit acts one category less friendly to you than it did in life, which is usually unfriendly if the spirit did not know you in life. Even if it is hostile, the spirit cannot attack you in any way, and it is forced to remain in close range of you at all times, where it can listen to your request. You can attempt a spirit empathy check or a Diplomacy check at a -5

penalty in order to improve the spirit's attitude. At friendly, the spirit will answer your questions cryptically. At helpful, it will answer directly and fully. The spirit knows all it did at the moment of death, and it has likely learned little during its wait in Purgatory. It speaks only the languages it knew in life. If the spirit has been subject to *call spirit* within the past week, the new spell fails.

PORTAL OF THE BEYOND

School necromancy; **Level** sorcerer/wizard 9

Casting Time 1 standard action

Components V, S, F (a drop of blood, a miniature black iron barbed gate worth 50 gp)

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

Effect one 10 ft. by 10 ft. by 10 ft. portal

Duration 1 minute/level

Saving Throw Reflex negates; see text; **Spell Resistance** no You tear the veil between this life and the next, opening a portal to the afterlife that annihilates undead and banishes extraplanar creatures. This portal must be summoned in an empty space large enough to fit it, after which the mists of the grave spill forth and the portal opens for the spell's duration. Any undead that enters one of the portal's squares is instantly destroyed, its spirit crossed over into the afterlife. Any extraplanar creature that enters is instead sent back to its home plane as if by a *dismissal* spell. Any other creature can walk through the portal harmlessly. If a creature is forced into the portal, such as by a bull rush combat maneuver, it receives a Reflex save to instead fall prone in a square adjacent to the portal, staggered for 1 round.

Each round on your turn, the portal performs a pull combat maneuver on all incorporeal and ethereal creatures within 100 feet of the portal, using a bonus equal to your caster level + your key ability score bonus (Charisma for sorcerers, Intelligence for wizards, and so on). A creature pulled into the portal by this combat maneuver does not receive a Reflex save to avoid the effects. The portal's pull can even affect haunts—treat the haunt's CMD as equal to 10 + twice its CR, and if the pull combat maneuver is ever successful against a haunt in the portal's range, the haunt is instantly destroyed.

An undead creature that stores part of its soul elsewhere in order to reform itself, such as a lich, is not permanently destroyed by this spell, though it takes twice as long as usual for such a creature to reconstitute itself if its body is sucked into a *portal of the beyond*.

STEAL LIFE

School necromancy [evil]; **Level** cleric/oracle 8, sorcerer/wizard 8

Casting Time 1 hour

Components V, S, M (1,000 gp black sapphire; 10,000 gp of black opals; sentient infant)

Range touch

Duration instantaneous (see text)

Saving Throw Will negates; **Spell Resistance** no

You touch a corporeal undead creature, granting it new life. The undead instantly returns to life, regaining the physical body of its early adulthood, though the new body has a Constitution score of 10. An undead creature granted a new

life in this way loses the undead type and regains whatever type it possessed before becoming undead. It also loses all extraordinary and supernatural abilities it gained by becoming undead, though it keeps any ability score adjustments and spell-like abilities gained in its undeath. The now-living creature is considered to be alive for all purposes, including the effects of positive and negative energy, though if the creature has negative energy affinity from a source other than being undead, such as from being a dhampir, it retains this ability. The newly-living creature eats, drinks, sleeps, and ages as normal. If the target dies, it instantly rises as its undead self, exactly as it was before the casting of this spell, with full hit points. Only magic that completely destroys a body, such as *disintegrate*, can prevent the instant revival.

WORD OF EXPULSION

School abjuration; **Level** inquisitor 2, paladin 2

Casting Time 1 standard action

Components V, DF

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

Area 10-ft. radius burst

Duration instantaneous and 1 minute / level; see text

Saving Throw Will negates; **Spell Resistance** yes

You utter a word with pure conviction, expelling possessing creatures and sending undead and evil outsiders away from the area. An undead or evil outsider that fails its saving throw must spend its next turn running away as fast as possible. If the undead or outsider is possessing a creature, it must first end the possession, costing no action on its part, before withdrawing. A creature expelled in this way cannot use any possession abilities for 1 minute.

New Magic Items

The following magic items are made by reaper spellcasters.

MASK OF HIDDEN TRUTHS

Aura moderate illusion; **CL** 5th

Slot —; **Price** 3,000 gp; **Weight** 4 lbs.

DESCRIPTION

This elegant funeral mask is made of dark black leather and obscures the wearer's face in shadows. The wearer receives a +5 competence bonus to all Bluff checks made to hide the truth, both when lying and simply concealing her true feelings. Additionally, the mask of hidden truths grants its wearer a +4 insight bonus on all saves against spells that attempt to reveal the truth or force the wearer to speak truthfully, such as *discern lies* and *zone of truth*. If the wearer successfully saves against any such spell, she is immediately aware of the spell's parameters, and she can make it seem as if she had failed her save, even though she is still free to lie as she wishes without consequence.

CONSTRUCTION

Requirements Craft Wondrous Item, *glibness*, *innocence* ^{APG};
Cost 1,500 gp

MASK OF THE UNSEEN

Aura moderate illusion; **CL** 10th

Slot —; **Price** 30,000 gp; **Weight** 3 lbs.



DESCRIPTION

This simple white mask is completely unadorned. Upon command, its wearer may cause her body and all clothing and equipment except the mask to disappear, though the mask remains visible. While under this effect, the mask may not be made invisible by any means. Due to the fact that the mask is much smaller than its wearer, this condition causes the wearer to gain a +8 size bonus to all Stealth checks while active (a Diminutive wearer only receives a +4 size bonus and a Fine wearer receives no bonus). The wearer is not considered to have concealment for the purposes of enemies attacking the wearer, since the position of her body is evident, but she is considered to be invisible for the purposes of her own attacks, since the motions of her weapons cannot be seen. This grants a +2 to attack rolls and makes the defender lose their Dexterity bonus to AC as normal. Attacking does not end this effect, though the wearer can end it by repeating the command word, and the effect ends after 1 hour has passed in any case. Once the mask's effect has ended, the mask becomes inactive for a period in time equal in length to the length of its use.

CONSTRUCTION

Requirements Craft Wondrous Item, *greater invisibility*;
Cost 15,000 gp

MIRROR OF THE DEAD

Aura moderate necromancy; **CL** 7th
Slot —; **Price** 10,000 gp; **Weight** 2 lbs.

DESCRIPTION

This simple hand mirror allows the user to glimpse the last few moments of a dead creature's life. As a standard action, once per day, the mirror's holder can command the mirror to replay the final moments of any dead creature whose face is reflected in the mirror. The mirror's image swirls and shifts to the perspective of the creature, six seconds before its death. Over the course of the next round, the mirror replays all that the creature saw, using the senses of the creature, not the viewer. Only visual images are replayed; if the creature saw the world using a sense other than vision,

such as echolocation or lifestense, no image appears. A dead creature whose head has been removed or whose face has been completely destroyed cannot be subject to the mirror's effect.

CONSTRUCTION

Requirements Craft Wondrous Item, *blood biography* ^{APG},
call spirit; **Cost** 5,000 gp

Artifact

SPEAR OF THE FIRST

Cost —; **Weight** 3 lbs.

DESCRIPTION

This shining silvery spear features a prominent pair of white wings extending from the shaft and is covered in flowing blue runic script. Also called the "maiden's spear" or the "guide's arm" by some, the *spear of the first* is the name given to the weapon by reaper scholars who believe it to be the weapon gifted to Hrista when she became the first psychopomp, forged from her lost innocence by Persene, the Lady Judge. The *spear of the first* is a +5 *mithral ghost touch returning shocking undead bane spear*, and all of its attacks automatically bypass the damage reduction of any undead struck. Undead struck by the spear must succeed at a Will saving throw (DC 25) or be instantly destroyed.

If the spear kills a living creature or if the wielder makes a successful attack against the corpse of a creature that has been dead for no more than one minute, she can absorb the dead creature's soul into the spear as a free action, causing the runes to glow brighter. The *spear of the first* can only hold one soul in this way at any given time. While trapped within the spear, treat the soul as if it had been subjected to *soul bind*. The wielder of the spear can release the stored soul at any time as a standard action, allowing it to pass on normally. If she chooses to release the soul while located in an outer plane other than Purgatory, the soul remains in this plane and the soul cannot be raised from the dead without assistance from the denizens of the plane in question except by a *wish* or *miracle*. Instead of releasing the soul to pass on, once per day, by performing a ritual taking 1 full minute, the wielder can plant the spear in the ground and call forth the trapped soul to be reborn. This functions as a *true resurrection* without any material component cost but only for the soul trapped within the spear.

DESTRUCTION

If a lich uses the spear of the first to deliver the killing blow to a living creature during a solar eclipse, the *spear of the first* releases all the magic contained within, destroying both the *spear of the first* and the lich wielding it.

RACIAL DETAILS

Communities

By default, reapers are extremely rare. However, that does not stop them from trying to find others like them and gather together. Depending on the role of reapers in your campaign,

you can choose to include any or all of the following groups of reapers in your world. Some organizations, like the Memoriam, are primarily reapers but accept non-reapers, and others, like Threnody are small enough to be believable even in a world with extremely few reapers.

The Cabal of the Unborn

"The whore of Purgatory watches you from birth to death, her mewling dog scribbling your every act upon his pages. The unborn are beyond her sight. And what she cannot see will unmake her"

The Cabal of the Unborn is a group of reaper and dhampir necromancers and allied evil spellcasters who seek to overturn the rules governing life, death, and the afterlife. Favored of the Corpse Queen, the Cabal of the Unborn seeks to destroy that which the Lady Judge has built.

The lowest ranking cabal members are initiates, insane undead-loving reapers and occasional dhampirs who undergo the Rite of the Unborn, which allows initiation into the cabal. The Rite of the Unborn relies on the fact that the Lady Judge presides over the fate of all living things, from birth to death, after which time they are brought to Purgatory by a psychopomp to be judged. Due to the unusual circumstances of reaper and dhampir births, the Rite of the Unborn allows members of those two races to count as dead from the moment they were born, forsaking their names forever to become "unborn." Blank pages in the Tome of All Souls, the unborn cannot be taken to Purgatory to be judged and thus always become undead after their death. Even those whose bodies have been prevented from rising as undead, such as by *sanctify corpse*, will have their restless spirits drift through the ethereal plane as ghosts or lost souls.

Initiates are allowed considerable freedom in developing their dark magics, granted support and succor by the cabal in exchange for assisting the Grandmaster and his inner circle with various complex dark rituals they do not understand. As far as initiates are concerned, the cabal seems like a gathering of undead-loving spellcasters who happen to be reapers and dhampirs.

Those initiates who prove particular resourceful or powerful gain the rank of adept and are informed of the cabal's true purpose—the Rite of the Unborn is meant to keep the eyes of the Lady Judge and her psychopomps away from the cabal's inner workings, as all of the unborn exist outside of her sight. In fact, the dark rituals use the psychopomp blood of the reaper initiates in order to breach the veil between this world and the next in order to weaken the fabric of Purgatory itself, potentially breaking free countless spirits yet to be judged.

The mightiest of the adepts form the inner circle, where the Grandmaster perfects his plans for even greater upheaval in Purgatory, up to and including the end of Persene's judgment and the death of fate.

All members of the cabal are reapers and dhampirs, though reapers are preferred due to their connection to psychopomps and Purgatory. All members share a common interest in the undead and dark magics. So while necromancers and clerics of Helsif are the most common, the cabal counts oracles, necromantically-inclined sorcerers, dirge bards, and even some dusk druids among their ranks. Few in number but great in power are the cabal's antipaladins, many of whom are knights of the sepulcher. The cabal is also happy to include martial enforcers who share its dark desires, though

they rarely rise higher than an initiate.

The Grandmaster (NE male reaper lich necromancer 18 [undead subschool]) is the leader of the Cabal of the Unborn, an evil genius in the field of necromantic magic and the inventor of over a dozen spells unique to the cabal, including the magics involved in the Rite of the Unborn, as well as a reverse version of *portal of the beyond* that spits forth souls from Purgatory rather than pulling in souls from the Material Plane to the afterlife. One of his darkest creations, *steal life*, allows him to live again and again in the body of his youth, allowing him to pose effectively as the living reaper he once was. Not even the inner circle know that the Grandmaster is a lich, for if no one could possibly think to look for a phylactery, it is even safer than it could be otherwise.

The Grandmaster's lichdom is known only to Makaria, but his true name is known to none. To assuage Makaria's curiosity, he told her a story, warning her that parts of it might be intentionally inaccurate. In this story, the Grandmaster was ancient beyond mortal reckoning, from the time the first humans lived upon the world. In the tale, he was human once, neither reaper nor lich, and a lover of Hrista when she had first become the Guide of the Lost, still possessing many of her exuberant and innocent qualities and chafing at her new duties. Wanting to have more time with her paramour, Hrista granted him an extension past his natural lifespan, which made him into one of the rare reapers that gains their nature without psychopomp blood in them. Slowly, he grew more and more resentful of the Lady Judge for what he felt she had done to his beloved goddess, and he hatched a scheme to unseat her and restore Hrista to a carefree existence. He took this plan to Hrista but the goddess refused, warning him that it was evil and that he should never consider it again. When he went ahead with his plan anyway, his half-baked first attempt was an utter failure, and Hrista banished him from her heart, though she could not bring herself to hurt him. He swore to one day free her from her shackles, even if it meant an end to the Afterlife as mortalkind knew it.

However much, if any, of this story is true, the Grandmaster is extremely powerful and potentially dangerous to the entire multiverse if left unchecked, though his plans tend to run on the course of millennia, covered in layer after layer of misdirection, so perhaps the entire cabal is but a distraction from his true machinations.

Makaria (CE female dhampir vampire anti-paladin 13) is deeply in love with the Grandmaster, and she is his only confidante within the cabal. Obsessed with her vampire heritage at a young age, Makaria eventually managed to track down a vampire and become one in full. She adores the name Makaria, particularly since the Grandmaster gave it to her personally after her old name was stripped away by the Rite of the Unborn. Her devotion to the Grandmaster, rather than any deity, powers the darkness within her, and she does not care that the Grandmaster told her that he loved the goddess Hrista—even if true, it is Makaria who has him now. The Grandmaster has gifted Makaria with a casting of his *steal life* spell to appear as a normal dhampir. One side effect that he was testing in doing so is that Makaria's children are always potential new members of the cabal. Since she retains a trace of her power as a vampire, her children are always dhampir if the father is a humanoid, though they are occasionally reapers when Makaria and the Grandmaster lie together.

The Memoriam

"The measure of one's life is in the legacy they leave behind. Each legacy, then, is a priceless treasure, its loss irreplaceable."

The Memoriam is an organization dedicated to preserving unique memories and knowledge from being lost forever with the death of their final keepers. Members of the Memoriam travel across the lands gathering such lore, using every technique available to save this precious knowledge, including contacting the spirits of the dead.

The Memoriam is composed of tiered ranks of scholars, surveyors, and adventurers, beginning at trainee and working up to the highest rank of amanuensis. Among the amanuenses, those with the greatest academic clout become members of the Council of Seven until death or retirement. The Council of Seven select a Grand Provost from outside their number, though it is not unheard of for a promising member of the council to renounce her position in favor of being named Grand Provost. The Grand Provost makes important decisions about the Memoriam's path but may be removed at any time by a vote of no confidence from the Council of Seven, requiring the vote of five council members.

The Memoriam's membership contains a noticeably high percentage of reapers, particularly in the highest ranks. The majority of lower ranking members are human, with a smattering of other races represented as well. The Memoriam has an impressively high number of worshippers of Aeacan given the relative obscurity of the Scribe of the Underworld. Memoriam members tend toward scholarly pursuits, and thus most members are wizards, oracles of lore, bards, alchemists, or clerics with the knowledge domain, though others gravitate to the Memoriam as well, particularly those who were frustrated by secrets taken to the grave.

The Memoriam bears a particular enmity for a mysterious sect known as the Sisters of Silence. These cowed women worship an extremely secretive entity, and they consider it their sacred duty to permanently silence targets who hold dangerous secrets. The sisters' bodies dissolve into shadow when slain, and they somehow render their victims' spirits unreachable by *call spirit* and other similar abilities.

Grand Provost Fiora the Uncanny (N female reaper crossblooded empyreal/psychopomp sorcerer 11) is the unlikely daughter of a reaper and an aasimar. Fiora was considered an extremely unusual choice by the Council of Seven for numerous reasons, not least of which her youth and relative lack of scholarly credentials. However, her level-headed leadership and great personal power have been a major boon to the Memoriam since the growth in activity from the Sisters of Silence. With Fiora in command, the Memoriam has gone from being stymied by the Sisters at every turn to being able to occasionally snipe one of the sisterhood's targets out from their shadowy grasp. In truth, the current Grand Provost shares a secret only with her old mentor, Theophrastus Caliban: Fiora told her mentor that she managed to infiltrate the lowest ranks of the Sisters of Silence and learn much about their basic day-to-day operations, though of course the secretive sect refused to reveal any information of true value to her before she had to flee, fearing her life was in danger. Believing this secret to be a trump card for the Memoriam and never doubting his pupil's true loyalties, Caliban championed Fiora into becoming the

current Grand Provost. So far, his trust in Fiora seems to have paid large dividends, but who knows what secrets are held within the mind of the woman who managed to infiltrate the paranoid Sisters of Silence?

Theophrastus Caliban (CN male middle-aged reaper vivisectionist surgeon alchemist 8) is a respected member of the Council of Seven and an enthusiastic teacher of young trainees. He is the Headmaster of a two-year training program for entry-level members of the Memoriam, and he teaches most of the students personally. Known for being a bit eccentric and occasionally cryptic or agitated, Caliban is nonetheless beloved by his favored pupils as a kind and patient teacher. In times of strife, he has been known to drink a strange elixir brewed with pale glowing psychopomp blood in order to gain a bestial form reminiscent of his forebears, entering battle with a ferocity that belies his age.

Inriza Lastborn (LN cleric of Aeacan 7) is considered the high priestess of the branch of Aeacan's church among the Memoriam members, though she always warns new members that they should still give equal respect to their local community authority within the church wherever they travel. Inriza works to help organize the faithful in prayer, promote public relations for Aeacan through the Memoriam's good works, and ensure that all of the Memoriam's notable findings be sent to their lord to be placed in the Tome of All Souls.

After her twin sister Gloria, was lost during an altercation with an agent of the Sisters of Silence, the otherwise calm and bureaucratic Inriza's sermons have turned toward the path of aggression toward the sect, as she claims that the sisters are a direct affront and obstacle to Aeacan's purpose. Recently, an acolyte noticed that Gloria's pendant, lost with her body, was lying on a table in the high priestess's private chambers. Inriza swore the girl to secrecy, but somehow the word began to spread, giving birth to all sorts of rumors. They range from the plausible, such as the possibility that the Sisters of Silence are sending Inriza a warning, to the unlikely—that Gloria never died but instead defected to the other side. And yet others fear that the high priestess may have had more contact with the secretive cult than anyone knows, either that she secretly hunted down the agent responsible for her sister's death or else made some sort of terrible bargain with them.

The Watchers

"It is human nature to fear the dark. The dark is the unknown. There are things in the dark—terrible things. And those things fear the Watchers."

The Watchers are a council of reapers that operate in the shadows, ridding the common folk of undead and other supernatural threats without bluster or fanfare.

The Watchers are led by a High Council of eight members. The High Council is elected every decade by secret ballot among all members of the organization who choose to attend the election. The results of the vote are never made public, and indeed, only the eldest elected member, called the Speaker, reveals his identity—the votes are counted by the previous Speaker, who is often the new Speaker as well. The Speaker reveals the results of all High Council decisions, and the identities of the other members are shrouded in secrecy from all but the other members of the High Council.

The decisions of the High Council are final, and in theory, they can demand that certain agents address a particular

threat, deploying them as they see fit. In practice, however, they rarely do so unless a threat is dire, preferring to allow individual agents to take care of problems as they find them. Even if the High Council does make a demand, an agent can always choose to leave the Watchers if she does not wish to perform the task. The Watchers do not typically dismiss agents directly, as other reapers are rare enough that they consider their agents precious, but in extreme circumstances, previous High Councils have sometimes used repeated undesirable demands as a way to convince a particularly unruly member to resign.

Most of the organization's members are drawn from the ranks of Hrista and Persene's faithful, with inquisitor agents on hand who have expertise in defeating a variety of occult threats. The main body of the Watchers is composed of clerics, dusk druids, inquisitors, rangers, fighter, rogues, and even the occasional paladin, though members of almost every class are represented in the organization's numbers.

Due to the rarity of reapers, the Watchers take all they can find who are willing to enlist in the cause; a combination of this open recruitment and the relative degree of autonomy provided to agents has led to a branch of the organization diverging from the stated goals of the Watchers as a whole. Called the Black Watchers by some among their fellows, these rogue Watchers call themselves the Order of Memitim, and they believe they are serving the divine call of the Lady Judge in seeking out and exterminating all those who have eluded their proper time of death, including both undead and ordinary mortals who have received one too many *resurrections*.

The High Council is worried that the Black Watchers may be perverting the organization's purpose into a glorified assassin's guild, but due to their zeal against undead, which make up the majority of their victims, the Speaker has had difficulty moving against them. There is fear among the general members of the Watchers that the Black Watchers' popularity might allow them to place one or more members in next year's High Council election.

Speaker Endrin Astraeus (N male venerable reaper dusk druid 11) is not only the eldest among the High Council but likely the eldest reaper among the Watchers, as he is known

to have lived for over 200 years and been a Watcher for well over a century. Exceptionally gaunt, even for a reaper, with wispy silvery hair, the Speaker is known for his traditionalism in the pursuit of hunting the darkness, but he tempers his decisions with wisdom and a willingness to adapt to new circumstances by granting individuals the freedom to make their own decisions. In his youth, Astraeus was himself a field agent, nicknamed "Endrin the Ender" for his ability to get the job done, so he understands the position of Watcher agents keenly.

Belle Veran (NG female reaper inquisitor 9) is a rising star among the Watchers, often held up as the golden example of the quintessential Watcher agent by all her instructors. Like many Watcher agents, she works alone, though she has raised some eyebrows by refusing numerous requests to mentor less-experienced Watchers or work with a group on occasion. In truth, Belle is hiding her guilty pleasure from the rest of the Watchers—instead of keeping to the shadows, she enters towns and other settlements openly in hopes of luring her favored quarry, vampires, directly to her. In order to do this without tipping her hand or disturbing the villagers, she almost never wears her mask when she is on the job, eschewing her bond for the ability to masquerade among humans seamlessly. Her blonde hair, highly unusual for a reaper, completes the disguise. If they found out, she fears the other Watchers would treat her disregard for her bonded mask with disgust and contempt, and she may be correct. However, it is hard to argue with her track record in hunting vampires.

Martin Cole (NE male reaper monk 5/assassin 3) is the founder of the so-called Order of Memitim, also known as the Black Watchers. Cole has developed a technique that allows him and his students to temporarily disable an undead based on the same principles behind an assassin's death attack, since undead are ordinarily immune to its effect. Although he has mostly targeted undead up to this point, Cole's rhetoric presents an equal outcry against others who have cheated death, in keeping with the abilities of the memitim psychopomp to track such individuals. Cole's "list of beings abominable in the sight of the Lady Judge" includes many powerful adventurers who have benefited from *resurrection* magic, as well as extraordinarily powerful wizards and alchemists who have developed paths to eternal youth. Thus far, however, the Black Watchers have been utterly unable to act against any such powerful non-evil entity, and so they are respected by many of the other Watchers for their actions against undead. It is clear that Cole is angling at a spot on the High Council at next year's election, but only time will tell if the future holds more in store for the Black Watchers.

Threnody

*"Betrayed in the dark, I am helpless and alone
I start to cry, I close my eye, my tears the weight of stone
I feel the hollow echoes of you I cannot shake
Threnody of loss, love's final wake.*

*You told me to wait and my heart clung to your lies
But as time passed and I held fast the hope dulled in my eyes*

*Was it Hrista's or another's lips that tempted you from me?
I fear one, and then the other, equally"*



Threnody is a popular three woman band that specializes in mournful songs, ranging from emotional laments of love lost to contemplative pieces on the philosophy of death. Many of their songs have a signature style, with a haunting leitmotif explored in the song's first few stanzas, only to transform into a subtler guise and flow in the background throughout the rest of the song, reaching a fully-voiced triumphant incarnation at the piece's end.

The three members are Katrina Darkmoon, Aliande Blackrose, and Renna Lastwhisper, though the surnames are stage names.

Katrina Darkmoon (CN female reaper celebrity bard 5) is the band's public face and the showiest and flashiest of the three. She has long dark hair and a regal mask of dark purple shaped like a stylized double scythe blade and thus showing off much of her face. Katrina is extremely stubborn and hates to lose, so when she felt herself having trouble connecting with others throughout her childhood, she made it a contest with herself and redoubled her efforts on training social skills. As a result, she can sometimes come off as too forceful or a bit affected, but her training has otherwise produced results, allowing her to hobnob among ordinary humans with few difficulties. Katrina sees herself as the obvious lead singer of the three and generally demands the biggest and flashiest parts for herself. Aliande and Renna know they could not have made it as far as they have without Katrina's persistence, but sometimes they wish she would work on her ego. When they try to gingerly bring up anything approaching the issue, Katrina typically accuses the other two more timid women of ganging up on her and acts hurt, thus tabling the inevitable conflict for at least a time. For her own part, Katrina is blind to the fact that she might be hurting or upsetting the other members of Threnody. She remembers the stares growing up and hopes to be both a role model to any other rare reaper girls out there and a force toward a positive change in public perception of reapers, making reapers themselves popular by association with herself and her two friends.

Aliande Blackrose (NG reaper dirge bard 5) is usually Threnody's backup singer, though in truth she is a more talented singer than Katrina, and Aliande's haunting refrains are the cornerstones of Threnody's most popular pieces. Renna, who writes the music for Threnody, is aware of this fact, and so she simply writes pieces with a complex leitmotif delivered via beautiful and technically demanding harmonies. Aliande has chestnut brown hair, quite light for a reaper, and she wears an elegant green half mask that covers only her upper face, complementing her eyes and keeping it easy to breathe and sing without restriction. Aliande has had numerous short and disastrous attempts at relationships with human men, but she recently officially revealed that she has entered a relationship with Renna, fulfilling the shy writer and accompanist's long-time crush. Renna Lastwhisper (CG human bard 4) is the group's shyest member. She has curly dark hair and pale skin, typical of a reaper, and she wears a simple white mask reminiscent of a nosoi's. However, Renna has a big secret—she is not actually a reaper, just a young woman wearing a white funeral mask. Since the members of Threnody do not fight evil spirits, Renna has never been discovered to lack the fundamental powers of a true reaper. Renna was always strangely fascinated by sorrowful topics that other girls avoided. When she saw Katrina and Aliande's less-successful two woman group, Kindred Spirits, in performance, she immediately fell for Aliande, so she made herself a reaper mask and offered to join them as

a third. Katrina was eager to help the woman she assumed to be another young reaper, and Aliande was impressed with Renna's talent at writing both music and lyrics after reading some samples the faux reaper had written. It was Renna who suggested the name, Threnody, for its meaning as a sorrowful song as well as for the fact that it sounds similar to both the words 'three' and 'trinity', indicating the group's three women. Recently Renna and Aliande entered into a relationship, at which point Renna revealed everything to her longtime crush. Aliande still is not sure how to take it, but she has decided to forgive Renna for her deception and to continue hiding it from Katrina, who Aliande is sure would not be so forgiving.

In Your Campaign

Reapers and the GM

As the GM, it is up to you to what extent you will integrate reapers into your world. By default, they are extremely rare, but you can adjust their rarity to suit your needs. Assuming you decide to insert all the material from this book into your campaign, there are numerous ways to use it.

- **Reapers as otherworldly oddities**—You can insert an individual reaper into an ongoing adventure or campaign at a time that calls for a glimpse of something dark. When using reapers for their otherness, you can build the creep factor, even with experienced players, if they have no idea you bought this book and have never heard of reapers before. Perhaps the players meet a young reaper girl who they think is a human and who screams of cold, darkness, and death as incorporeal undead the party cannot see draw close within the walls. For the strongest effect in this situation, use storytelling elements to reveal the reaper's power, rather than announcing the mechanics. For instance, rather than announcing that the girl has granted her weapons the ability to strike incorporeal creatures, you can describe how in her terror, she grabs a kitchen knife and tosses it into one of the shadows, somehow cutting the thing and pinning it to the wall for an instant so the group can escape.
- **Reapers as allies or rivals**—In a campaign that focuses around strange creatures, death, and the undead, the party might find themselves as allies, rivals, friends, lovers, or business partners of a lone reaper NPC who investigates many of the same cases but practices a different methodology or serves a different master. If the PCs are bastions of virtue, perhaps a true neutral reaper inquisitor in the area gets the job done, even if she has to get her hands dirty, making her an ally at first but with building tension when the party disagrees with her methods. Rather than a single reaper, you can use members of organizations like the Watchers for this role.
- **Reapers as enemies**—Whether a lone unhinged reaper or an organization like the Cabal of the Unborn, reapers can make for terrifying enemies, particular if you use some of the advice from the first section and keep the existence and abilities of reapers close to the chest. The Cabal of the Unborn is a worthy opposition force for an entire campaign, with multiple layers of danger. The players could start by thwarting a reaper necromancer who was backed by the cabal only to later go deeper into the rabbit hole as they discover just how dangerous the cabal's goals really are. With the *steal life* spell, the PCs might encounter undead members of the cabal in their mortal guises without realizing it, and the spell's

end conditions can be a potent escape mechanism for a recurring villain.

- The Reaper Campaign—This is where you jump headfirst into the reaper material and make a campaign centering around reapers. Players would be encouraged to play reapers, and they would probably be members of a heavily-reaper organization like the Memoriam or the Watchers. Possible focuses for a Reaper Campaign are Watchers vs Cabal of the Unborn (focus on plenty of battles with necromancers and dark creatures), Memoriam vs Sisters of Silence (focus on paranoia, the control of information, and wondering who to trust), Spirit Guides (with episodic psychopomp duties: each session can have a mission in a new location, requiring the team to help a restless spirit move on), or even Paranormal Investigators (an urban campaign with occult mysteries and dark secrets for the group to solve).

NPCs

YOUNG REAPER CR 1/2

XP 200

Reaper ranger 1

NG Medium outsider (native)

Init +3; **Senses** darkvision 60 ft., soul sense 5 ft.; Perception +6

DEFENSE

AC 19, touch 13, flat-footed 16 (+6 armor, +3 Dex)

hp 13 (1d10+3)

Fort +4, **Ref** +5, **Will** +2; +1 vs death effects, level drain, negative energy

OFFENSE

Speed 20 ft. (30 ft. without armor)

Melee shortsword +2 (1d6+1/19–20)

Ranged longbow +4 (1d8/x3)

Special Attacks favored enemy (undead +2), reaper's scythe (1 round/day)

STATISTICS

Str 13, **Dex** 17, **Con** 14, **Int** 8, **Wis** 14, **Cha** 8

Base Atk +1; **CMB** +2; **CMD** 15

Feats Point Blank Shot

Skills Heal +6, Knowledge (nature) +3, Perception +6 (+8 vs. undead), Stealth +3, Survival +6 (+8 vs. undead, +7 to track); **Racial Modifiers** +2 Bluff vs psychopomps, +2 Diplomacy vs psychopomps, +2 Intimidate vs psychopomps

Languages Celestial, Common

SQ grave's mercy, track, wild empathy +0

Gear arrows (20), breastplate, funeral mask, longbow, shortsword, 10 gp

REAPER DUSK DRUID CR 3

XP 800

Reaper druid (dusk druid) 4

CN Medium outsider (native)

Init +2; **Senses** darkvision 60 ft., soul sense 5 ft.; Perception +10

DEFENSE

AC 19, touch 12, flat-footed 17 (+7 armor, +2 Dex)

hp 33 (4d8+12)

Fort +6, **Ref** +5, **Will** +7; +4 vs. death effects, negative energy, energy drain, and the spell-like and supernatural abilities of undead.

OFFENSE

Speed 20 ft. (30 ft. without armor)

Melee mwk scythe +5 (2d4+1/x4)

Domain Spell-Like Abilities (CL 4th, concentration +7)
7/day—*rebuke death*

Druid Spell-Like Abilities (CL 4th, concentration +7)
2/day—*command undead* (incorporeal undead only)

Druid Spells Prepared (CL 4th; concentration +7)
2nd—*cure moderate wounds* ^D, *flame blade*, *lesser restoration*, *see invisibility*

1st—*cure light wounds* ^D, *deathwatch*, *entangle* (DC 15), *goodberry*, *longstrider*

0 (at will)—*create water*, *flare* (DC 14), *know direction*, *stabilize*

D Domain Spells; **Domain** Healing

STATISTICS

Str 12, **Dex** 15, **Con** 14, **Int** 10, **Wis** 18, **Cha** 6

Base Atk +3; **CMB** +4; **CMD** 16

Feats Lightning Reflexes, Scribe Scroll

Skills Heal +10, Knowledge (nature) +9, Perception +10, Spellcraft +9, Survival +5

Languages Common, Druidic

SQ spirit bond (Healing domain), spirit sense, undead trackless step, woodland stride

Gear +1 *ironwood breastplate*, *feather token (whip)*, funeral mask, masterwork scythe

REAPER SPIRIT GUIDE CR 6

XP 2,400

Reaper fighter 5 spirit guide 2

LG Medium outsider (native)

Init +6; **Senses** darkvision 60 ft., sense spirits 60 ft., soul sense 5 ft.; Perception +2

DEFENSES

AC 21, touch 12, flat-footed 19 (8 armor, +2 Dex, +1 natural)

hp 62 (5d10 + 2d8 +21)

Fort +7, **Ref** +4, **Will** +4; +1 vs fear, +3 vs death effects, level drain, negative energy

Defensive Abilities bravery +1; **DR** 2/adamantine

OFFENSE

Speed 20 ft. (30 ft. without armor)

Melee +1 *spear* +12 (1d8+9/x3)

Special Attacks reaper's scythe, weapon training (spears +2)

STATISTICS

Str 16, **Dex** 15, **Con** 14, **Int** 10, **Wis** 14, **Cha** 6

Base Atk +6; **CMB** +9 (+11 sunder); **CMD** 21 (23 vs sunder)

Feats Bonded Mask, Impregnable Mask, Improved Initiative, Improved Sunder, Power Attack, Toughness, Weapon Focus (spear), Weapon Specialization (spear)

Skills Climb +13, Heal +7, Knowledge (religion) +10, Ride +7, Sense Motive +7, Survival +12; **Racial Modifiers** +2 Bluff vs psychopomps, +2 Diplomacy vs psychopomps, +2 Intimidate vs psychopomps

Languages Abyssal, Common

SQ armor training 1, grave's mercy, spirit empathy +0, spirit's voice (spirit pool 6, *blood biography*), the call

Gear +1 *banded mail*, +1 *spear*, *amulet of natural armor* +1, *potion of cure moderate wounds*, funeral mask

REAPER SORCERER

CR 8

XP 4,800

Reaper sorcerer 9

CN Medium outsider (native)

Init +3; **Senses** darkvision 60 ft., soul sense 5 ft.; Perception +2

DEFENSES

AC 17, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 dodge, +1 natural)

hp 52 (9d6+18)

Fort +4, **Ref** +6, **Will** +8; +5 vs death effects, +4 vs disease, poison, +1 vs energy drain, negative energy effects

OFFENSE

Speed 30 ft.

Melee *quarterstaff* +3 (1d6–1)

Special Attacks reaper's scythe

Sorcerer Spell-Like Abilities (CL 9th, concentration +12)

6/day—*spirit touch*

9 minutes/day—*sepulchral veil*

Sorcerer Spells Known (CL 9th, concentration +12)

4th (4/day)—*bestow curse* (DC 19), *call spirit*, *summon monster IV*

3rd (7/day)—*blink*, *dispel magic*, *halt undead* (DC 18), *ray of exhaustion* (DC 18)

2nd (7/day)—*command undead* (DC 17), *false life*, *scorching ray*, *see invisibility*, *touch of idiocy*

1st (7/day)—*cause fear* (DC 16), *charm person* (DC 14), *chill touch* (DC 16), *deathwatch*, *mage armor*, *magic missile*, *ray of enfeeblement* (DC 16)

0 (at will)—*arcane mark*, *bleed* (DC 15), *detect magic*, *disrupt undead*, *open/close*, *prestidigitation*, *ray of frost*, *touch of fatigue* (DC 15)

Bloodline psychopomp

STATISTICS

Str 8, **Dex** 16, **Con** 13, **Int** 10, **Wis** 14, **Cha** 17

Base Atk +4; **CMB** +3; **CMD** 17

Feats Combat Casting, Dodge, Eschew Materials, Greater Spell Focus (necromancy), Quicken Spell, Spell Focus (necromancy), Toughness

Skills Knowledge (religion) +12, Spellcraft +12; **Racial Modifiers** +2 Bluff vs psychopomps, +2 Diplomacy vs psychopomps, +2 Intimidate vs psychopomps

Languages Abyssal, Common

SQ bloodline arcana (otherworldly resistances), grave's mercy

Gear *amulet of natural armor* +1, *bracers of armor* +2, *headband of aluring charisma* +2, funeral mask, quarterstaff

REAPER PRIEST

CR 11

XP 12,800

Reaper cleric of Aeacan 12

LE Medium outsider (native)

Init +0; **Senses** darkvision 60 ft., soul sense 5 ft.; Perception +4

Aura law

DEFENSES

AC 23, touch 10, flat-footed 23 (+10 armor, +3 shield)

hp 93 (12d8+36)

Fort +11, **Ref** +6, **Will** +12; +1 vs death effects, level drain, negative energy

OFFENSE

Speed 20 ft (30 ft. without armor)

Melee +1 *frost morningstar* +12 (1d8+2 plus 1d6 cold)

Special Attacks channel negative energy (5/day, 6d6, DC 18), reaper's scythe, staff of order, weapon of life

Domain Spell-Like Abilities (CL 12th, concentration +16) 7/day—*gentle rest*, *touch of law*

Cleric Spells (CL 12th, concentration +16)

6th—*greater dispel magic*, *heal*, *hold monster* ^D (DC 20)

5th—*disrupting weapon* ^D, *flame strike*, *plane shift* (DC 19), *righteous might*

4th—*cure critical wounds*, *lesser planar ally*, *order's wrath* ^D (DC 18), *poison* (DC 18), *summon monster iv*

3rd—*bestow curse* (DC 17), *blindness/deafness* (DC 17), *cure serious wounds* x2, *speak with dead* (DC 17), *word of expulsion* ^D (DC 17)

2nd—*bull's strength*, *gentle repose* ^D, *hold person* (DC 16), *lesser restoration*, *owl's wisdom*, *resist energy*

1st—*cause fear* (DC 15), *deathwatch* ^D, *divine favor*, *doom* (DC 15), *sanctuary* (DC 15), *shield of faith*

0 (at will)—*bleed* (DC 14), *detect magic*, *guidance*, *stabilize*

D Domain Spells; **Domains** Law, Repose (Oblivion)

STATISTICS

Str 14, **Dex** 10, **Con** 16, **Int** 10, **Wis** 19, **Cha** 10

Base Atk +9; **CMB** +10; **CMD** 20

Feats Extra Channel, Heavy Armor Proficiency, Improved Channel, Improved Lightning Reflexes, Lightning Reflexes, Spell Penetration

Skills Heal +19, Knowledge (religion) +15, Spellcraft +15; **Racial Modifiers** +2 Bluff vs psychopomps, +2 Diplomacy vs psychopomps, +2 Intimidate vs psychopomps

Languages Common, Infernal

SQ grave's mercy

Gear +1 *blinding heavy steel shield*, +1 *frost morningstar*, +1 *full plate*, *bead of force*, *belt of mighty constitution* +2, funeral mask

section 3

Seedlings



Reading Her Forgotten Journal

Golden gently drew her fingers along the spine of her old journal. She had forgotten that it was in the bottom of her chest, where it had lain since that awful night fifteen years ago. Picking it up with a gloomy sense of inevitability, she opened it and began to read...

Journal, 4th day of Spring, 1475th year of Clan Mossbranch.

Today is my first day as an adult member of the clan. I have recovered from my successful trial and received my name at the ceremony this morning—Mossbranch Whisperleaf Goldenlight. I have a beautiful whorl pattern over my right cheek. My family and Elder Meadowvale colored it with blackberry paste so that it healed a rich purple. I've finished my defense training, an act our elven friends consider "war"—such a foreign concept. We do not seek to conquer, only to defend that which is ours. I now begin my training as a switcher. I've dreamt of this my entire life! I shall protect my family and my clan, giving my life if necessary. Lifeseed, creator and keeper, promises a quick rebirth for those who die in this worthy duty.

Journal, 25th day of Summer, 1475th year of Clan Mossbranch.

I just returned from my first patrol of our borders, and all is quiet. There are some rumors at home, sorrowful rumors. Some are speaking of leaving the leadership of Elder Meadowvale because of the lack of rain and the potential for famine to strike this winter. Others are willing to wait out the summer before seeking new territory. Only a very few are supporting the Elder with no conditions. I don't worry myself with it too much. Clan Mossbranch's territory borders the lands of the Crookedbough and Windleaf clans. We would have to walk far to find a new territory. Better to wait until after the snow melts next Spring.

Journal, 57th day of Autumn, 1475th year of Clan Mossbranch.

We didn't meet any patrols from either Crookedbough or Windleaf this circuit. Some creatures that normally go to ground are still out and about. I worry what this winter holds for us. Darker things seem to hunt the night. I gave my report to the Elder Council. I don't know what good it will do. I should not be leading patrols yet, let alone giving reports to the Council, but too many have disappeared on watch or during a patrol. The Council simply accepted the report and moved on with planning the Mid-Winter Festival that celebrates the new year. Usually this is a time of Clans coming together. Newly recognized adults are celebrated, mates are chosen, and tales of the past are told. Only Mossbranch is left, and we are dwindling.

Journal 2nd day of Winter, 1476th year of Clan Mossbranch
1st year of Orphans.

A pall of smoke covers the Clans' territories; we are no more. Our celebrations for the new year ended in sightless eyes and stilled breaths. Elder Meadowvale would have been stripped of her rank and had the colored markings burned from her face, but she's dead. I don't even know who among us would hold that rank now.

Where to start? Most were eagerly enjoying the stories and revelries. Clans Crookedbough and Windleaf had not answered our invitations, so no mates could be chosen.

Unbeknownst to most, the four messengers we sent ten days before hadn't returned. I was very uneasy. The attack came when all but those few on duty were fully involved with the festivities.

Our attackers—I don't know what they were, but they walked on two legs—knew of our ability to take tree form. They set our forest on fire. Only those of us on duty made it through relatively unharmed. Half of us aided those few who managed to escape the flames. Half of us harried the enemy's flanks to protect the survivors. Many died during the confusion. My switch bit into the flesh of a sentient being for the first time last night, and I rejoiced in the middle of the horror. Now, walking through the ash of my home, I can't find the tears to mourn.

Most of the survivors are adolescents and young adults like me. We are now orphaned, without home or succor. The few switchers that remain will take the youngest to the elves. Perhaps they can offer refuge and healing. Some say they will seek revenge. The blood spilled last night seems to have seeped into their minds and spoiled them.

Me...I will do my duty and escort the most vulnerable of us to the elves. Then, I shall seek the outside world for places where the sun is bright and the wind is strong. Perhaps, if we had exposed ourselves to outsiders, we would have been better able to anticipate what happened last night. Perhaps, if they have understanding and respect for us, last night will be the last nightmare we must endure.

The tears Golden could not find when she wrote that last entry finally flowed down her cheeks. "Goodbye," she whispered. Picking up a pen from Talathel's desk, she wrote a final entry.

Journal, 1st day of Summer, 15th year of Orphans.

Hello, journal. I have not written in years. It hurt too much. Many things have changed; some good, some not. Such is life. I had the good fortune of meeting a young elf named Talathel—an aspiring magus—when I and the other survivors finally reached Althalyn, the nearest elven village. Talathel has been my constant companion. He was the impetus for our wanderings and adventures. I greatly appreciate those distractions, as they gave me time to grieve. Our clan has grown to include Anafa—a halfling more suited to the stage than the road, Fijit—a gnome whose name perfectly fits him and his illusions, and Ausk—a half-orc druid, believe it or not. Ausk's orc tribe and its allies were responsible for the destruction of my clan. We met while the big lug was trying to coax new seedling growth in another clan's devastated territory. I forgave him on the spot!

We have amassed quite a bit of wealth and purchased a home...well, an estate really. Imagine that! Land of our own. I have plenty of room to roam and plant, although my favorite place is Ausk's small grove. I have completed my journey on the switcher path, having never abandoned it. I have found that I have the ability to defend my Clan, as I could not all those years ago. Yes, these four are my Clan. I defend them with honor; I'm sure Lifeseed and Knotwood approve of my choice.

This is my last entry. May it stand as a testimony to the resilience of seedlings, the truth of Clan Mossbranch's demise, and the power of life and forgiveness.

RACIAL TRAITS

General Info/History: Some say seedlings are the young of treants. Others say they are wood spirits given physical form. Not even the seedlings know for certain.

Seedling communities are most commonly found in primordial forests that have seen little disturbance from outside forces. Born in a time immemorial to them now, they are one with their forests. Few ever leave the forest in which they were born. A quiet people, they prefer diplomacy to combat. Their ability to go undetected when necessary is usually enough to keep their communities safe. When threatened, they are a force to be reckoned with, as the forest itself rises up to defend them. They are fierce defenders of those who gain their trust and those they consider allies.

Physical Description: Seedlings stand about 5-5 ½ feet tall. Though slender, they are heavier than they appear, weighing an average of 130-160 lbs. Switches, slender and supple twig-like structures with leaves or nettles attached, pass for seedling hair. During spring, small flowers, cones, or berries appear among the switches, adding texture and color to an otherwise grey-green mane. These fade away by winter, although the leaves and nettles remain green year round. Their skin is thick and bark-like, varying in color and texture based on the dominant tree in their home wood. Adult seedlings' appearance is further enhanced by the ritual scarification received during their rite of passage, which designates clan membership. These scars are always on the face and neck and are dyed using a serum prepared specifically for this purpose. Seedling eye colors are normally a shade of the individual's skin color, with lighter-skinned seedlings having darker eyes, and darker-skinned seedlings having lighter ones. Seedlings appear androgynous to untrained non-seedlings, but they can recognize gender among themselves through the flowers and berries in their switches. All other such gender-defining characteristics are internal.

Seedling Racial Traits

+2 Constitution, +2 Wisdom, -2 Dexterity: Seedlings are shrewd and hardy, but they are physically less flexible than humans due to their bark-like skin.

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

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

Low-Light Vision: Seedlings can see twice as far as humans in conditions of dim light. Seedlings make their home in the twilight beneath the thick, intertwined canopy of primordial forests, and they are used to seeing with limited sunlight.

Natural Armor Bonus: Their plant-like nature has gifted seedlings with a fibrous, stiff skin much like bark. This grants them a +1 natural armor bonus.

Photosynthesis: While seedlings need to eat and breathe, their leaves and nettles can photosynthesize their own food and oxygen, allowing seedlings to go longer without sustenance. They receive a +2 racial bonus on Constitution checks to resist suffocation, drowning, and starvation.

Planting: As a standard action, seedlings can extend their feet into the earth below them, rooting themselves to a single point. This spell-like ability functions similar to a *tree shape* spell with the following changes: the size of the tree is Medium instead of Large, and the seedling can only assume the shape of a tree sapling resembling her own appearance. For example, an oak seedling can assume the shape of an oak sapling but not a pine or maple sapling. While in this form, the seedling gains tremorsense out to 30 feet. A seedling may maintain a *planting* for up to 24 hours.

Plant-Resistance: Seedlings receive a +2 bonus on saving throws versus mind-affecting effects and paralysis.

Plantkin: Seedlings have the following spell-like ability: 1/day—*speak with plants*. The caster level for this effect is equal to the seedling's level.

Languages: Seedlings begin play speaking Common, Seedling and Sylvan. Those with high intelligence can choose the following as bonus languages: Draconic, Elven, Gnome, Goblin, Orc, and Treant.



Society: Seedlings are communal by nature. They organize themselves in pairs, families, and clans. Families are based on a likeness of type, such as oak or spruce. Clans are based on territorial areas, but may extend to whole geographic regions. A strict hierarchy of elders exists in seedling society. Elders are looked to for their wisdom and guidance when decisions need to be made by consensus.

Relations: Seedlings get along well with fey and other sylvan races. They have a passing acquaintance with elves, often allying with those elves who share their wood. Because seedling communities are remote, they rarely interact with other races. Out of self-defense, they avoid those other races that are nearby, reaching out to them only for necessities, such as trade.

Alignment and Religion: More so than most other races, seedlings are tied to nature and the cycle of birth and death. These ties influence their alignment, with most seedlings being neutral. They venerate gods and goddesses related to natural phenomenon in addition to their own small pantheon: Lifeseed is the seedlings' creator and keeper; Silverleaf, sometimes called Peacekeeper, preserves family and clan; Knotwood is their defender; and Eldest Elder is the seer who led them to the forests' refuge in a time long ago lost to myth.

Adventurers: Most seedlings found outside their forests are either members of a clan or family seeking new territory or orphans. These clanless orphans are most likely to take up the adventuring path, either to avenge their lost kin or to find a new clan. Wanderlust is rare among seedlings but not entirely unprecedented. Many seedlings find the druid's path a good fit to their natural abilities, although there are many rangers among them, and also specialized fighters known as switchers.

Names: Seedling names are composed of a given name, a family name, and a clan name. If a seedling formally introduces herself to another seedling unknown to her, she gives her clan name first, followed by her family name, and then her given name. With non-seedlings, she shares only her given name to protect her family and clan. Seedlings who spend a large amount of time with non-seedlings often shorten their given name or choose a new name from the culture or race with which they associate. Given names do not differentiate between male and female seedlings.

Clan Names: Autumn Leaf, Short Nettle, Broken Cone

Family Names: Knottwist, Shimmerbark, Goldenbough

Given Names: Moonshade, Sunnyleaf, Lightripple

Traits ^{APG}

The following race traits are available for seedlings.

Fast Striker: Your family or clan has been in a constant state of combat since before you were born. Whether attempting to resist the encroachment of civilization or settling in a new territory, you can quickly uproot yourself in response to necessity. You can end your planting as a move action instead of a full-round action.

Off-Shoot: Your parents instilled in you the strength of will to champion the things you in which you believe, just as they did when they formed a new clan years ago. You gain a +1 trait bonus on Will saves.

Orphan: Due to an unfortunate event or chain of events, you found yourself alone without family or clan to support and aid you. You gain a +1 trait bonus on Survival checks, and Survival is always a class skill for you.

Scarred: Your coming of age scarification ritual went horribly awry, leaving you disfigured. You gain a +1 trait bonus on Intimidate checks, and Intimidate is always a class skill for you.

Trader: You grew up on the outskirts of your clan's territory. Interacting with outsiders is easy for you since you grew up listening to your elders barter for goods and negotiate trade prices. You gain a +1 trait bonus on Appraise checks, and you can use your Appraise modifier in place of your Diplomacy modifier when negotiating, as long as money or items of monetary value are part of the negotiations.

Alternate Racial Traits ^{APG/ARG}

The following racial traits may be selected instead of existing seedling racial traits. Consult your GM before selecting any of these new options.

Burned One: You survived a forest fire or being struck by lightning. You gain your choice of fire or electricity resistance 5. Once chosen, this choice cannot be changed. This racial trait replaces plant resistance.

Dark Root: Your lineage is more closely related to tubers and other root plants than to soaring sequoia or grand oaks. You gain darkvision 60 feet and a burrow speed of 15 feet. This racial trait replaces low-light vision and plantkin.

Desert Kin: Your clan's ancestors were desert-dwelling plants. The whole of your body is covered with small spines. When you are struck with a natural weapon or unarmed strike, your opponent suffers 1d3 points of piercing damage. You also deal this damage to your opponent each round while grappling. This racial trait replaces planting.

Pestilent: Your lineage began in a stagnant swamp. You gain +2 on Fortitude saves against poison and disease. This racial trait replaces plant resistance.

Society & Lands

Arts and Crafts: Seedlings often use natural dyes, fibers, and other resources common to their woodland homes to create homemade handicrafts. Seedlings also long ago developed scarification into an art form. Beginning on the first anniversary of his birth, a seedling's family and Elder begin to regularly mark him with small scars that resemble bark patterns once they have healed. This scarring is minor relative to the seedling's overall body size, being limited to his torso and limbs. This ritual scarification continues throughout the seedling's life and ultimately serves to align the seedling's physical appearance with his arboreal heritage and to denote his membership within seedling society. Once a seedling has reached maturity, which normally occurs around his 100th year, he receives additional scarring as a mark of his adulthood. This mark is first made on the face in stylized whorls and other patterns and then dyed with natural substances such as ash, ochre, and various berry pastes. The seedling's marking typically starts around the cheeks and eyes, but may broaden to other facial areas including the ears and jaw.

Magic: Seedlings have a healthy respect of magic that borders on fear, and they prefer to avoid it. They treat even god-given divine magic with care, fearing that it could be taken from them or manipulated as punishment for their transgressions. The only spellcasters welcomed in seedling society with little open concern are bards, druids, magi, rangers, and summoners. Bards are seen as storytellers and

harmless illusionists, though seedlings have little experience with powerful bardic enchantments. Druids and rangers have a comfortable place in seedling society, which views their magic as an extension of their own knowledge of the natural world. Seedlings accept magi readily, valuing their martial skill for its use in defending the community. Seedling communities welcome summoners and their eidolons, whose bond reminds them of their own relationship with the animals that share their home. Clerics and oracles, though respected, are thought to be slightly unpredictable, for their magic could be taken away at the whims of their divine patrons. The spontaneous character of a sorcerer's magic and the dark powers in which witches seem to traffic worry seedlings greatly. Alchemists and wizards fare only slightly better, for their magic is shackled by the need for preparation, making them far more predictable. Inquisitors and paladins are considered outsiders with no ties to the seedling community.

Technology: Seedling-made technology, including things such as leather backpacks, pottery, and quarterstaves, is composed of natural substances. More refined products, such as the scarring serum, have specific cultural purposes. Seedlings prefer phosphorescent sources for lighting, avoiding regular torches and oil lanterns for obvious reasons. Seedlings trade with outsiders in enclaves to obtain manufactured goods, such as metal weapons and armor, silver and gold jewelry, and distilled and purified alchemical substances.

Love and Mating: Seedlings imbue their pure lineages with a great deal of social and religious value. Typically, family Elders and parents have open discussions of mating at major festivals, most especially the Mid-Winter Festival that marks the new year of the seedling calendar. Only after the many possible pairings are evaluated for personality and social compatibility does an individual's choice enter the process. Over the next two seasons, the young seedling pairs spend time together to become better acquainted. During this time, it is not unheard of for a young seedling to have four to six suitors, some of which she proposed and others who would like to choose her. In autumn, the seedlings' choices for the final pairing are revealed. Should a single seedling be the final choice of two or more others, that seedling chooses between those that desire her. A seedling not chosen in such a situation must wait a year before mating to regain emotional stability. If a seedling cannot make a choice between mates, she is deemed too immature to enter into a mating. At this point, the process ends for her and she can try to find a mate again in a year. During the Mid-Winter Festival one year after the initial negotiations, all final pairings are formalized and recognized. This relationship is considered inviolate; divorce or separation is unprecedented in seedling society.

War: Seedlings do not understand war, though they do understand the concept of armed defense. War for conquest or resources is a perversion of what Peacekeeper and Knotwood have taught. As such, offensive war is not an act in which seedlings engage. The Mossbranch Clan's near annihilation fifteen years ago and the opening of some Clans' borders to outsiders may have set the seedlings on a path to changing their understanding of war. In recent times, some individuals have begun to plan confrontations with anyone aggressive with their community, though such plans are unofficial.

Aging and Death: As seedlings age, most grow taller or wider, and their skin is marked with a more gnarled, bark-

like appearance, like the trees of their lineage. Age affects the appearance of a seedling most notably in the last year of his life. At that time, the seedling's leaves or nettles (as appropriate) change in color. Leaves become yellow, red, orange, or brown. Nettles slowly turn brown. During the last month of life, both nettles and leaves fall out. For this final year, the community celebrates the seedling's life with song, dance, and story. After death, the deceased is laid to rest beneath the shade of the oldest tree within the community's territory that he resembled in life. All community members cut a switch from their manes during the ceremony, donating it in the departed seedling's honor. Over the next week, the elders weave a wreath from the donated switches. This week is one of silence and contemplation for the community allowing everyone to come to terms with their loss. One week to the day after the seedling's death, the community comes together to place the wreath at the feet of the deceased. This is the signal for mourning to cease and community activities to resume normally.

Culture: Seedlings are communal by nature. Every decision, every judgment, and every action is viewed through a communal prism, framed by the question, "How will this affect the group?" If the answer to this question is negative, the action is often abandoned outright or debated further. Most seedlings are mistrustful of outsiders and feel community isolation is best for maintaining cohesion. Some, such as Darkmoon, the Eldest of Whisper Wood Clan in Lakeview Ridge, are actively working to change this separatist tendency.

Government and Leaders: Most seedling communities are overseen by an Elders' Council. The leaders of these councils are called the Eldest, and all other council members are called Elders. As these titles imply, the representatives on the councils are usually of old or venerable age and still active in the community. These elders are selected from the elders of family councils, which themselves are formed of elders representing each branch of the family's lineage. In times of need, neighboring clans may form a council for their greater area from representatives of their respective councils. Though there are stories of an overarching seedling Elder Council consisting of representatives from area councils, these stories date from millennia ago and have no modern correlation.

Council offices are not absolute. An elder can be removed from a council if the community wishes it. If the elder is removed for dereliction of duty, breach of trust, or another egregious wrongdoing, the scar earned when the elder was first named to the post is burned away. The scar that remains is a mark of shame. No seedling removed in this way has ever earned a scar denoting him as a communal contributor again. Such disgraceful removals from council are rare, however.

Each council, whether a family council or a greater one, cares for communal business, so that other members of the community can see to their daily work. However, every seedling has a say should he wish to exercise it. Seedlings often make use of this privilege in situations that warrant special concern.

Communities and Settlements: Seedling communities and settlements vary depending on their environment and purpose. Most seedling trading enclave possess simpler trappings of human or elven society with bark and willow lodges, paths clear enough for cargo to pass through easily

and shallow shores for river landings. An isolated community consisting of a single family or clan keeps multiple caches of goods and materials that the community members share, but their settlement remains otherwise well hidden. More integrated clans made of many seedling families are more easily detected. In the center of such a community sits the Speaker's Stump, where public dialogue takes place. Under woven tarps throughout the community's territory, crafters and traders bring their wares. Few outsiders encounter communities with seedling children. These communities stay hidden deep within a clan's territory. More often, outsiders come in contact with adult seedlings in trading enclaves, scattered along the edges of their territories or sometimes found in the settlements of friendly races.

Clans and Families: Seedling pairs form the basic building blocks of seedling family life. These pairings last their whole lives. Families themselves consist of seedlings of the same lineage (oak, fir, maple, or spruce, for instance) related through heredity or mating. The community as a whole raises the seedling children.

A seedling clan is an extended community that consists of all the families living within a territory. The types of seedlings in one clan might be determined by climate or region, while another clan might be made of families that trace their lineage to similar kinds of trees (such as deciduous or evergreen). For example, the Autumn Beauty clan consists of oak, maple, and elder (all deciduous trees) seedlings occupying one territory, but the Brown Root clan of pine, oak, and ivy (all trees from temperate zones) lives in another.

New clans or family segmentations remain extensions of their parent communities.

History and Lore: Seedlings preserve their history orally. They eschew written history to keep the treasured story of their people closely guarded. Many of their greatest triumphs and worst tragedies remain so shrouded in myth and changed from retellings that particulars sometimes lose accuracy with passing generations. Interesting tidbits, however, can be gleaned from their stories with careful attention to detail and a great deal of patience.

Language and Script: Hearing a seedling speak in her native language reminds the listener of wind passing through branches, leaves fluttering against each other, and the crackling of autumn leaves beneath one's feet. The seedling language is tonal but relies on subtle limb movements to convey nuance and meaning. Seedlings use a variant of Elven script when they need to document important dealings with outsiders, such as trade agreements, bills of lading, and arcane writings, such as scrolls and spellbooks. More recent generations of seedling youth find writing down personal thoughts during their coming of age both enjoyable and self-enlightening. Some seedlings even continue this writing until mated.

Economy: Within their own communities, seedlings share their resources and use their talents to the benefit of all, both during ordinary times and during crisis. Clans and families that trade with outsiders barter crafts and renewable resources, such as glow moss bags, berries prized by spellcasters, feathers, flowers, as well as animals, birds and insects of all kinds (and their fecal matter), forest plants, reptiles, and even rare ironwood. Seedlings are very reluctant to trade in finite natural resources, such as coal, gemstones, gold, and sulphur, for they fear giving outsiders reason to venture into



their territory and seek out these resources for themselves. Seedlings will not trade in arbor, fruit, or nuts.

Some trading communities keep small amounts of coin in reserve, for occasions when need arises and bartering fails. The amount in reserve depends on the size of the community as well as its location and proximity to trade routes.

Relations: Seedlings have interacted with many races over the generations and possess different relations with each.

Dwarves: Called the Children of Stone by seedlings, dwarves are viewed as necessary oddities, much like boulders that resist the creep of forests. Seedlings keep their dealings with dwarves limited to trade and occasional passage through each other's lands.

Elves: Seedlings find kindred spirits in the elves. They live in the same environments and share a strong connection to nature. Many orphan seedlings seek a place among the elves so that they can feel at home in at least some way.

Gnomes: The elders of seedling society look askance at the gnomes, despite their racial ties to the fey. Seedlings find little to trust in the gnomes' propensity for practical jokes or their mercurial natures. A strange gnome is welcomed with a quick meal, a faster exchange of news, and chivied along on the next leg of her journey. Occasionally, however, a gnome might become a welcome traveling companion to a younger seedling setting off to see the lands beyond the forest.

Half-Elves: Seedlings value their lineages and cross-pollination is not known among them, and so most seedlings find the mixing of human and elven blood incomprehensible. They are just as perplexed by the offspring of such unions.

Half-Orcs: Seedlings fear half-orcs. In addition to their discomfort with mixed bloodlines, seedlings have suffered from orc incursions in the past, and they expect the same or worse from half-blooded orcs.

Halflings: Welcomed in most seedling communities for the information they carry from the outside, halflings are usually the first non-elf outsider young seedlings see. Halfling stories of metal and stone cities under the sky are laughed at by seedling adults, while the younger generations whisper amongst themselves of how strange such places must be.

Humans: Seedlings treat humans with caution, for they are unpredictable: some humans come with a light heart while others come with dark intentions. Seedlings deal with humans only in outer trading communities, much as they do with the dwarves.

Monstrous: At best, seedlings are wary of the various monstrous races and, at worst, openly hostile toward them.

Fey: Dryads share an arboreal connection with the seedlings, and the two races consider each other allies. Seedlings view nymphs as friends also, though they are wary of trickster fey races, such as pixies and satyrs.

Others: Because the habits and motives of those living outside the deep forests are unknown to the seedlings, they always approach such outsiders with caution. Races that live within the forests are better understood, and seedlings associate them with various stereotypes. Beyond these general trends, seedlings generally welcome Good-aligned races, who are often allies or friends. Neutral-aligned races are viewed with caution or suspicion, evil-aligned races are unwelcome, and any who come too close to seedling lands meet with hostility and resistance.

Adventurers: By their nature, seedlings are less inclined than many races to take up the mantle of adventurer. Those who do so usually find this path by accident. Once the adventurous path is found, however, seedlings embrace it wholeheartedly. Seedling adventurers usually have levels in martial or nature-focused classes.

Alchemists: Seedlings do not often work with the potentially deadly concoctions of the alchemist. Those who do are looked at warily, until they show how useful the alchemist's skills are in a pinch.

Barbarians: Seedlings resembling temperate and tropical broadleaf trees such as maple or oak are less likely to be barbarians than those resembling the boreal conifers such as fir or spruce. The rage that fuels a barbarian's strength makes many seedlings uncomfortable. Seedling barbarians usually wander in search of new vistas to explore.

Bards: Because seedling territories are large, and individual settlements within them are often isolated, bards are a welcome addition to any community. News from other clans and the stories told and re-told across the generations will always be welcome, and a seedling bard is an excellent source for both.

Cavaliers: Seedling cavaliers are few and far between, for many seedlings find riding uncomfortable. Those few who choose the cavalier's path follow it faithfully, no matter where the mount and seedling may roam.

Clerics: Most seedlings venerate all their gods, in addition to any other nature gods from surrounding communities

Table 3-1: Height/Weight Table

Seedling Type	Height	Height Modifier	Weight	Weight Modifier
Deciduous	4'0"	+2d10	75 lbs.	x5
Conifer	4'6"	+2d10	105 lbs.	x5

Table 3-2: Random Starting Age

Adulthood	Barbarian, Rogue, Sorcerer, Alchemist, Oracle, Witch	Bard, Fighter, Paladin, Ranger, Cavalier, Inquisitor, Magus, Gunslinger	Cleric, Druid, Monk, Wizard, Summoner
100 years	+3d6	+6d6	+9d6

Table 3-3: Aging Effects

Middle Age	Old Age	Venerable Age	Maximum Age
250 years	375 years	500 years	500+3d% years

that catch their fancy. Clerics typically observe small daily rituals in addition to the larger festivities and responsibilities associated with their chosen deities.

Druids: All seedlings feel a deep connection to the earth from which, according to legend, they were born. Those drawn to the druid path feel a deeper connection to nature than most. Druid adventurers are often those who are seeking to experience the interconnectedness of all things.

Fighters: Fierce defenders of their communities, most seedling fighters wield their signature weapon—the switch whip. Fighters found outside their home territory are usually in search of a rampaging monster or seeking information about newcomers to their territory. Those who choose the adventurer's path do so because they seek new knowledge and skills with which to improve their home's defenses.

Inquisitors: Though they are generally gentle and forgiving, some seedlings become inquisitors after losing their loved ones and seek to punish those responsible. Others see certain races or non-seedling deities as a threat to everything all seedlings cherish. Inquisitors are seen as an uncomfortably necessary defense in what is sometimes a lethally hostile world.

Magi: Some see magic in a weapon; others see a weapon in magic. All seedling magi combine these two views, firmly believing that a robust offense is the best defense. Relatively new to seedling society, magi are quickly earning their place next to the elite fighters known as switchers.

Monks: Most seedlings find the stringent inner focus that monks actively pursue to be at odds with their own outward focus. Those seedlings who do find the inner balance required to follow the monk's path become very formidable.

Oracles: Seedling oracles are valued as the literal mouthpieces of the gods and the hands and feet of nature in all its tempestuous glory. All oracles are respected, though whether they are liked depends on the recent events connected to them. Eldest Elder is said to have been the first seedling oracle.

Paladins: Few seedlings feel the call of the gods very strongly. Of those who do, most usually become clerics. The very few who become paladins serve fervently and go wherever the need is greatest with no regard to borders between seedling and non-seedling lands.

Rangers: Rangers are the backbone of any clan or family seeking new territory. They often guide outsiders to a trading enclave if they come too close to a family settlement. While fighters are the first line of defense against an active assailant, rangers are the deterrent to invasion of seedling communities.

Rogues: Few seedlings fit the rascalion stereotype other races apply to rogues. Seedling rogues take great delight in physical and diplomatic pursuits, often filling diplomatic and mercantile positions. They are typically found in outlying settlements where contact with outsiders is more frequent.

Sorcerers: If a fledgling seedling sorcerer begins to manifest divination or illusion magic, most will simply smile and shrug off any "mishaps." If, on the other hand, the hapless seedling begins to manifest fire or other debilitating magic, that individual will immediately be encouraged to seek shelter and training with the nearest friendly non-seedling community.

Summoners: Seedlings invariably consider a summoner a boon to the community. Eidolons belonging to seedlings typically take on animalistic or plant-like qualities as they evolve. Some of the best known seedling summoners bonded with eidolons that became an amalgam of both fauna and flora.

Witches: Most seedlings will fear a witch, unless she goes above and beyond to prove that she means the community no harm, which requires more effort for the witch than it would for another spellcaster. Many seedling witches are reluctant to work so hard only to be treated so poorly. Consequently, most of them wander, looking for a place to call their own. During their wanderings, they seek whatever knowledge they can glean from the outside world.

Wizards: While a sorcerer cannot believably promise not to burn down a section of forest, a wizard can. As such, they are more welcome among seedlings than sorcerers, though many find the sheer power they wield unsettling. Seedling wizards tend to be elementalists, particularly favoring the earth and water schools.

RACIAL OPTIONS

Racial Archetypes

The following racial archetypes are available to seedlings.

SWITCHER

Associated Class: Fighter.

Associated Race: Seedling

Replaced Abilities: bonus feat (1st level only), bravery, weapon training

Seedlings don't need to wield dead wood or metal to be efficient at protecting their lands or repelling their enemies. They instead utilize their thickest hair switches as whips to brutal effect. Their personal connection to their switch whip grants them the ability to improve the effectiveness of their attacks.

Switch Focus: The switcher gains the Switch racial feat and Weapon Finesse as bonus feats at 1st level.

Switch Poison (Ex): At 2nd level, a switcher can squeeze her switch whip as a free action to make it ooze a viscous sap that causes an itching and burning sensation



on contact. On a successful attack, the target must succeed a Fortitude save (DC 10 + 1/2 the switcher's level + his Con modifier) or become flat-footed. The duration of this poison is 1 round and increases by 1 round for every four levels beyond 2nd. The poisoned creature can spend a standard action scratching the affected area, ending the effect. Switch poison is considered a poison effect. A switcher is immune to his own switch poison. A switcher's switch whip does not ooze this contact poison when wielded by another creature.

Bloodied Thorns (Ex): At 5th level, a switcher's switch whip grows long, hooked thorns, causing it to deal an additional 1d6 points of piercing damage, and 2 points of bleed damage per hit. This bleed damage increases by 2 for every four levels beyond 5th.

Razor Leaves (Ex): At 13th level, the switch whip grows new leaves or nettles similar to those it held while attached to the switcher's head. The edges of this new growth are razor sharp, causing the switch whip to deal an additional 1d6 points of slashing damage. This damage increases by 1d6 every four levels beyond 13th. These razor leaves only function for the switcher himself.

Venomous Essence (Ex): At 17th level, the switcher's switch poison becomes more deadly, inflicting 1d3 points of Constitution damage each round on a failed Fortitude save in addition to the poison rendering the target flat-footed. Two consecutive saves cures this poison.

Weapon Mastery (Ex): The switcher must choose his switch whip as the focus of this ability.

TREE SPIRIT DRUID

Associated Class: Druid.

Associated Race: Seedling

Replaced Abilities: wild shape (18th level only), venom immunity, timeless body

Druids among the seedlings feel their connection to the forests keenly. This connection grants them a greater perceptiveness of who means harm within their home and the ability to do something about it.

Trees Have Eyes and Ears (Su): At 1st level, as a full round action, a tree spirit druid can focus her attention on any tree within 1 mile of her current location. Once she does so, she can hear and see everything occurring within 20 feet of the tree, whether a full battle or the wind in the leaves. The tree spirit druid can maintain this ability through concentration for up to one round per level, though she is considered blinded and deafened while she does so. These rounds do not need to be consecutive, but they must be used in one round increments. At 9th level, the tree spirit druid can see everything occurring within 60 feet of the chosen tree. She must be familiar with the targeted tree to use this ability.

Forest's Vengeance (Su): At 18th level, while using her trees have eyes and ears ability, the tree spirit druid can cast a druid spell through the chosen tree. She must first concentrate for one round, and on any subsequent round in which she concentrates, she can cast a spell, using the tree as the spell's point of origin. Only spells with a casting time of 1 round or less, a duration equal to or less than 1 round per class level, and a range other than personal or touch can be cast in this way.

Prestige Class

The following racial prestige class is available to seedlings.

NEGOTIATOR

The negotiator is gifted with words. An individual many find likable despite any flaws, she excels at getting what she wants, while leaving the impression that the giver received something in return. She may be a sincere mediator trying to hammer out the best agreement for all parties involved, or a fast talker looking for the greatest benefit for her and her benefactors while conceding as little ground as possible. Negotiators are found among tradesmen, craftsmen, courts, and formal foreign delegations. Whenever terms of agreement need to be decided and enforced, a negotiator is the person to go to.

Role: Negotiators do well as the "face" of a group. Their ability to facilitate agreement, distract from disagreement, and make a contract binding is useful to adventuring parties. Whether it's a reduced price on magic items or a payment agreement for clearing out the nearby monster lair, the negotiator gets the best terms and can make those terms stick.

Negotiators work well with members of all classes as they are able to see the benefits each one brings to the group as a whole. Rogues and bards most often find their way into this prestige class, with some sorcerers also often becoming negotiators. Any class can qualify, however, so there are negotiators from all backgrounds.

Hit Dice: d8.

Requirements

To qualify to become a negotiator, a character must fulfill all the following criteria.

Alignment: Any non-chaotic.

Skills: Bluff 5 ranks, Diplomacy 5 ranks, Linguistics 2 ranks, Sense Motive 5 ranks.

Feats: Persuasive, Skill Focus (Diplomacy).

Class Skills

The negotiator's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Heal (Wis), Intimidate (Cha), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), and Use Magic Device (Cha).

Skill Ranks at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the negotiator prestige class.

Weapon and Armor Proficiency: Negotiators are proficient in all simple weapons and all light martial weapons. They are also proficient in light armor.

Seal the Deal (Su): Agreements entered into with the negotiator are supernaturally binding. When making an agreement, she may choose to passively enforce it. Anyone breaking such a passively enforced agreement made with a negotiator suffers a -2 penalty to all ability scores, though no ability score can be reduced to less than 1 by this effect. This penalty increases to -4 at 4th level, -6 at 7th level and -8 at

Table 3-4: Negotiator Prestige Class

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+1	Seal the deal -2, sincere presentation, trapfinding
2nd	+1	+1	+1	+1	Deal gone wrong +1, discerning ear 1/day
3rd	+2	+1	+1	+2	Bonus feat, gifted manipulator
4th	+3	+1	+1	+2	Seal the deal -4, third party treaty
5th	+3	+2	+2	+3	Deal gone wrong +2
6th	+4	+2	+2	+3	Bonus feat, discerning ear 2/day
7th	+5	+2	+2	+4	Seal the deal -6, treaty by proxy
8th	+6	+3	+3	+4	Deal gone wrong +3
9th	+6	+3	+3	+5	Bonus feat
10th	+7	+3	+3	+5	Binding treaty, discerning ear 3/day, seal the deal -8,

10th level. This penalty does not stack with the penalty from a *lesser geas* spell. This effect is neutralized once the affected creature abides by the agreement for 24 hours. Agreements can be verbal or written. An agreement (and all ability score penalties) can be ended by a *break enchantment*, *limited wish*, *remove curse*, *miracle*, or *wish* spell. The caster level for this effect is equal to the negotiator's level. A negotiator can bind up to one intelligent creature in this way per negotiator level per day.

An agreement must be between the negotiator and at least one other creature. Only creatures that make an agreement with the negotiator suffer any penalties from this ability. For example, if a bandit leader agrees that neither he nor his followers will raid a certain town any longer, but the agreement was only made with the leader, the bandit leader takes the penalty if any of his followers raid that town, even if they act on their own. If the agreement is made with the bandit leader and all of his followers, each of them takes the penalty if any of them raid the town.

If the negotiator breaks her part of an agreement, she is subject to the same penalty. Both the negotiator and the creature making the agreement are instantly aware of the binding and the repercussions for failing to live up to the agreement, though there is no visible or audible sign of this.

Sincere Presentation (Ex): The negotiator gains a bonus on Diplomacy and Sense Motive checks equal to her negotiator level.

Trapfinding (Ex): A negotiator is used to carefully navigating difficult situations, from negotiations to disarming traps. She adds 1/2 her level to Perception skill checks made to locate traps and on Disable Device skill checks (minimum +1). A negotiator can use Disable Device to disarm magic traps. If a negotiator already possesses the trapfinding ability from another class, her levels in that class stack with her negotiator levels to determine her trapfinding bonus.

Deal Gone Wrong (Ex): At 2nd level, the negotiator has been in situations where no amount of talking will help. She gains a +1 bonus on initiative checks, attack rolls, and damage rolls when she and her allies begin combat outnumbered by intelligent creatures. This bonus increases to +2 at 5th level and +3 at 8th level.

Discerning Ear (Sp): The negotiator may use *discern lies* as a spell-like ability once per day at 2nd level. The

negotiator can use this ability twice per day at 6th level and three times per day at 10th level. Her caster level for this ability is equal to her negotiator level.

Bonus Feat (Ex): The negotiator has refined her awareness and vocabulary such that she is better than most at noticing subtle changes in attitude or sweet talking another to get her way. At 3rd, 6th, and 9th levels, a negotiator may select a bonus feat from the following list: Alertness, Betrayer, Cosmopolitan, Deceitful, Rhetorical Flourish, Skill Focus (Bluff), Skill Focus (Sense Motive), Uncanny Alertness, and Voice of the Sibyl. She must meet any prerequisite requirements before she can take the feat.

Gifted Manipulator (Ex): At 3rd level, the negotiator has honed her ability to coerce an agreement. She gains a +2 bonus on all Bluff and Intimidate checks.

Third Party Treaty (Su): At 4th level, anyone entering into an agreement with the negotiator may do so on behalf of a third party such as an employer, king, or liege. The third party must be willing to enter into such an agreement. If an agreement made on behalf of the third party is breached, the effects of seal the deal affect that party instead. Each creature bound by this agreement counts against the number of creatures the negotiator can bind per day through the seal the deal ability.

Treaty by Proxy (Su): Once she reaches 7th level, the negotiator is now able to mediate an agreement between two or more parties while remaining a disinterested party not subject to the agreement. The effects of seal the deal, if applicable, only apply to those involved directly in the agreement breached. Each creature in this agreement counts as 1 creature affected by the seal the deal ability.

Binding Treaty (Su): Upon reaching 10th level, a negotiator can now make agreements using the seal the deal ability with any number of creatures per day. In addition, such an agreement can no longer be removed by a *break enchantment* or *remove curse* spell.

Racial Feats

Seedlings have a number of fighting styles and specialized abilities that use their unique biology. The following are a number of options you can choose to customize your seedling character.

COLLECTIVE MEMORY

Your recall of seedling history is strong.

Prerequisites: Int 13, Root Memory, seedling.

Benefit: Once per day you may reroll a Knowledge (history) or Knowledge (nature) check and take the better result. You must decide to use this ability before the results of the roll are declared.

EVERGREEN

Your nettles or leaves are more vibrant than most.

Prerequisites: Seedling, photosynthesis racial ability.

Benefit: Your photosynthesis ability is particularly strong. Your racial bonus against drowning, starvation and suffocation increases to +4.

GROW ROOTS (COMBAT)

Your planting form is an integral part of your defensive technique.

Prerequisites: Con 13, seedling, planting racial ability.

Benefit: As a move action, you partially transform your body into your planting form, growing roots into the ground to stabilize your body. You gain a +4 racial bonus to your CMD when resisting bullrush, overrun and trip attempts made against you. Because your maneuverability is compromised, you suffer a -4 penalty to Dexterity as long as you retain this partial form. You can dismiss this effect as a free action.

Normal: The planting ability is a complete transformation that takes a standard action to complete.

HEALING ROOTS

You heal faster when resting in planting form even if your rest is interrupted.

Prerequisites: Con 13, seedling, planting racial ability.

Benefit: You heal 2 hit points of damage per character level and 2 points of ability damage when you rest for 8 hours in your planting form. Your rest can be briefly interrupted, such as for combat, so long as you resume your planting form for the remainder of the 8 hours of rest. This bonus stacks with the Fast Healer^{APG} feat.

Normal: You naturally heal 1 hit point of damage per character level and 1 point of ability damage during 8 hours of uninterrupted rest.

IMPROVED GROW ROOTS (COMBAT)

You can partially transform into your planting form faster than you could before. You also retain more of your maneuverability when partially transformed this way.

Prerequisites: Con 15, Grow Roots, seedling, planting racial ability, base attack bonus +6.

Benefit: You can use the Grow Roots feat as a swift action. You gain a +4 racial bonus to your CMD when resisting drag and reposition attempts made against you. While using Grow Roots, you only suffer a -2 penalty to your Dexterity. This effect may be dismissed as a free action.

RIGID FORM

You have a strong affinity for your plant nature.

Prerequisites: Con 13, seedling.

Benefit: You gain a +3 bonus on saving throws against polymorph effects.

ROOT MEMORY

Your spiritual connection to your people's history lends itself to recalling bits of esoteric knowledge most have forgotten.

Prerequisites: Int 13, seedling.

Benefit: You gain a +2 bonus on all Knowledge (history) and Knowledge (nature) checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

SUPPLE SWITCH (COMBAT)

Your switch whip has a life of its own, avoiding damaging attacks from your foes while inflicting damage on them.

Prerequisites: Dex 13, Switch, seedling, base attack bonus +3.

Benefit: You gain a +2 racial bonus to your CMD against disarm and sunder attempts that target your switch whip.

SWITCH (COMBAT)

You can utilize one of your hair switches as a whip.

Prerequisites: Seedling, base attack bonus +1.

Benefit: Once per day, you can cut off a single hair switch to use as a whip. You are proficient with your switch even if you are not proficient with normal whips.

Equipment

The following options are available for seedlings to create and all races to use, should a non-seedling gain such an item. At the GM's discretion, other appropriate races may also create some of these items.

Glow Moss Bag: Once this specially treated moss is soaked in water, it glows as bright as a torch for 12 hours. When wet, this moss becomes sticky and clings to a wooden object for its glowing duration. A single bag contains enough glow moss for 10 uses.

Rosined Leaf Armor: Created from overlapping leaves from broadleaf plants, this armor is specific to seedlings. The leaves are coated in resin, a type of tree sap, and allowed to dry. Once cured in this manner, the leaves are attached to supple backing. Rosined leaf armor is light armor and is always considered masterwork.

Scarring Serum: Dyed with berries, ochre, or some other natural dye, this serum is used in the scarification ritual every seedling goes through when they come of age or obtain a new social rank. It has healing properties, although using it causes a colored scar. Using this to treat a wound gives a +2 circumstance bonus on any Heal checks made as part of treatment. This bonus does not stack with the bonus from a healer's kit. A single jar of scarring serum has 5 uses.

Switch Whip: Essentially the "hair" on a seedling's head, a switch whip behaves like a regular whip, though it does not have reach and does not have the trip quality. A switch whip deals lethal damage and making an attack with one does not provoke an attack of opportunity.

Table 3-5: Weapon Table

Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Switch whip	—	1d3	1d4	x2	—	1 lb.	S	see text

Table 3-6: Armor Table

Armor	Cost	Armor Bonus	Max Dex Bonus	Armor Check Penalty	% Arcane Spell Failure	Speed 30 ft. / 20 ft.	Weight
Rosined leaf	270 gp	+5	+4	−2	15%	30 ft./20 ft.	50 lbs.

Table 3-7: Equipment Table

Special Substances and Items	Cost	Weight	Craft DC
Glow Moss Bag	25 gp	1 lb.	15
Scarring serum	10 gp	1 lb.	15

Dreamleaf Retelling the Tale

“This is a story told since before Time was shrouded in fog. It is a story of our beginning and the lessons we’ve learned along the way and a story celebrating the greatest of us. Come. Sit. Listen. Learn. Remember.” Dreamleaf’s bass voice boomed out as he walked toward the meeting circle. Predictably, the children followed first. Dreamleaf had been a welcome sight and voice every season for decades now. Rumor had it he was looking for a place to retire. Perhaps he would settle here after the crisis revolving around Clan Mossbranch was resolved.

“Quickly, now. This tale requires time to tell properly, and I don’t wish to do less than my best.” He winked at the children gathered. Adults left their work; even the elders came out of their latest meeting.

“Ah, good. We’re all here.” He smiled; his one facial scar caused the outer corner of his left eye to crinkle more than the right. *“Sit, sit. Just there. All right.”* He settled himself on the Speaker’s Stump.

“This is our story. It belongs to every one of us. But it is also the story of Lifeseed, the lifebringer, the story of Silverleaf, our peacekeeper, and the story of Knotwood, our defender. And it is the tale of Eldest Elder, seer and traveler. Each guides us on our life’s journey. Each has given our people a great gift. Each is deserving of our respect.” Dreamleaf’s stern gaze touched each in turn. *“And so, we gather and remember.”*

“Once, when our world was a barren wasteland, Lifeseed wandered. He wasn’t certain what he sought; he simply felt he’d know it when he saw it. Throughout the wastes, animals and plants were small and misshapen. The intelligent races were as vicious as monsters. Monsters were as brutal as the unforgiving sun and sands of this desolate world. For centuries he looked, and he could not find what he sought.”

“Tired and nearly bereft of hope, Lifeseed rested in a craggy rift seeking relief from the harsh sun. There, in that little piece of shade, he found a small, gnarled tree. But not just any tree... it was an elder tree. Yes, elder trees grow to be quite tall, but this one could not do so—not with the world as it was. Lifeseed remembered a time when this was not true, and he knew that this tree was the solution to the drought. This tree, twisted and sickly as it was, gave Lifeseed hope that this bleakness would not encompass the world forever. He asked the tree to give a single seed. A small and wrinkled berry, faded in color, suddenly

grew and fell from the tree. Lifeseed thanked the elder tree and tucked the fruit into his belt. He had to wait until the following spring to plant its seed, for the rains had already dried up and moved on. In the meantime, Lifeseed continued to wander.”

“When the rains finally came, they were more plentiful than they had been in at least three generations of the elves. Lifeseed took the elder seed and planted it in a safe location with plenty of water and enough sun to encourage growth. He cultivated that seed for a year and a day. Finally, just as the rains receded for a second time, a sprout grew from the soil. Lifeseed was elated. He called his companions, Silverleaf and Knotwood, to come witness what he had wrought. They were not impressed. After all, they said, it was still a small sprout, no more than what one would expect of a seed from a small, twisted tree. Lifeseed scolded them for their lack of vision, saying, ‘Just wait! This is what I’ve been searching for. This will bring fertility to the world!’ Knotwood and Silverleaf shook their heads and left Lifeseed to his folly.”

“Once more, a year and a day passed. Lifeseed nurtured the sapling as it grew straight and strong. Though it remained short, it was strong. The next morning, as Lifeseed gazed at the setting stars, something amazing happened.”

At this point, an eager adolescent jumped up and down. “I know, I know! The first seedling had been born!” The elders tried to shush him. Dreamleaf would have none of it. Laughing, he said, *“Indeed. The one we call Eldest Elder had been born. The first of us. Some say the greatest of us. But enough, let’s continue the story, shall we?”* Winking, the bard continued.

“Too excited to be diplomatic, Lifeseed demanded his companions come to meet his creation. Silverleaf and Knotwood were awed at the transformation Lifeseed had wrought in the little, wrinkled seed. As gifts, Silverleaf, before she was Peacekeeper, gave Elder the ability of foresight. Knotwood gave him strength of mind and of body. Lifeseed, delighted with his accomplishment, said Elder would always have the ability to change, and in that growth, remember his birth from that nearly lifeless seed. So are we all born, beneficiaries of these gifts from the gods.”

“Centuries passed, and the forest grew. So did our people. With each successive generation, new families of seedlings joined the elder family, changed by the environment they found themselves in, enriched by the nurturing of Eldest Elder. The First Clan was formed. We were one clan, not many, and we shared one territory. Many years passed and strife came to our world from the outside.”



"Knotwood heard the pleas of our ancestors, who were dying at the hands of these aggressors. He took a piece of himself, the switch from his very own head, and beat back the tide arranged against us. He taught us how to defend ourselves and our brethren and how to create our signature weapon. With this knowledge, we protect ourselves to this very day."

"The external conflict led to internal conflict. Two foolish elders disagreed on whether to move into new territory or stay. Knotwood had taught us how to use the forest as a defense and our switches as weapons, but that was not enough to keep these invaders at bay, leading to continuing skirmishes along the forest's edge. The people had to choose. Should they leave for a new territory, giving up everything they'd worked for or stay and fight the invaders when they had already fought for many long years."

"Seedlings are a peaceful people, but Knotwood still stresses the need for defense and honorable duty in service to our people. The elders argued whether it was best to defend our home or find a new one. The debate went back and forth for days, escalating each day. Members on the council nearly came to blows. Of course, what happens in the council influences the community. Seedling shouted at seedling, and our clan nearly came undone."

"Seeing this, Silverleaf, diplomat and consort, came to resolve the conflict. She stated this universal truth: despite differences in opinion, we are still family and clan. She reminded the elder council and the members of the clan that each of us had the right to do what we believe to be in the best interests of ourselves and our people. And each of us has the right to disagree with another. She divided the community into two groups, those who would stay and fight and those who would leave. She gave each her blessing and charged them to come together once a year as a single people. Both new clans went their separate ways, and we prosper because of it. Once per year, at Mid-Winter, we come together with neighboring clans to celebrate a new year and a new beginning. Separation is better than hostility or resentment, Peacekeeper says."

Dreamleaf paused. Quietly, he finished the tale. "Others use the term elder to represent a difference in age. For us, it is a sign of rank and family." He looked to the Elder Council. "We use the title with great humility and respect, understanding that it is a borrowing from the Eldest Elder. He, who in his wisdom, cultivated forests as our home. He brought us from the deserts that would scorch and wither us into a world of cool green and crystal waters. He is the only one of us worthy to sit among our gods." Taking a deep breath, Dreamleaf concluded, "It is his wisdom that says we must adapt and change while keeping to our traditions as best we can. He showed us the way, and we must follow."

"From birth to death, we live. In living, we remember. Lifeseed taught us the simple joy of being. Knotwood taught us the duty we have to one another. Peacekeeper showed us how to nurture the connections that make us who and what we are. Eldest Elder taught us the value of action and vision. So it has always been. So it must remain. How do we remember those who have gone before?" The answer to that question would become the legacy of Clan Mossbranch.

Dreamleaf's tale is common to all seedlings. It is called the "The First Triad," and it ties all the seedling deities together.

Deities

ELDEST ELDER

Trailwalker

God of knowledge, history, and travel

Alignment: N

Domains: Darkness, Knowledge, Luck, Rune, and Travel

Subdomains: Exploration, Language, Loss, Memory, Thought

Mysteries: Lore, Nature, Wood

Holy Symbol: eleven-pointed leaf

Favored Weapon: Quarterstaff

Eldest Elder's true name is lost to time. Among seedlings, he is sometimes called First Seedling, First Oracle, First Elder, and First Eldest. When the land was barren, Lifeseed gave Eldest Elder the seed of his own birth and charged him with traveling the world to create more seedlings. Over the next century, Eldest Elder searched the sun-blasted wastes for any remnants of the forests that existed before. He found a shriveled vine of ivy, a desiccated remnant of oak, and a twisted husk of pine. In each of these instances, Eldest Elder planted his seed next to the plant and nurtured it. After one month, a new lineage of seedling rose from the seed.

As the seedling population began to grow, Eldest Elder wondered how to provide the forest home his people needed. Desperate, he planted the *eternal seed*, or so the seedlings call it today, next to a dry stream bed. The next morning, a large forest spread away from the *eternal seed* into the distance.

Eldest Elder is most concerned with knowledge, history, and travel. As he did in his time, he teaches that seedlings must be flexible and take the opportunities provided to them. Even if the trail leads into darkness, it is worth the effort to walk it. His most fervent followers are oracles and those who choose the road less traveled.

He shows his favor by providing a new bit of knowledge at a time when it does the most good. He shows his disfavor by impeding a seedling's ability to recall a memory when needed.

KNOTWOOD

Defender

God of strength, defense, honor, and duty

Alignment: LN

Domains: Glory, Law, Nobility, Protection, Strength

Subdomains: Defense, Honor, Inevitable, Leadership, Resolve

Mysteries: Battle, Wood

Holy Symbol: thorny vine

Favored Weapon: Switch whip

Knotwood is a quiet god. The second of Lifeseed's companions, he resembles a willow seedling, but stands head and shoulders taller than any other. He is known to the seedlings as the Defender. The epitome of what it means to be an honorable seedling, legend says he created the first switch whip from his own head and beat back an influx of fire creatures during the early days of the First Clan. He then passed that knowledge to those tasked with defending seedling communities and territories. When he is not defending or teaching, he spends his time testing his mental and physical strength. According to seedling legend, Knotwood reversed the oracle's curse that Eldest Elder suffered, fearing that blindness would impair his ability to

Table 3-8: Deities

Deity	AL	Domains	Subdomains	Mysteries	Favored Weapon
Eldest Elder	N	Darkness, Knowledge, Luck, Rune, Travel	Exploration, Language, Loss, Memory, Thought	Lore, Nature, Wood	quarterstaff
Knotwood	LN	Glory, Law, Nobility, Protection, Strength	Defense, Honor, Inevitable, Leadership, Resolve	Battle, Wood	switch whip
Lifeseed	NE	Healing, Plant, Repose, Sun, Weather	Ancestors, Day, Growth, Light, Seasons	Ancestor, Bones, Life Time	scythe
Silverleaf	CG	Air, Chaos, Charm, Community, Good	Azata, Cloud, Family, Home, Wind	Nature, Wind	quarterstaff

lead. This made the First Seedling the only oracle known to be free of his curse.

Knotwood is most concerned with strong leadership, honor, and duty. He prefers strength of purpose to strength of arms. To Knotwood, the use of strength to exploit or oppress another is a grave transgression. He further teaches that a strong mind can solve any task and should decide when a physical solution is most appropriate. He is often said to set obstacles in a newly discovered territory, believing that a new family or clan truly desiring to strike out on its own will have the determination to make their new territory safe for the community.

Knotwood shows his favor by flooding a given seedling's body and mind with strength of purpose. This may manifest as a sudden surge of strength during a long battle or a strengthening of resolve when faced with a difficult choice. He is most often called upon by fighters, rangers, and magi since they are a community's first and last line of defense from hostile outside forces.

LIFESEED

Lifebringer

God of creation and rebirth

Alignment: N

Domains: Healing, Plant, Repose, Sun, Weather

Subdomains: Ancestors, Day, Growth, Light, Seasons

Mysteries: Ancestor, Bones, Life, Time

Holy Symbol: cluster of seeds

Favored Weapon: Scythe

Legend has it that Lifeseed was once a treant who wandered the world during a thousand year drought. The drought and its accompanying famine had reduced the world's people to a barbarism not seen since the birth of the intelligent races. Lifeseed sought a creature that could foster the return of the woodlands he remembered and that would stay to cultivate them. He found a stunted and nearly dead elder tree, leaning precariously in the shadow cast by a nearby cliff side. Lifeseed sorrowfully requested that the tree give him a seed. A desiccated and wrinkled berry fell before his feet. He took the seed, planted it, cared for it, and nurtured it, despite the ridicule of his companions. He was finally rewarded when the seed sprang to life. It was not, as he expected, an elder tree, but a strange plantlike humanoid. The first seedling, now known as Eldest Elder, was born.

Lifeseed is the creator from which all seedling life springs, and in death, they return to him. He has charged the seedling people with caring for the forests and each other equally, in the hope that they maintain a refuge for life in the event of an environmental calamity. All seedlings venerate him as the

creator of their people, with druids, clerics and oracles with ties to nature being his most devout followers.

Lifeseed takes a hands-off approach to his people. Territories with bountiful resources are said to have his favor, while his disfavor brings famine and other threats.

SILVERLEAF

Peacekeeper

Goddess of community and new beginnings

Alignment: CG

Domains: Air, Chaos, Charm, Community, Good

Subdomains: Azata, Cloud, Family, Home, Wind

Mysteries: Nature, Wind

Holy Symbol: aspen seed blown by wind

Favored Weapon: Quarterstaff

Silverleaf is commonly referred to as Peacekeeper. Appearing as a tall aspen seedling, she is Lifeseed's consort and was one of his two companions for his wanderings during the Great Drought. She gave Eldest Elder, the first seedling, the gift of foresight, cursing him with blindness. It is said that she took her current form after seeing the sunrise over a primarily aspen forest. Silverleaf's chief concern is seedling community and the continuation of their race. As such, she oversees relations between clans and families. Her most famous legend involves the First Schism, a time when an argument between two elders nearly caused a civil war. Silverleaf decided that the best way to keep the seedling people a cohesive unit was to split the First Clan into several smaller clans. She then earned the name Peacekeeper by mandating that all future disagreements must be resolved by consensus. Those who disagree with the majority may choose to be a "seed on the wind" and form a new clan elsewhere.

Silverleaf Peacekeeper showers her favored with glib tongues and easy resolutions to their problems. For this reason, she is a favorite among bards. For those unfortunate enough to earn her disfavor, she sets obstacles in their path and causes them to stumble over their words.

SEEDLING MAGIC

New Spells

The following spells are common among seedlings.

BLOSSOM

School illusion (phantasm) [mind-affecting]; **Level** druid 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

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

Target one intelligent creature

Duration 1d4 rounds

Saving Throw Will partial, see text; **Spell Resistance** yes
Flowers sprout under the target's feet and release a cloud of light pollen. On a failed save, the target becomes confused for 1d4 rounds. If save is successful, it is fascinated for 1d4 rounds instead.

ICY SHEATH

School transmutation [cold]; **Level** cleric 1, druid 1, inquisitor 1, magus 1, paladin 1, ranger 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range touch

Target weapon touched

Duration 1 min./level

Saving Throw Fort negates (harmless, object); **Spell Resistance** yes (harmless, object)

The weapon crackles as it turns to ice. For the duration of this spell, treat all damage dealt by the weapon as cold damage. The weapon retains its normal hardness and hit points.

SPORE

School conjuration (summoning); **Level** druid 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

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

Target one living creature/2 caster levels, no two of which can be more than 30 ft. apart

Duration 1d6 rounds

Saving Throw Fortitude partial; **Spell Resistance** yes

A miasma of small, black spores wafts up from the ground, accompanied by a musty odor. On a failed saving throw, the targeted creatures become sickened for the spell's duration. A successful Fortitude save reduces the duration to one round. If this spell is empowered (using the Empower Spell feat), the targeted creatures instead become nauseated.

WHIP WITH A SWITCH

School transmutation; **Level** druid 3, ranger 2

Casting time: 1 standard action

Components: V, S

Range: personal

Target: you

Duration: 1 round/level

The switches on your head begin to act with a mind of their own, whipping around you. Once per round for the duration of the spell, you may make a touch attack against all opponents within 5 feet. On a successful hit, you deal 2d6 points of slashing damage. Additionally, you threaten all squares within 5 feet as long as the effect lasts. If you possess hair on your head instead of switches, the damage dealt is reduced to 1d6. If you are bald, the spell automatically fails.

New Magic Items

The following magic items are made by seedling spellcasters.

AURORA PENDANT

Aura strong abjuration; **CL** 17th

Slot neck; **Price** 137,700 gp; **Weight** —

DESCRIPTION

Once per day, upon speaking the command word, this iridescent pendant briefly flashes with light. When the light dissipates, the wearer is encased in a sphere. This sphere acts in all ways as *prismatic sphere* except there is no blindness effect, and it remains centered on the wearer. This effect lasts for one hour.

CONSTRUCTION

Requirements Craft Wondrous Item, *prismatic sphere*; **Cost** 68,850 gp

EXPLODING SEEDS

Aura strong conjuration; **CL** 13th

Slot —; **Price** 78,000 gp; **Weight** —

DESCRIPTION

These four reddish-orange seeds hang from a section of vine. As a standard action, you can pull one of the seeds off the vine and throw it at a target within 30 feet as a ranged touch attack. On a hit, the seed inflicts 7d6 points of fire damage on impact. Creatures within 5 feet of the target take 7d4 points of fire damage; a Reflex save (DC 19) reduces this damage by half. Creatures that are within 10 feet (but further than 5 feet) of the target sustain 7 points of fire damage. A Reflex save (DC 19) reduces this damage to 3 points of fire damage. The seeds regrow at dawn.

CONSTRUCTION

Requirements Bouncing Spell^{APG}, Craft Wondrous Item, *fire seeds*; **Cost** 39,000 gp

HEART WOOD

Aura moderate transmutation; **CL** 5th

Slot —; **Price** 36,000 gp; **Weight** 1 lb.

DESCRIPTION

This 1 foot-long tree core wooden chip shows a long series of growth rings. Placing it on the ground and speaking the command word causes a wave of greenish gold light to ripple away from it in a 20-foot radius. Any plants within the radius grow rapidly and entangle all creatures in the area that fail a DC 15 Reflex save. If a creature is within the area and not entangled at the start of its turn, it must succeed a Reflex save or become entangled. The plant growth lasts until the command word to end the effect is given. If no plants are in the area, grasses and small shrubs suddenly sprout from the ground, requiring 1 round to reach maturity. The following round, the plants begin entangling creatures.

CONSTRUCTION

Requirements Craft Wondrous Item, *entangle*, *plant growth*; **Cost** 18,000 gp

UPROOTING TALISMAN

Aura strong transmutation; **CL** 13th

Slot —; **Price** 100,000 gp; **Weight** —

DESCRIPTION

When this thin, gnarled twig is pointed at a cluster of plants and the wielder speaks the command word, the plants pull themselves up from the roots and sprout thorns. The *uprooting talisman* can be used 3 times per day. The plants form a barricade between the wielder and any creature he designates. If anyone attempts to breach the barricade, all plants adjacent to that individual attempt to grapple, disarm, or drag him away from the wielder. The plants have a base CMB of +8, a Strength of 10 and a speed of 10 feet. On a successful CMB check to complete one of the combat maneuvers above, the target of that maneuver takes 5d6 points of piercing and slashing damage from the thorns. A maximum of 13 plants may be affected by the talisman. All of the plants must be within a 100-foot radius of the wielder. Only small and medium plants can be affected in this manner. The talisman's effect lasts for 10 rounds.

CONSTRUCTION

Requirements Craft Wondrous Item, *animate plants*, *wall of thorns*; **Cost** 50,000 gp

Artifacts

The following major artifacts are relics of a bygone age and contain powerful magic.

ELDEST ELDER'S WREATH

Aura strong conjuration (creation); **CL** 20th
Slot head; **Weight** 3 lbs.

DESCRIPTION

This is the funerary wreath of Eldest Elder, the First Elder of the seedlings. The wreath is said to store the long, collective memory of the seedlings from the time when the first seedling drew breath to the present. According to legend, the wearer of *Eldest Elder's wreath* may walk the land of the dead to glean its secrets and recall great triumphs and tragedies long forgotten to this world.

The wearer of the wreath treats all Knowledge skills as class skills and gains a +10 competence bonus on all Knowledge skill checks. He also treats all Knowledge checks as trained. The wreath also grants the wearer the ability to walk the planes once per day. This works as a *plane shift* spell and grants the wearer the protection of a *planar adaptation* spell.

Three times per day, the wearer may use *speak with dead* as a spell-like ability.

DESTRUCTION

The only way for this lost artifact to leave this world is to pull it apart leaf by leaf and twig by twig. Each piece must be burnt completely to ash in a fire set on the Eldest Elder's funeral site. The fire must be made with wood from every type of tree represented in every seedling clan and family that has ever existed. This ritual takes place over the course of 100 days.

ETERNAL SEED

Aura strong conjuration (creation), necromancy, transmutation; **CL** 20th
Slot —; **Weight** 1 lb.

DESCRIPTION

Used by Lifeseed, the god of creation, to grow the first seedling, this palm-sized brown seed seems unremarkable.

The *eternal seed* can be used to grow a forest of any kind overnight by planting it in the soil. The grown forest covers 500,000 square miles. It destroys everything in its path from hamlets to cities and from plains to deltas. The forest is always made of trees that will thrive in the climate and at the altitude the *eternal seed* is used. Once the user retrieves the seed, normal erosion and other natural processes affect the forest. Alternatively, the *eternal seed* can be used to destroy any vegetation in a 500 mile area. This use affects domesticated plants, such as grain crops, in addition to the trees, shrubs, and other plant life found in forests. The holder of the *eternal seed* can command plant creatures of all types as the *command plants* spell once per day.

In the hands of a god, the *eternal seed* may also create new families of seedlings based on different plant species. Using the seed in this way, a seedling family with the appearance of kelp, for example, could be created in a lagoon.

Finally, the seed can be used to accelerate normal plant growth, such that a seed from the plant grows, matures, blossoms, bears fruit, and dies within 24 hours.

DESTRUCTION

In order to destroy the *eternal seed*, it must be burned by fire from the Plane of Fire, frozen in ice from the Plane of Water, suspended in a *bottle of air* from the Plane of Air and finally pulverized by a hammer forged of steel from the Elemental Plane of Earth. Each of these steps takes a six month period to complete. The *eternal seed* must remain on the Material Plane for the entire two year time span.

RACIAL DETAILS

Communities

Seedling communities vary according to their composition and purpose. A trading settlement appears to outsiders as a more "standard" entity than a family territory or spin-off community would. Traditional seedling communities have three main areas: one for public speaking, another for crafting, and the last for living. Since most seedlings can transform into saplings, their communities have little need for beds, houses, or kitchens. Woven mats and hidden caches are enough to provide safety, privacy, and security in most circumstances.

Seedling children are raised in established territories. They are rarely kept in trading enclaves due to the seedlings' distrust of outsiders, but seedling children can occasionally be found in some of the oldest enclaves. Often, offshoot clans and families enlist the aid of a nearby established community to care for their children while the new territory is made safe for them. Usually, children are kept far away from the borders of any territory, since invaders are least likely to make it into the heart of a community. As a last resort, seedling communities may enlist the aid of allies such as elves or fey to provide a safe place for their children. Outsiders are most likely to see a young seedling among allies such as these.

Autumn Sun This typical clan settlement, made up entirely of temperate and tropical broadleaf seedlings, was founded 250 years ago. An offshoot of Clan Windleaf, Clan Autumn Sun came to this heavily wooded area to escape the dangers of winter wolves plaguing Clan Windleaf's territory. Autumn Sun's territory is composed of primeval forest with plains blending into desert far to the southwest. Mountains rise on its western horizon. The forest itself runs to the edge of the eastern cliffs that drop at least 300 feet into the ocean.

The current Elder Council of Autumn Sun, led by Snowbough, is considering spinning off a new family or smaller clan. The territory is becoming crowded, which makes it difficult to provide for everyone. The desert is moving north due to drought, and nomads from the plains are moving into the forests to escape it. Many among the seedlings fear another Great Drought. The elders have yet to reach any decisions on how to deal with the interlopers or the seedlings' own population concerns. The situation has recently become more complicated, as two smaller nearby clans, Glitterleaf and Split Root, insist that their concerns are also considered. They fear that any exodus of the larger clan could leave them vulnerable to the encroaching nomads from the south.

Clan Split Root, led by a darkroot seedling named Mistle Sprig, has been beset by raiders along their northern border for some time, keeping any clan offshoots from searching for a new home. Zythra, the leader of the fey enclave to the north, denies any connection to the raiders. Not knowing the source of the attacks, Mistle Sprig can do little to protect his people. He warns his clan to prepare for the raids, while questioning Snowbough's wisdom in regards to starting a new clan while territory borders are under siege. The tension has created an unusually strong response from both Clan Autumn and Clan Split Root. Both clans remember well the destruction of Clan Mossbranch, and neither wishes to ignore warning signs or meet the same fate.

Zythra, the leader of the fey to the north, is a cunning woman with no interest in seedling clans beyond occasional trade. Though she is aware of the drought in the south, it has yet to affect her people, so it does not worry her. She has sent a small contingent of soldiers to investigate the raids along her border with Clan Split Root, but she has done nothing else. Split Root blames her for the raids, but she is not responsible for them and wants to know what force is behind them. Her patrols have yet to report anything of interest. Because Zythra's primary concern is for her people, she has kept a close eye on the human nomads as well. She believes they may prove a necessary foil to the seedlings should Elder Mistle Sprig launch an attack on the fey in misguided retaliation for the raids at their border. She is patient, however, as reports from the fey lord Praluthan, who has quietly kept in contact with the elves, humans, and the other seedling clans, suggest that the problems with Clan Split Root may blow over.

Clan Glitterleaf, the youngest clan in the area, formed only within the last two decades. Even its elders, all in their fourth century of life, are young by seedling standards. Led by Eldest Amberspring, the clan has no intention of quietly disappearing in the face of a drought, raiders, or some other threat. Amberspring is reaching out to a nearby elven village for allies, in preparation for the coming drought and the troubles it will create. The other clans resent that Amberspring has acted without consensus and fear that she has not considered the risks of turning to outsiders, whether

they are elves or not. To calm the populace, Amberspring sent Windsong, her bard and partner, to roam the clans, telling the tales of Lifeseed and Eldest Elder. Though this has worked until now, Windsong doubts that it will continue to do so, especially if a raid on one of the clans leads to a loss of life instead of only territory.

Eliaran, the elven village negotiating with Clan Glitterleaf for mutual protection, lies along the cliffs near the edge of the forest closest to the plains. In addition to the concerns of drought, Eliaran faces goblinoid and orc activity in the region. Several times, entire tribes of savages have attempted to move into elven or seedling territory. So far, they have all been pushed back, but Nahirion, the leader of the elves, believes that it is only a matter of time before this part of the forest erupts in battle. Both he and Amberspring wonder whether the oncoming drought has pushed the goblins and orcs into their territory as it did with the humans, though neither of them can be sure.

A woman named Mirnok leads the human tribe that has recently moved into the forest. In the woodlands, Mirnok and her people have found the food, shelter, and water that the plains now lack. Rampaging orcs raided their previous camp three months ago, and only Mirnok and the bedraggled group that she has now led north survived. The nomads have primarily focused on building shelters and stockpiling food. Mirnok has met with Praluthan, explaining why her people have come into the forest. Soon, she will send emissaries to the elves, but she and her people remain ignorant of the seedlings' presence. With tensions as they are in the region, that could change quickly.

Because of troubles with the goblins and orcs, outsiders to the area around Autumn Sun are met with hostility. Even the elves of Eliaran and human nomads are suspicious and wary of newcomers. However, if a newcomer were to perform a worthy deed, such as to bring some of the orc or goblin troublemakers to the clans of Autumn Sun and act peacefully towards the seedling people, she would be viewed with a small measure of trust.

Cragleaf The Cragleaf family is an established stunted pine family that lives in the mountains bordering the southern portion of Shadowed Wood's newfound valley. The members are churlish and even more isolationist than is normal for seedlings. Led by Eldest Junipercone, an abrasive and blunt individual, Cragleaf is self-sufficient, rarely hosting anyone outside their family or Family Shadowed Wood. Though Cragleaf is currently sheltering the children of Shadowed Wood, Eldest Junipercone is overtly encouraging Starleaf to allow them into the valley, for the council is uncomfortable with the responsibility of so many who are not their own.

Cragleaf is the nearest aid Shadowed Wood has in its fight with the magical beasts and monsters in the valley, though Cragleaf has offered them little aid. Eldest Junipercone and the rest of the Elder Council consider it Shadowed Wood's responsibility to clear the valley if they want to live there, believing that clearing the valley is a test from Knotwood of the new family's worth. They offer supplies and passive support to Shadowed Wood but nothing else.

This attitude reflects Family Cragleaf's own experience. They came to the region three generations ago and lost contact with their parent clan during their first winter. This left them to fight the winter wolves and other monsters on their own. By the time spring came, they were vastly outnumbered and thus unable to move into the valley. The harsh alpine

environment that became their home has been the primary factor in shaping the community's personality ever since. However, some among the family membership speak of joining forces with Shadowed Wood and becoming a clan, though there is no widespread support for this, and no one of rank has spoken out for it in public or private. Regardless of what the majority want, joining forces with Shadowed Wood may not be up for debate for much longer.

Ice Shard has been particularly troublesome for Cragleaf. Despite previous discussions of truce and armistice, the winter wolves and seedlings have been in a sporadic, low-level guerrilla war since Cragleaf arrived. Junipercone has been busy enough this past summer trying to provide Starleaf with information on the valley and its inhabitants that he has not questioned the uneasy peace between his people and Ice Shard's. The recent alliance between goblins and the winter wolves will change this, as Ice Shard will soon seek to drive the seedlings from the valley and potentially gain new territory on the other side of the pass.

Lakeview Ridge This large settlement, the epicenter of Clan Whisper Wood's territory, grew up along the junction of a lake (known as Giltwater Lake to the seedlings) and a river (which they call the Froth River) at the edge of the woodlands they have named Thornbriar Forest. The population of Lakeview Ridge varies from season to season. During the summer months, the settlement is a teeming trade city of 5,000. During the winter months when trade and travel dwindle, the population is reduced to some 500 seedlings. Goods and materials commonly traded for here include various woodland herbs and medicines, perfumes, some lumber, and also furs.

Long ago, the lands in which Lakeview Ridge now sits served as the focal point of the Mid-Winter festivities for the surrounding clans. Back then, the region was a primordial forest, and the only sentient inhabitants other than the seedlings were the elves, fey, and other sylvan races. Occasionally, the fey pushed back against the expanding seedlings, but such conflict was limited to territorial disputes when a new family or clan spun off from an established one, and the colonizing seedlings were quick to look farther for new territory in order to avoid trouble.

After Clan Mossbranch's destruction fifteen years ago, many seedling councils openly discussed the benefits of more welcoming relations with non-forest peoples. Several were against the idea, fearing that Mossbranch's fate would be their own. Darkmoon, Eldest of Clan Whisper Wood, volunteered to set up a permanent trade settlement in Lakeview Ridge a decade ago. The other four clans that lived around the lake were not pleased with the idea of foreigners invading their festival space, and so Darkmoon used unusually forceful tactics in creating the settlement. He reminded the other elders of Mossbranch's isolation, and linked that isolation to its demise. Those who still stood against the settlement faced intimidation. Several families and clans spun off from the area's established clans because of the change and Darkmoon's actions. Many still mumble that it is only a matter of time until Clan Whisperwood disappears. Some seedlings even whisper that Darkmoon betrayed the clan's trust as eldest and should be removed from that position. In the last 10 years, there have been no incidences to suggest that Lakeview Ridge is in danger, although none of the seedlings are sure of what the fey think of the new settlement.

Four families currently make up the Whisper Wood clan: Aspenleaf, Autumn Maple, Elderberry, and Oaken Knot. Each of these families lost members when Darkmoon lobbied for Lakeview Ridge's creation. Three other families left in their entirety, leaving Whisper Wood's membership depleted. Because all the younglings are sent further into the forest to be raised, and will not return to Clan Whisper Wood until their coming of age ceremonies, Whisper Wood's numbers have little hope of climbing in the years to come.

Three other clans surround the Giltwater Lake. Clan Torn Bark has settled west of the lake, while Clan Bramblethorn calls the region north of it home, and Clan Forked Trunk lives in the area south of it. All four clans bear some hard feelings toward Darkmoon over the settlement of Lakeview Ridge. The least hostile of these clans is Forked Trunk, since they benefit most from the river traffic. The councils of the clans are silent regarding their clans' future in the area. At least something of their plans is likely to be revealed at this year's Mid-Winter Festival.

Most visitors to Lakeview Ridge know only of the Whisper Wood clan. The clan's representative in Lakeview Ridge is called Quiverbark by traders. A relatively young seedling of an aspen family, he enjoys interacting with foreigners, and he is a highly-skilled negotiator. He is responsible for negotiating trade and peace agreements with the humans, dwarves, and others who bring goods to Lakeview Ridge to trade. The terms of these agreements are enforced by the signatories, and anyone wishing to conduct business with the residents of the town must sign various agreements already in place with Quiverbark. His reputation is the only reason the other clans have not yet left the region.

A human named Shareen runs the Fisher's Net, the best inn in town. The inn is a gathering place where locals and traders safely unwind. Patrons trade gossip about the roads, the river, the day's catch, and other miscellaneous happenings as they consume food and drink. The dock areas along the lake are filled with the usual rabble, though even they behave themselves when entering Shareen's establishment. Her half-orc bouncer, Roguck, is a retired adventurer and quite capable of cracking some skulls before throwing their owners out of the Fisher's Net.

The Lakeview Ridge trade guild, known simply as Trader's Hall, is the place to be to sell or buy exotic goods, including anything from spices to poison and even clandestine information. While seedlings are not known to utilize black markets or goods typical to them, Darkmoon and Quiverbark turn a blind eye to Trader's Hall so long as nothing criminal occurs in Lakeview Ridge and no seedlings come to harm.

Shadowed Wood A newly created family of rowan led by Eldest Starleaf, Shadowed Wood just recently arrived in the wooded valley they hope to call home for the foreseeable future. The valley, which might pass for more of a rift, is shallow, and instead of gentle slopes, it is filled with steep cliffs and sharp crags. The family currently occupies the northeast portion of the rift, where they settled just after entering the region. The pass remains snowbound nine months out of the year, and various conifers, elder, oak, and rowan are spread throughout the area.

Prior to the family's arrival, the valley was home to goblinoids, magical beasts, plant creatures, and various other monsters. The winter wolves of the northern forests view the valley as their hunting ground and are manipulating the two goblin tribes in the valley toward pushing the seedlings out.

Owlbears and worgs are also common to the valley, as well as other creatures common to temperate forests.

Shadowed Wood's elder council has its hands full with the settling process. Several guard patrols are out from the settlement at any given time, dealing with dangerous beasts and locating potential allies. Currently, the clan is focusing on immediate threats, such as the owlbears and worgs, to make the region safe for their children, who were left with Family Cragleaf. The family has also faced some skirmishes with the goblin tribes, but they have yet to gather in mass for an assault on Shadowed Wood. However, the remains of a few patrols have been discovered, covered in wounds similar to those left by goblin weapons. None are certain if the goblins are responsible, but the clansmen generally agree that the goblins need to be dealt with. Unfortunately, Shadowed Wood seems to be on its own. Scouts have found no elves, fey, or sylvan villages with which to trade or share borders, and the lack of allies has complicated the settlement process.

Eldest Starleaf is currently debating settlement plans with the other council members. He believes that a settlement should be established at the other end of the valley, where a small mountain stream flows into a lake there. The settlement would provide a much-needed secure border, as well as a potential trade route. The other elders disagree, saying that the settlement would be too far from any potential aid brought through the mountain pass from their old lands. The rotting prophetess Blackbark also claims there is some dark

magic at work in that area. So far, all they have agreed to do is send an advance party to investigate the area, but the group's membership is still in debate.

North of Shadowed Wood's settlement, the goblin bands are slowly massing at the encouragement of the winter wolves. Ice Shard, the winter wolf alpha, has sent some of the lesser worgs to aid the goblins in this effort. He seeks to drive out the seedlings before they can make a solid foundation in the valley. He sees the valley as his pack's territory, and his pack still remembers when they were able to wreak havoc on the other side of the southern pass, which was lost to Family Cragleaf. Ice Shard wants to reclaim the territory, and the goblins are the first step in his plan.

Two goblin tribes live in the northern end of the valley, Muckslush and Slimescum. For many goblin generations, they were content to scavenge and raid each other, but that all changed when Ice Shard approached the two chieftains. The wolf lord promised Chief Chuckspittle that Muckslush could accompany him across the pass once it was retaken. To Chief Toadscabble, Ice Shard promised that the valley would always belong to the Slimescum. Neither chieftain is aware that Ice Shard made promises with the other, and they both think they received the best end of their deals with the winter wolf.

In Your Campaign

Seedlings are a xenophobic race and only superficially resemble the core races. This can make it difficult to fit them into an established campaign or to keep players excited about this racial option once the newness wears off. Seedling communities can serve as focal points for interesting adventures, blending both the urban and the wild, and presenting intrigue through the various conflicts within seedling clans. Many of the situations described above could support an entire campaign arc. Some of the adventure hooks discussed above are expanded upon below with some suggestions on how to use them to introduce the seedlings to your game.

Perhaps some foes of the PCs have convinced a seedling elder council to grant them shelter, painting the PCs as enemies. Unless the NPCs are known to a particular community or vouched for by a member of one, this is unlikely, but seedlings defend their guests just as they defend each other. Should something like this occur, it would take time for the PCs to correct the seedlings' misconceptions.

In another scenario, the PCs might stray too close to a seedling community with children. They could steer clear of the territory at the advice of seedling ranger guides, or choose to press on and face the seedling druids, fighters, magi and other defenders in a fight deeper within the forest. Instead of a conflict between the PCs and the seedlings, allies of the seedlings might ask the PCs to seek out a vanished clan or avenge one that has been recently destroyed.

Alternatively, the seedlings and their settlements can be used as triggers for quests. A seedling orphan might ask for help finding those responsible for the destruction of her family or clan. She might instead be a survivor of famine or fire and need assistance locating the nearest settlement of seedling allies, and the PCs happen to be in the right place at the right time. Lakeview Ridge is particularly suited to finding new quests, engaging in an urban adventure, or dabbling in some black market shenanigans. Shadowed Wood can certainly use the aid of heroes in clearing the monsters out



their new territory, and there is also the matter of Ice Shard and the goblins. Autumn Sun and Lakeview Ridge both feature seedling politics, which may be of interest to the PCs, but Cragleaf is antagonistic to even other seedlings who enter their territory.

Seedling allies and foes could also lead to seedling encounters. Perhaps the humans in Lakeview Ridge have decided to foreswear their agreement and enlist the aid of the PCs in clearing the forest of the “monsters” which are actually the surrounding seedling clans. The tension between Zythra and Clan Split Root might erupt before anyone can find the people responsible for the border raids, and the PCs are drawn in to either mediate the dispute or take sides. The goblins and orcs could invade Clan Autumn Sun’s territory in force, or perhaps, the force behind the drought and the troublesome migrations into the forest makes itself known. The PCs could field a request from the seedlings to deal with it before this corner of the world dies. Ice Shard’s machinations could bear fruit and force Cragleaf and Shadowed Wood into forming a new clan from their numbers. If they were driven successfully back through the pass, they might seek aid from the PCs to recover their lost territory.

The PCs might also be approached with hostility by seedlings blaming all outsiders for the disappearance of lost clans, such as Clans Crookedbough and Windleaf. The seedling community at large is worried that whatever happened to these clans could happen to their own. The survivors of Clan Mossbranch have had fifteen years to recover from or harden themselves because of their experiences. Some of them are only too willing to paint all non-seedlings with the same broad brush. Darkmoon, Eldest of Clan Whisperwood, could scapegoat the PCs for anything that goes wrong in Lakeview Ridge, hoping to quiet calls for her to step down.

Seedlings NPCs work well as xenophobic antagonists. They generally do not leave their forests, but if the PCs need to travel near or through seedling territory, there is a chance of encountering seedlings and their communities. Such encounters can lead to misunderstandings or the PCs meddling in something they do not understand. Seedling communities do not take well to invasion or perceived threats, which are more likely because of the seedlings’ ability to transform into saplings.

Seedling PCs work well with the druid and ranger classes. They also have a fighter archetype unique to their race and a Charisma-focused prestige class that explains why outsiders do not simply take over seedling communities. Seedlings are especially able to handle some of the hardships adventuring can impose, such as low food supplies, thanks to photosynthesis. Seedlings are also second to none at hiding in plain sight with their *planting* ability. Their high Constitution and natural armor allow seedlings to take hits and continue on better than many other races.

Some seedling character types are the dutiful defender, the lost orphan, the perpetually fascinated, and the bitter survivor. A seedling’s personality is shaped by her family, clan, and environment, but it is rooted in whatever cause first drove her to adventure. Once she steps beyond her forest, a seedling character blends the wonder of a young person with the wisdom of tradition.

NPCs

SEEDLING GUARD

CR 1/2

XP 200

Seedling fighter (switcher) 1

N Medium humanoid (seedling)

Init +1; **Senses** low-light vision; Perception +0

DEFENSE

AC 17, touch 11, flat-footed 16; (+5 armor, +1 Dex, +1 natural)
hp 13 (1d10+3)

Fort +5, **Ref** +1, **Will** +0; +2 vs. mind-affecting and paralysis

OFFENSE

Speed 30 ft.

Melee switch whip +2 (1d4+1)

Ranged shortbow +1 (1d6/x3)

Spell-Like Abilities (CL 1st, concentration +1)

At will—*planting*

1/day—*speak with plants*

STATISTICS

Str 13 **Dex** 13, **Con** 16, **Int** 12, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +2; **CMD** 13

Feats Grow Roots, Switch, Weapon Finesse

Skills Climb +1, Intimidate +4, Survival +4

Languages Common, Elven, Seedling, Sylvan

SQ photosynthesis, plant resistance, plantkin

Other Gear scale mail armor, shortbow with 20 arrows, switch whip

SEEDLING PROPHET

CR 5

XP 1,600

Seedling oracle of Silverleaf 6

NG Medium humanoid (seedling)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSES

AC 22, touch 13, flat-footed 21 (+7 armor, +2 deflection, +1 Dex, +1 natural, +1 shield)

hp 54 (6d8+24)

Fort +5, **Ref** +4, **Will** +7; +2 vs mind-affecting, paralysis

OFFENSE

Speed 20 ft. (30 ft. without armor)

Melee +1 *club* +6 (1d6+2)

Ranged mwk light crossbow +6 (1d8/19–20)

Spell-Like Abilities (CL 6th, concentration +9)

At will—*planting*

1/day—*speak with plants*

Oracle Spells Known (CL 6th, concentration +9)

3rd (4/day) – *cure serious wounds*, *prayer* (DC 17), *speak with plants*

2nd (6/day) – *barkskin*, *cure moderate wound*, *hold person* (DC 16), *lesser restoration*

1st (7/day) – *bless*, *charm animal* (DC 15), *command* (DC 15), *cure light wounds*, *doom* (DC 14), *shield of faith*

0 (at will) – *create water*, *detect magic*, *guidance*, *light*, *read magic*, *stabilize*, *virtue*

Mystery nature

STATISTICS

Str 12, **Dex** 12, **Con** 15, **Int** 8, **Wis** 12, **Cha** 16

Base Atk +4; **CMB** +5; **CMD** 16

Feats Combat Casting, Spell Focus (enchantment), Toughness

Skills Diplomacy +12, Heal +10, Spellcraft +8

Languages Common, Seedling, Sylvan

SQ oracle's curse (clouded vision), photosynthesis, plant resistance, plantkin, revelation (natural divination, transcendental bond)

Gear 300 gp, +1 *red dragonhide breastplate*, +1 *club*, mwk light crossbow with bolts, light wooden shield, *cloak of resistance* +1

SEEDLING WOODSMAN

CR 8

XP 4,800

Seedling druid (tree spirit druid) 9

NE Medium humanoid (seedling)

Init +4; **Senses** low-light vision; Perception +4

DEFENSES

AC 21, touch 10, flat-footed 21 (+7 armor, +1 natural, +3 shield)

hp 71 (9d8+27)

Fort +10, **Ref** +4, **Will** +11; +4 vs fey and plant-targeted effects

Resist electricity 5

OFFENSE

Speed 20 ft. (30 ft. without armor)

Melee +1 *scimitar* +8/+3 (1d6+2/18–20)

Special Attacks wild shape 3/day, wooden fist (+4, 7 rounds/day)

Seedling Spell-Like Abilities (CL 9th, concentration +9)

At will—*planting*

1/day—*speak with plants*

Druid Spells Prepared (CL 9th, concentration +13)

5th—*baleful polymorph* (DC 19), *wall of thorns* ^D

4th—*command plants* ^D (DC 18), *cure serious wounds*, *dispel magic*, *reincarnate*

3rd—*call lightning* (DC 17), *cure moderate wounds*, *plant growth* ^D, *plant growth*, *snares*

2nd—*animal trance* (DC 16), *barkskin* ^D, *blossom* (DC 16), *owl's wisdom*, *spider climb*, *warp wood* (DC 16)

1st—*calm animal* (DC 15), *cure light wounds*, *entangle* ^D (DC 15), *faerie fire*, *longstrider*, *obscuring mist*

0 (at will)—*detect magic*, *guidance*, *know direction*, *resistance*

D Domain spell; **Domain** Plant

STATISTICS

Str 13, **Dex** 10, **Con** 16, **Int** 8, **Wis** 19, **Cha** 10

Base Atk +6; **CMB** +7; **CMD** 17

Feats Augment Summoning, Combat Casting, Improved Initiative, Spell Focus (conjunction), Spell Penetration

Skills Knowledge (nature) +17, Spellcraft +11, Spellcraft +22

Languages Common, Druidic, Seedling, Sylvan

SQ bramble armor (1d6+4, 9 rounds/day), burned one, photosynthesis, planting, trackless step, trees have eyes

and ears, wild empathy +9, woodland stride

Gear +1 *ironwood breastplate*, +1 *heavy wooden shield*, +1 *scimitar*, *cloak of resistance* +1, *pearl of power* (2nd level)

SEEDLING ELDER

CR 14

XP 38,400

Seedling ranger 13/negotiator 2

LG Medium humanoid (seedling)

Init +2; **Senses** low-light vision; Perception +20

DEFENSES

AC 23, touch 13, flat-footed 21 (+8 armor, +1 deflection, +2 Dex, +1 natural, +1 shield)

hp 130 (13d10+2d8+45)

Fort +12, **Ref** +11, **Will** +7; +2 vs mind-affecting, paralysis

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee +1 *frost orc double axe* +20/+15/+10 (1d8+7/x3 plus 1d6 cold) or +1 *frost orc double axe* +18/+13/+8 (1d8+5/x3 plus 1d6 electricity), +1 *shocking orc double axe* +18/+13/+8 (1d8+2/x3 plus 1d6 electricity)

Ranged mwk composite longbow +17 (1d8+4/x3)

Special Attacks deal gone wrong +1, favored enemy (humanoid [goblinoid] +2, humanoid [orc] +4, magical beast +4), quarry

Negotiator Spell-Like Abilities (CL 2th, concentration +1) 1/day—*discern lies*

Seedling Spell-Like Abilities (CL 15th, concentration +14) At will—*planting*

1/day—*speak with plants*

Ranger Spells Prepared (CL 10th, concentration +12)

3rd—*cure moderate wounds*

2nd—*barkskin*, *cat's grace*, *spike growth* (DC 14)

1st—*detect snares and pits*, *entangle*, *longstrider*, *resist energy*

STATISTICS

Str 18, **Dex** 15, **Con** 16, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +14; **CMB** +18; **CMD** 31

Feats Endurance, Exotic Weapon Proficiency (orc double axe), Greater Two-Weapon Fighting, Grow Roots, Improved Two-Weapon Fighting, Persuasive, Point Blank Shot, Precise Shot, Skill Focus (Diplomacy), Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (orc double axe)

Skills Bluff +9, Climb +13, Diplomacy +16, Handle Animal +13, Intimidate +12, Knowledge (local) +5, Knowledge (nature) +14, Linguistics +5, Perception +20, Sense Motive +14, Stealth +18

Languages Common, Goblin, Orc, Seedling, Sylvan

SQ camouflage, combat style (two weapon combat), favored terrain (cold +2, forest +6, plains +2), hunter's bond (companion), photosynthesis, plant resistance, plantkin, seal the deal –2, sincere presentation, swift tracker, track +6, trapfinding +1, wild empathy +12, woodland stride

Gear +1 *frost*+1 *shocking orc double axe*, mwk composite (+4 Str) longbow, +3 *rosined leaf armor*, *belt of giant's strength* +4, *boots of speed*, *ring of protection* +1

section 4

umbral kobolds



A Hymn by Fuse Light

I hear them. The walking dead shambling with a predictable gait and sound, and from the dancing of the gravel on the ground and trickling from the ceiling, there are more than a large number of them headed my way. I knew I shouldn't have come this way. They told me not to, but the lure of lost gold and laying claim—reclaiming, really—a trove of rich mineral veins and a buried dwarven outpost could only trump my sense of self-preservation. That gets me and my kind in trouble often enough. We've a bit of a reputation, it seems. It's definitely gotten me in trouble now, and they're getting closer, minute by minute, shambling footstep by shambling footstep; my snout twitches with the acrid scent of putrescent flesh, and they likewise pause. One of them roars in my direction, almost sensing me when I should otherwise be hidden. That's a new trick from their kind. I'm short, cloaked in black and clad in cuirbouilli, with purpleashen scales, and skulking in the shadowy recess of an unlit tunnel should make me near impossible to notice. No such luck—and now they're moving my way.

A hymn by fuse light. That's appropriate for what happens next. There aren't words, mind you. It's a little refrain of sounds that break the silence of an abandoned mining tunnel: a flicker of light, a shower of sparks, the glint of my teeth and sparkle of my eyes, and the roar from a shambling pack of mixed undead, zombies and more. A hymn by fuse light, indeed. We've a reputation for this as well.

At least that works to name and frame the scene, and to be perfectly honest, I wonder what rattles through its rotten skull in the seconds between when it hears me strike the match, when the fuse lights my face in a sparkling little very-much-not-holy halo, when I lob the ignited benediction in his direction, and when fifty tons of breccia comes raining down on his head—my deafening chorus line to end the first verse. Everything is dark. Everything is silent, once the rock settles. I breathe again. Second verse, and it's down the other fork since this one's blocked for good.

I wander down the passage, occasionally dropping to all fours to examine the stone floor and its layer of dust and grime, seemingly undisturbed for so many long years; the dead haven't passed this way, and that's actually disturbing for many reasons. Mind you, a part of me wouldn't mind seeing them again, since they'd have already triggered any traps these hall's original builders would have produced for just that purpose.

I whistle a soft refrain in my head like an interlude to the previous verses. Wire A to connection B, so forth and so on, as I cradle a second amalgamation of copper wires and a burlap-wrapped core of scrap-metal bits and bottled naphtha. Everything still secure and joyously eager to land, sparking and sizzling amidst a troupe of the walking dead, the wires fresh and tangy upon my tongue as I gnaw a bit of covering off to expose bare copper and check the integrity of a connection.

Twenty minutes of skittering through the passage and I'm covered in dust and the soot of that last detonation. I pause to dust it from my hands and clear the ash from my goggles, happily ignoring the fine coating of soot that likely dusts my face.

Something isn't right; the passage is virgin as a milkskinned elven hatchling, clutchling... whatever they call their kind, and however they're birthed. Regardless, virgin or whore,

not a soul has passed this way in years, nor a soulless husk. This isn't good. I kneel down and peer at the dust through recently-cleaned goggles, thinking of an old joke about showing off, playing hopscotch in the dust, jumping between and around pressure plates that only you're aware of rather than anyone else in the room. I really shouldn't joke at a time like this, but I'm alone, and I'm feeling appropriately whimsical. Still, that could make me the punch line if I'm not careful.

There!

Hakamitin preserve me. Five feet ahead, beneath a centimeter of dust, virtually invisible to anyone not paying attention—and, more importantly, not knowing what they're supposed to be looking for—is a pair of conjoined pressure plates. The telltale dappled pattern on the floor ahead betrays the others. Looks like I'll get to play hopscotch after all!

I don't actually play hopscotch, mind you (that would be carelessly stupid), but I take the time to peg and pin the plates into non-functionality in case I have to beat a hasty retreat at any point ahead. It's only a few minutes for each plate, and then the passage is clear and virgin ahead of me once more, with all crises averted.

Damn, but I'm good. I smile, hands on my hips, and there's a pleasant bounce in my tail. It takes more than a few traps—even well-constructed ones—to stop me. Confident, I take a step forward.

PING!

My foot snarls into a line or wire the same color as the dust and stone, pulling it taut against both walls and then giving pull to a sudden inch of slack. Metal strikes metal somewhere deep. *Shit...*

Those traps had been the ones I was supposed to find.

I'm already running as ancient clockwork thrums, sending spikes shooting out from the floor where I'd been standing. Tremors shake the stone, and movement in the dust both behind and in front of me suggests in no subtle terms that the passage is going to either collapse or otherwise seal itself off, providing me with far too unglorified a cenotaph.

Caring not in the slightest for more traps ahead, and more mindful of the very much sprung one I'm currently dealing with, I dart forwards. Jumping over additional pressure plates that might as well be mock-ups to fool intruders into complacency, I come into view of a stone slab lowering into place with the rattle and regular progression of counterweighted gears. I'm half pondering how the mechanism works, half thinking that I don't want to die here.

Instinct wins over academic interest. I'll never be able to use that knowledge to climb up my tribe's social hierarchy of wit and merit if I'm sealed in here, never to see the shadows aboveground again.

I slide forward on my belly, tail jerking across the small of my back to avoid being crushed by the closing door. The floor rattles with a resounding crash, and I exhale. I'm alive. I'm safe. Smiling, I open my eyes and look up into the faces of more than twenty leering, emaciated, skeletal faces.

I've got a bomb in hand, a match ready to strike—but no, they're truly and wholly *dead*. Explorers like myself, they've been dead a very long time, and it was their footprints that I hadn't seen; they'd died to another set of traps well before reaching the one that I'd triggered or the idiot bait I'd noticed.

Scattered about the passage, pierced through with spears rising from the floor and probably poisoned bolts from rusted holes in the walls, the bodies look to be mostly humans or maybe fetchlings; it's hard to tell once they've all been dead a while. I give them each a glance over and notice that someone has picked them clean. That's when I notice one of my own kindred, himself dead a century or more as well, slumped off to the side, gutted by a spike trap. He died holding a satchel nearly bursting at the seams, full of things taken from the others; I can only assume that they'd been corpses already when he'd made his way through.

Well, he didn't make it *through*, exactly. I'm hoping that I have a better fate down here than him. I take the wide and obviously magical hat from atop his withered skull, place it upon my own and give it a tip towards my deceased predecessor. At some point I'll have to track down his tribe if it still exists and let them know his fate.

The passage widens ahead, and, oddly enough, it appears lit. Carved stone dwarves hold a heavy lintel over my head as I step into a cavern, with floating globes of magical illumination evidently having survived their makers. Time hasn't been kind to this place, as broken statues and more than a few scattered bones can attest, and I can tell from the tracks in the dust that I'm probably not alone.

As I move out into the remains of the buried city, the lights react to me, drawing closer to better light my way, causing me—the intrepid scaly hero of my story—to squint in discomfort and awkwardly stumble towards some shade. So much for keeping some semblance of cover in case the undead infest this place like so many others.

Sure enough, they do.

I smell them before I see them: more zombies, bigger ones this time. Falling back into the shadows thrown up by a fallen statue, I rummage for a match and dispense the shadows with a strike and a sizzle, illuminating my grinning snout.

A hymn by fuse light. Second verse, same as the first.

RACIAL TRAITS

General Info/History: A unique subrace of kobolds, umbral kobolds appear much like the stunted, bastard children of halflings and umbral dragons, though in truth they're related to neither. Their ancestors were standard kobolds from an otherwise unknown world on the Material Plane. These forbearers dug far too deep, seeking the origin of a rich vein of gold, while also seeking to escape the depredations of

Umbral Kobold Racial Traits

–2 Strength, +2 Dexterity, +2 Intelligence: Umbral kobolds are fast and a quick study but physically weak.

Small: Umbral kobolds are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

Normal Speed: Umbral kobolds have a base speed of 30 feet.

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

Natural Armor: Umbral kobolds gain a +1 natural armor bonus to AC.

Crafty: Umbral kobolds gain a +2 racial bonus on Craft (trapmaking), Perception, and Profession (miner) checks. Craft (trapmaking) and Stealth are always class skills for an umbral kobold.

Light Sensitivity: Umbral kobolds are blinded for 1 round if exposed to bright light, such as sunlight or the *daylight* spell. Umbral kobolds are also dazzled for as long as they remain in areas of bright light.

Languages: Umbral kobolds begin play speaking Common and Draconic. Umbral kobolds with high Intelligence scores can choose from the following: Aklo, Dwarven, Gnome, Shadowpeak, and Undercommon.

either drow or adventurers of mixed origins. Rather than discovering gold, however, they inadvertently tunneled through a thin place between their world and the Shadow Plane, stranding their tribe in a sunless land of omnipresent darkness. Free from the competition of other races native to their original underground home, these kobolds adapted and flourished, spreading far and wide.

Roughly the height of standard kobolds, umbral kobolds are small, draconic humanoids, covered in scales ranging from dark blue to purple to black. Unlike their hairless Material Plane progenitors, the occasional umbral kobold will possess hair at the very top of their heads or under their chins. Their long exposure to the essence of Shadow permeates their being, darkening the pigmentation of their scales, eyes, and hair, turning them almost entirely melanistic. The harsh natural selection of the Shadow Plane's resource-scarce environment ensures that only those umbral kobolds able to easily hide and blend into their adaptive home manage to survive and procreate. Additionally, their environment has likewise impacted their social structures and common mores, ablating much of the evil sentiments of their ancestors and instilling



Table 4-1: Height/Weight Table

Race	Height	Modifier	Base Weight	Weight Modifier
Umbral kobold, male	2 ft. 6 in.	2d4	30 lbs.	x 1 lb.
Umbral kobold, female	2 ft. 4 in.	2d4	25 lbs.	x 1 lb.

Table 4-2: Random Starting Age

Adulthood	Barbarian, Rogue, Sorcerer, Alchemist, Oracle, Witch	Bard, Fighter, Paladin, Ranger, Cavalier, Inquisitor, Magus, Gunslinger	Cleric, Druid, Monk, Wizard, Summoner
12 years	+4d6	+5d6	+6d6

Table 4-3: Aging Effects

Middle Age	Old Age	Venerable Age	Maximum Age
20 years	30 years	40 years	40 + 1d20 years

a fiercely competitive yet highly organized social structure, both within their tribes and in their relations with other races. No longer viewed as scaly vermin (though paradoxically maligned as being both cowardly and too curious for their own good), they're valued as fellow survivors within their new home, united with the other civilized races against the undead tide that threatens to drown all life in Shadowsfall.

Society: Organized in tribes under the rule of a single chieftain, king, or other so-elevated figurehead, umbral kobolds strictly adhere to a particular social pecking order, though that order can be relatively fluid over the course of their lifetime, with only the highest-ranking chief being beyond reproach until their death or abdication. Umbral kobolds pride themselves in rule and social order organized not by bloodline, arbitrary selection by divination, or even rule by whomever secures the most nods of approval or the least scowls and snarls, but rather by a perfect (by their standards) meritocracy. Of course, what umbral kobolds consider worthy of merit in such a tribal hierarchy is equally as arbitrary at times. The internal and external factors that determine which abilities and skills merit a higher rank vary accordingly by tribe—so while one tribe might value the ability to craft well-tailored mining tools, another might accord a much higher ranking to arcane magic, or jewel cutting, or which kobold can run the fastest. A tribe's current leader holds considerable influence in the ranking of these factors, suitably molded by the tribe's historical precedents. Among tribes living in relative safety, this can introduce an element of nepotism or cronyism, with the merits of rank handpicked to produce a small elite. The perpetual dangers in the Shadow Plane largely mitigate this sort of corruption, however, and within most tribes, personal merit genuinely rewards those striving to better themselves, their skills, and their knowledge—something that cannot always be said of other races.

Relations: While other intelligent races generally look down upon umbral kobolds, they aren't hated enough for anyone to bother specifically hunting them down. Unlike their mundane ancestors from the Material Plane, umbral kobolds aren't viewed as feral pests, and the reality of life on the Plane of Shadow and the harsh pragmatism it fosters provides a welcome niche for anyone of any race able to carve out a set of useful skills. Peddling their racial knack for mining and trap making is just that niche, and they exploit it well. Duergar and dwarves get along with umbral kobolds, and their communities have decent levels of trade, while at the same time making them something of a racial punch line. Drow, on the other hand, actually seem to like

umbral kobolds for the most part—as much as the drow like or appreciate anyone who isn't a drow—and many of their settlements possess small communities of umbral kobolds in-residence employed in niche craft trades, gem mining, and scouting. Among all the living, fetchlings and umbral kobolds mesh almost perfectly despite usually occupying greatly different social spheres and habitats among the intelligent races. Something about their respective adaptation to the Plane of Shadow and their embrace of its substance into their own flesh after so many generations—and surviving that process—makes them kindred in a way.

Alignment and Religion: Umbral kobolds possess a strong lawful streak that resonates throughout their society and in their individual outlooks on life. Socially reinforced as a factor in their survival in the Shadow Plane, most umbral kobolds embrace a Lawful Neutral alignment. Few members of their race fall toward the Chaotic end of the alignment spectrum, despite their stereotypical obsession with gold and explosives, which is more of a compulsion. Other umbral kobolds embrace both the benevolent and selfish sides of law, with equal numbers of Lawful Good and Lawful Evil umbral kobolds. Whatever gods they might have worshipped before arriving in the Shadow Plane, umbral kobolds now primarily worship Hakamitin. Smaller but still significant numbers worship the twins, Bendes and Ular, as well as Akaron. Umbral kobolds also venerate a number of minor and obscure divinities unique to their race.

Adventurers: The adventuring life is not one easily accepted by most umbral kobolds. Most prefer the relative safety of caves, but will eagerly delve into deep and expansive caverns and tunnel networks in search of valuable metals to mine, often at great personal risk. Additionally, the typical adventurer's ethos of standing brave in the face of danger isn't immediately intuitive to most umbral kobolds. Why stand and fight if a well-placed explosive or tunnel deadfall trap will do the job just as well? Pragmatism above valor colors their choice of career. Umbral kobolds gravitate towards those classes devoted to stealth and trickery such as the rogue, as well as to becoming wizards or sorcerers (often of a draconic bloodline) whose magic can be easily molded to fit their racial stereotypes with an equal mix of illusions and conflagration. Fusing magic and martial prowess, umbral kobolds produce a fair share of magi of the dusk stalker archetype. Beyond these choices, umbral kobolds count more than a few alchemists and gunslingers among their ranks due to their incessant love of explosives and tinkering (be it with mutagens, bombs, or guns themselves).

History and Lore: Much debate surrounds the original nature of the first umbral kobolds. For instance, they possess conflicting legends about their ancestors. Some believe that rather than having stumbled their way there, they were in fact banished to the Shadow Plane, either by a rival tribe, a powerful spellcaster, or a vengeful evil god or archfiend, jealous and infuriated that the kobolds would dare to turn away from his veneration. There is also much conflicting lore surrounding how and how long it took for them to become umbral kobolds. Rather than this process taking many generations of slow exposure to the plane's essence, some legends speak of an early influence by more ancient natives of the plane. These benefactors are said to have warped the umbral kobolds to their current state either as a bit of passing benevolence to ensure their survival, or a pique of amusement, remaking them to their satisfaction—or, perhaps, even in their own vain image, as certain umbral dragons have claimed in the past. For their own part, umbral kobolds rarely deny any of these stories, regardless of the truth of the matter.

Magic: Similar to fetchlings, who likewise physically evolved under the Shadow Plane's influence, umbral kobolds' magic is heavily influenced by the plane's native energies. As a result of their own infusion with shadowstuff, illusion magic of the shadow subtype comes especially easy to them, but their spellcasting style is otherwise divergent from their native fellows. While illusions and quasi-real shadow magic tend to be their stock-in-trade, their use of it is an admixture of trickery and spectacle. One umbral kobold sorcerer might transport herself through shadow to evade a pack of zombies, and ten minutes later she might assault a vampire with a burst of explosive daylight in a half-dozen flashing colors. Illusions aside, evocation magic is a particular fascination of their kind; the more explosive and potentially deafening, the better. Most denizens of the Shadow Plane know of umbral kobolds' obsession with explosives of the mundane variety, and their spellcasters are no different, except that they possess more than mundane and alchemical means of producing the same effects. When they combine both, particularly potent results emerge, not always limited to their enemies' detriment. Skill with explosives, even magical ones, doesn't always imply a skill at making longer fuses.

War: If the living dead were queried for their opinion on umbral kobolds tactics—assuming intelligent thought rather than undying hunger for the sake of argument—they would probably deride them for not fighting fairly. Kobolds are, by their very nature, hardly the bravest of all creatures, and rather than stand their ground and fight, their first instinct is to flee, usually to then set up traps or some variety of ambush. Umbral kobolds are precisely the same in this regard. Rather than accept this characterization of themselves as cowardly—a concept which strikes them as particularly odd—they view other races as needlessly foolish when it comes to fighting. Far from cowardly, umbral kobolds view their methods of fighting as being the heights of intelligence and common sense. Informed by an original habitat surrounded by larger, more powerful, and hardly benevolent races such as drow, duergar, and various subterranean aberrations, their practice of falling back and luring foes into disadvantageous situations, and haranguing them with a multitude of traps such as engineered rock falls, concealed pits, and explosive devices, simply makes sense given their natural capabilities.

Male Names: Bipjot, Corpaz, Datnop, Kurdag, Teangog, Vorfot

Female Names: Botzat, Dakfisk, Faxgip, Nuzlik, Tebzol, Yikfat

Traits ^{APG}

The following race traits are available for umbral kobolds. Alternatively, an umbral kobold can choose a race trait from a kobold.

Shadow Observer: Often overlooked by larger creatures, you've always been able to patiently observe the changing landscape, the workings of the plane, and a myriad of other tiny details otherwise lost in the face of other, more grandiose things. You're much more knowledgeable about the world, even if it sees fit to patently ignore you most of the time. You gain a +2 trait bonus to Knowledge (planes) and you treat Knowledge (planes), as a class skill.

Skittish: Having to perpetually dodge the attentions (and sometimes the blows) of much larger, much stronger creatures who either don't particularly like you, don't appreciate your sense of humor or helping yourself to their things, or who simply crave your flesh and blood, you've developed a bit of a nervous complex. You gain a +1 trait bonus to Reflex saving throws and a +1 trait bonus to Initiative checks.

Alternate Racial Traits ^{APG/ARG}

Albino: Similar to animals that evolve in a lightless environment, a rare strain of umbral kobolds lacks the melanistic darkness of their kindred and instead possesses a pale, milky white coat of scales, and red eyes. As a result, their scales are easily noticeable in the gloom of Shadowsfall, resulting in a –4 penalty to Stealth checks. This trait replaces light sensitivity.

Venom: Through some quirk of evolution, or possibly the outside influence of other natives of Shadowsfall, some umbral kobolds possess specialized glands giving them the ability to spit mild venom once per day. This deep, inky black spittle can be spit up to 15 feet away and counts as a ranged touch attack. Those hit by the venom may save to avoid the effect (Fortitude DC 10 + the umbral kobold's Constitution bonus); otherwise, they are blinded for 1d3 rounds. Additionally, these umbral kobolds gain a +2 bonus on Craft (poison) checks. This racial trait replaces the crafty racial trait.

Shadowblooded: Some umbral kobolds are blessed (or cursed) with a deeper, more profound connection to the substance of their adopted homeland. As a result, they cast any spell with the shadow or darkness type at +1 caster level, but are impacted more harshly by strong sources of light. When exposed to sunlight or a *daylight* spell, they are blinded for an additional one round, and in areas of bright light they are nauseated as well as dazzled. This trait replaces the light sensitivity racial trait.

Slink: Befitting their racial stereotype for fleeing at the first sign of danger, these umbral kobolds are swifter, slinkier, and more dexterous, but at the expense of the protective ability of their scales. These umbral kobolds gain a +1 bonus to their Dexterity and a +2 racial bonus to Stealth checks. This trait replaces the natural armor racial trait.

RACIAL OPTIONS

Racial Archetypes

The following archetypes can be chosen by umbral kobolds.

SHADOWSNEAK

With a penchant for stealth and a profound dislike for fighting up close and personal as opposed to creating traps and ambushes, umbral kobold rogues often concentrate on those specialties as members of the shadowsneak archetype. Shadowsneaks often wander far afield of their companions, reporting back on approaching enemies and setting up a bevy of swift and deadly traps to catch them unawares rather than wandering into combat themselves—unless the element of surprise is simply too tempting to pass up.

Associated Class: Rogue

Associated Race: Umbral Kobold

Replaced Abilities: trapfinding, uncanny dodge

Trapper (Ex): The shadowsneak gains a bonus to trap making and trap detection. A shadowsneak gains an insight bonus of 1/2 of his current rogue level (minimum 1) on both Craft (traps) and Perception checks to discover traps.

Swift Movement (Ex): Befitting his nimble nature, at 5th level and every 5 levels thereafter, a shadowsneak gains a 5-foot racial bonus to his movement speed. This bonus can be used only if the shadowsneak is wearing light armor or no armor.

Rogue Talents: The following rogue talents complement the shadowsneak archetype: camouflage, cunning trigger, quick trapsmith, and trap spotter.

Advanced Talents: The following advanced rogue talents complement the shadowsneak archetype: frugal trapsmith, hunter's surprise, and stealthy sniper.

MAD BOMBER

While umbral kobolds produce more than their fair share of alchemists, their racial penchant for explosives, explosions, and flashy traps among multiple classes gives rise to a unique breed of alchemists: the so-called mad bomber. Obsessed with the incendiary potential of their research, they focus almost exclusively on bombs, eschewing other alchemists'

concurrent work on mutagens and poisons. So focused, they produce bombs of terrific power and explosive results above and beyond that of similarly experienced members of the alchemist class. They are frequently responsible for many of the stereotypes about umbral kobolds among other races.

Associated Class: Alchemist

Associated Race: Umbral Kobold

Replaced Abilities: mutagen, poison use, poison resistance, poison immunity

Modified Abilities: bombs

Bombs: The DC of a mad bomber's bombs is equal to 10 + 3/4 the mad bomber's level + the mad bomber's Intelligence modifier.

Fuseborne: A mad bomber's use of his bombs occurs with swift and practiced ease, so much so that he does not provoke an attack of opportunity when using a bomb. He still uses a standard action when preparing and throwing a bomb.

Explosive Zeal: Starting at 2nd level, a mad bomber qualifies for bomb-related discoveries at an advanced rate. A mad bomber receives a +2 bonus to his effective alchemist level when meeting the prerequisites for all discoveries relating to his bombs.

Racial Feats

APPRENTICE OF PAST SPLATTERS

You are deft at avoiding similarly catastrophic failures in disarming traps or avoiding firearm misfires.

Prerequisite: umbral kobold, base attack bonus +3

Benefit: Whenever you roll a 1 on a Disable Device check, or suffer a gunslinger misfire, reroll either the check or attack roll. If you succeed on this second roll, you either suffer a normal failure on the Disable Device check, or a normal miss on a misfire rather than setting off the trap or your firearm gaining the broken condition, or the normal effect of a misfire if the weapon was already broken.

SMALL BUT FIERCE

Kobolds stand together. Kobolds brave. Kobolds stand apart. Kobolds flee. —kobold expression

Prerequisite: kobold or umbral kobold

Benefit: For every kobold or umbral kobold within 30 feet (not including yourself), you gain a +1 morale bonus to saving throws versus fear effects and to resist effects from an Intimidation check.

UMBRAL BLENDING

Similar to certain other natives or adoptive natives of the Shadow Plane, your scales are colored so as to partially blend into the gloom, increasing your ability to survive and causing attacks to more easily miss as a result of the gloom's normal obfuscation.

Prerequisite: umbral kobold, base attack bonus +5

Benefit: Attacks against you in dim light have a 40% miss chance, as opposed to the standard 20% miss chance. This feat does not grant total concealment; it simply increases the miss chance.



UMBRAL LEAPING

Already able to blend into the stuff of the Shadow Plane, your closer-than-normal connection to its substance allows you to physically transport yourself short distances, seemingly appearing out of nowhere to sneak around obstacles, traps, or enemies, or aid in ambushes and sneak attacks.

Prerequisite: umbral kobold, Umbral Blending; base attack bonus +8

Benefit: When standing within any light level lower than or equal to dim illumination, as a move equivalent action you gain the ability to leap forwards through the substance of the Shadow Plane, instantly appearing in another spot within 50 feet + 10 feet/level. You must be able to see where you intend to move, and any condition or effect such as *dimensional lock* that impedes planar movement likewise impairs the use of this ability. This ability is usable a number of times per day equivalent to 1 + your Charisma bonus.

Equipment

Inkspittle Concentrate: Concentrated and purified from the blinding venom excreted from some umbral kobolds' salivary glands, inkspittle poison allows any umbral kobold to easily blind a living opponent through injury, rather than simply spitting in their faces (not that this will stop them from doing just that anyway). Few others willingly use the substance, despite its utility, primarily due to the imagery of its formulation involving a dozen umbral kobolds gathered around an alchemical cauldron hacking and spitting gobbets of venom and phlegm, which smell vaguely of ammonia and whatever they most recently ate. Regardless of the nauseating method of its creation, when introduced through the wounds of a slashing or piercing weapon, it causes its victims to become staggered and possibly blind depending on their constitution or luck. Cost: 200 gp

Type poison—injury or ingestion; **save** Fortitude (DC 15); **onset** instantaneous (injury), 10 minutes (ingestion); **frequency** 1/round for 10 rounds; **initial effect** nauseated; **secondary effect** blinded; **cure** 2 consecutive saves.

Scale Stain: This dye stains one's scales to disguise one's heritage as an umbral kobold, and is most often used as a prank against other kobolds. It is most frequently used to denote a particular social status or stigma, such as the bright purple adopted by the clergy of Azdrelbitz the Mad. The availability of various colors depends heavily upon the resources available to alchemists and craftsmen in different regions of the Shadow Plane, and understandably the relative dearth of many colors precludes their frequent availability, as well as the limiting factor than many natural pigments available simply refuse to easily penetrate scales. Shades of blue, red, and mixtures thereof are most common, and smaller amounts of orange and green can be found. Cost: 300 gp.

Deities

While most umbral kobolds primarily worship Hakamitin the Steadfast Deity, and to a lesser extent the twin gods Bendes and Ular, and Akaron, they also venerate a small number of gods specific to their race. While hardly well-known outside their own tribes, these minor divinities often receive frequent worship and sacrifice, and at times placation alongside more traditional faiths. These minor and obscure divinities include Azdrelbitz the Mad (CN), Iskadizala, The Scavenger Savior/

She Who Lights the Way Home (LG), and Keramak the Forgotten King (LE).

AZDRELBITZ

God of Joy, Wanderlust, and Insanity

Alignment: CN

Domains: Chaos, Fire, Madness, Trickery

Subdomains: Insanity, Protean, Smoke, Thievery

Mysteries: Flame, Joy, Life

Inquisitions ^{UM}: Conversion, Zeal

Favored Weapon: staff

Holy Symbol: umbral kobold head with green and gold eyes

Azdrelbitz the Mad represents one of the few faiths that breaks radically with the innate umbral kobold predilection towards strict law, presenting an almost antithetical reaction to the hardship, gloom, and tribulations experienced by a life lived within Shadowsfall. Far from dour and lawful, the Mad is represented in icons and holy symbols as a glossy purple umbral kobold with heterochromatic eyes of gold and green. Members of his clergy often develop the same eye coloration over time as a sign of his favor, and occasionally adopt a similar color of scales, leading to legends that Azdrelbitz himself occasionally moonlights amongst his people, spreading mischief and chaos in his wake. Whether he does or not in actuality, none can truly say.

Although largely rejected by the majority of umbral kobolds as being a faith of frivolity, unacceptable risk, and abandonment of social obligations, Azdrelbitz still manages to attract a small, faithful undercurrent among their kind. Often social outcasts prior to finding him, his followers tend to become wanderers, madmen, and thieves possessed of outright kleptomania, rather than simply a desire for wealth and obsession with gold like most umbral kobolds. These followers of the Mad provide ample reason for members of other races to judge and stereotype all of their kin, despite their relative rarity. Their thefts don't tend to be profitable, however, as one of Azdrelbitz's prohibitions is against the hoarding of wealth for one's own self. Rather, their thievery satisfies their desires, and also sees to the needs and desires of others by freely giving and taking as circumstances dictate. The same follower of the Mad derided as a scourge for pickpocketing their way through a stronghold may also be the one unknowingly lauded for subsequently paying off a gambler's debt, buying a meal and a drink for a destitute traveler, and leaving a bag of coins in the pocket of a man beaten and robbed by a brigand.

Though Azdrelbitz's faith holds little standing among the bulk of umbral kobold society, he finds a small number of deeply devoted followers, primarily among bards and certain oracles, but also among alchemists and wizards specializing in evocation of the explosive variety. These few souls take deep comfort in the Mad's devotion to pleasure, spontaneity, and the pure bombastic nature of his presentation in the face of unrelenting gloom, expressing these values in their spellcraft and formulae.

ISKADIZALA

God of Self-Sacrifice, Community, and Ingenuity

Alignment: LG

Domains: Community, Darkness, Good, Law, Nobility

Subdomains: Archon, Home, Leadership, Martyr, Shadow

Mysteries: Ancestor, Heavens, Life

Inquisitions ^{UM}: Conversion, Illumination, Justice

Favored Weapon: Longsword

Holy Symbol: a kobold's tail with a lamp on the end

Known as the Scavenger Savior and She Who Lights the Way Home, Iskadzizala was said to have been an umbral kobold in a wandering tribe dwelling in the wilderness far from the known settlements of the Southern Peninsula. Trained as a scout and scavenger, she excelled at finding both food and treasure, and in protecting her tribe from the ever-present threat of the undead. While exploring a ruined tower dragged in from another plane, hoping to discover something of practical use within it, she found instead a glowing portal back to the Material Plane. She gathered her tribe, ushered them to the portal and waited, smiling as they left the horror-filled gloom for a better and brighter world. She waited until they had all passed through to safety—and then the portal sealed shut, leaving her behind. She had provided for her tribe, but had not told them that when she found the portal, it was not unguarded. In exchange for their passage, she had promised her life to the fiend bound to the ruins. Iskadzizala died that day, sacrificing herself for her people. Yet in doing so, some higher power defied the fiend's hold on her spirit in reverence of the very selflessness of her act, and transfigured her into something greater.

Iskadizalan iconography frequently depicts the goddess as little more than a standard umbral kobold, flashing a rogue's wry smile, dressed in well-tailored but worn boots, leather armor scuffed from combat, and a brace of daggers and holy water strapped across her chest. A golden, glowing halo—and only the halo—serves to distinguish her image from any other well-seasoned specimen of her kind. In her second aspect, she appears minus arms and armor, gesturing towards an open, well-lit doorway, or holding a glowing lamp (sometimes hung from the tip of her tail). Her holy symbols usually depicts a curled umbral kobold tail bedecked with a lamp hung from its tip.

Iskadizala's followers prefer to work for the betterment of their communities as a whole rather than their own enrichment, eschewing both their own innate lust for gold and their desires for recognition and social elevation within their clans. This pattern of action isn't always easy, but her followers do their best to follow her example, emulating their patron through acts of bravery, selflessness, charity, and devotion to the betterment of their wider community. Her priesthood doesn't in any way disapprove of their races' obsession with coin and treasure—in fact, they frequently embrace it—but they twist it on its side so that it serves more than self-satisfaction and greed. A wise seeker and scavenger of things lost, buried, forgotten and shiny is he or she that shares their wealth and serves as an example to their friends, family, and clan. Her followers compete with one another in a benevolent game of oneupmanship in order to show greater and greater gifts upon their clans.

KERAMAK

God of Kobold Supremacy, Xenophobia, Revenge

Alignment: LE

Domains: Darkness, Earth, Evil, Law, Trickery

Subdomains: Caves, Deception, Kyton, Metal, Shadow

Mysteries: Ancestor ^{UM}, Dark Tapestry ^{UM}, Stone

Inquisitions ^{UM}: Anger, Conversion, Heresy, Torture

Favored Weapon: pick axe or spear

Holy Symbol: crowned kobold atop a pile of skulls

Some of the oldest legends told by umbral kobolds state that their ancestors did not so much fall by accident into the Shadow Plane, but forsook the worship of an angry god and either fled from him or were banished to the eternal darkness by his furious will. True or not, Keramak the Forgotten King claims to be that very same ancestral divinity, and his clerics alternatively tell that he seeks to embrace his forgotten children with welcoming, fatherly arms, or that he demands their devotion and following now that he has found them once again.

Keramak's followers espouse a notion of umbral kobold racial superiority. By their judgment, there can be no such thing as theft (when applied to the possessions of other races), as wealth belongs rightly to them. Doubtless the other races stole or swindled it from them at some point in the past, or else exploited kobold labor in mining and refining it. Their particular brand of racist xenophobia doesn't prevent them from living within mixed communities, but they frequently exploit other races in lower social positions than themselves, and act as thieving parasites upon those communities higher up a stronghold's social ladder. Two particular races suffer their ire, however: gnomes and kytons. Keramak's followers work with kytons, trade with them, and rarely express any of the distaste and worry that other races possess when working with the chain devils, but out of earshot they venomously mock them with ruthless disdain. For reasons unknown even to them, their deity bitterly hates gnomes and directs his followers to vent their hatred upon them, and, if possible, at least once a year to abduct and sacrifice one of their kind in Keramak's name by burying them alive, preferably with an engineered rock fall, or by stoning them to death with heavy rocks.

Keramak's holy symbol resembles a crowned kobold silhouette atop a pile of skulls. His followers rarely display this symbol, or even their veneration of the deity, in any outward fashion except amongst fellow believers. Despite his commandments favoring wealth and rulership, many of his faithful are among the worst-off of umbral kobold society, favoring those without the skill or ethic to actually gain wealth through their own efforts, and instead feeding off of their embittered selfishness and resentment of others' wealth, especially those of other races. Keramak's clergy blames

Table 4-4: Deities

Deity	AL	Domains	Subdomains	Mysteries	Favored Weapon
Azdrelbitz	CN	Chaos, Fire, Madness, Trickery	Insanity, Protean, Smoke, Thievery	Flame, Joy, Life	staff
Iskadizala	LG	Community, Darkness, Good, Law, Nobility	Archon, Home, Leadership, Martyr, Shadow	Ancestor, Heavens, Life	longsword
Keramak	LE	Darkness, Earth, Evil, Law, Trickery	Caves, Deception, Kyton, Metal, Shadow	Ancestor, Dark Tapestry, Stone	pick axe/spear

this not on their own followers, but on outside forces, which only reinforces their inculcated xenophobia. As a result, virtually all other umbral kobold faiths view them as a poor example at best, and an active threat to their communities at worst.

New Mystery

The following is a new mystery for oracles. Unless otherwise noted, the DC to save against these revelations is equal to 10 + 1/2 the oracle's level + the oracle's Charisma modifier.

Joy

Class Skills: An oracle with the joy mystery adds Linguistics and all Perform skills to her list of class skills.

Bonus Spells: *bleed* (2nd), *hideous laughter* (4th) *good hope* (6th), *death ward* (8th) *dance of a hundred cuts*^{UM} (10th), *joyful rapture*^{UM} (12th), *waves of ecstasy*^{UM} (14th), *euphoric tranquility*^{APG} (16th), *overwhelming presence*^{UM} (18th).

Revelations: An oracle with the joy mystery can choose from any of the following revelations.

Bardic Performance: An oracle can perform an inspiring performance. Half of the oracle's levels (minimum 1) count as bard levels for determining the effects of the bardic performance. The oracle must already possess bardic performance from another class before taking this revelation.

Crippling Sorrow (Su): You know how a lack of joy can crush a creature's spirit and affect every action the creature takes. As a standard action, you can discourage your enemies. All enemies within 100 feet who can hear and understand you gain a –1 penalty on attack rolls, skill checks, and saving throws for a number of rounds equal to your Charisma modifier. At 10th level, this penalty increases to –2. You can use this ability once per day, plus one additional time per day at 5th level and every five levels thereafter. This is a language-dependent effect.

Euphoric Healing (Su): Once per day, when you cast a *cure* spell (a spell with “cure” in its name), your healing directs a wave of the euphoria to the target, healing the creature for an additional 1d8 points of damage. At 5th level and every five levels thereafter, you can use this ability one additional time per day. This does not deal additional damage to creatures that sustain damage from *cure* spells.

Heartening Presence (Ex): Your presence encourages your allies to carry on in their pursuits. As a standard action, you can encourage your allies. All allies within 100 feet who can see you gain a +1 morale bonus on attack rolls, skill checks, and saving throws for a number of rounds equal to your Charisma modifier. At 10th level, this bonus increases to +2 and removes all fear effects. You can use this ability once per day, plus one additional time per day at 5th level and for every five levels thereafter.

Instant Friends (Su): As a standard action, you can influence a creature to be friendly. A single creature within 30 feet that can understand you must succeed on a Will save, or it is regarded as a friend and ally, as per the spell *charm person*. This lasts for a number of minutes equal to the oracle's level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. This is a language-dependent effect.

Joyful Casting (Su): Your inner joy manifests itself in your spells. Once per day you can cast one spell as if it were modified by the Enlarge Spell or Extend Spell feat

without increasing the spell's casting time or level. At 10th level, the feats that can be used to modify a spell with this ability include the Empowered Spell and Persistent Spell^{APG} feats. You cannot use this ability if you are suffering from a fear effect.

Perseverance (Ex): Your positive attitude keeps you going even in the direst of circumstances. You gain the Endurance feat. At 7th level you gain the Diehard feat. At 15th level you gain the Heroic Defiance^{APG} feat. You do not need to meet the prerequisites to receive these feats.

Reckless Overconfidence (Su): You can fill an enemy with so much confidence that your opponent behaves in a foolish manner. You can target an enemy within 30 feet as a standard action. If the enemy fails a Will save, it takes a –1 penalty to its armor class for a number of rounds equal to your Charisma modifier. At 7th and 15th level, this penalty increases by an additional –1. You can use this ability once per day. At 10th level, you can use this ability one additional time per day.

Shout of Ecstasy (Su): Whether from pain or pleasure, you are overcome with a euphoric feeling and shout it out as loud as you can. As a standard action, you shout so loud that it hurts those in a 15-foot cone, dealing 1d6 points of sonic damage per two levels (minimum 1d6) and deafening creatures within the area of effect for 1d4 rounds. A Fortitude save halves this damage. You can use this ability once per day, plus one additional time per day at 5th level and every five levels thereafter.

Uplifting Joy (Su): As a swift action, you can manifest a pair of butterfly-like wings made of pure joy that grant you a fly speed of 60 feet with good maneuverability. At 10th level, your speed increases to 90 feet and your maneuverability increases to perfect. You can use these wings for 1 minute per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. You must be at least 7th level to select this revelation.

Final Revelation: Upon achieving 20th level, you become an avatar of joy and encouragement. You receive a bonus on all saving throws equal to your Charisma modifier. You become immune to fear and pain effects and can ignore any emotion effects you do not wish to suffer. As a standard action, you can remove all emotion, fear, or pain effects with a touch attack. Resisting this effect requires a Will save. You can use this ability at will.

New Subdomain

Deities of umbral kobolds grant these new subdomains.

KYTON SUBDOMAIN

Associated Domains: Evil, Law.

Replacement Power: The following granted power replaces the scythe of evil power of the Evil domain or the staff of order power of the Law domain. Kytons are a race of lawful evil outsiders (for more details, see the *Pathfinder Roleplaying Game: Bestiary*, *Bestiary 3* and *Book of Beasts: Monsters of the Shadow Plane*).

Unnerving Gaze (Su): At 8th level, you can cause creatures who look upon you unable to act as normal. Creatures in a 30-foot cone that fail a Will save gain the staggered condition for 1 round. You can use this ability for a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st—*murderous command*^{UM}, 4th—*pain strike*^{APG}, 7th—*pain strike*, *mass*^{APG}.

SHADOW SUBDOMAIN

Associated Domains: Darkness.

Replacement Power: The following granted power replaces the eyes of darkness power of the Darkness domain.

Overwhelmed by Shadow (Su): At 8th level you can cause a creature to become overwhelmed with darkness, costing the creature its darkvision. If a creature within 30 foot fails its Will save, it loses its darkvision ability for a number of rounds equal to 1/2 your cleric level. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

Replacement Domain Spells: 1st—*shadow weapon* (favored weapon only)^{UM}, 3rd—*shadow step*^{UM}, 5th—*shadow projection*^{APG}.

UMBRAL KOBOLD MAGIC

New Spells

The following spells are common among umbral kobolds.

EXPLOSIVE DOUBLE

School illusion (shadow); **Level** magus 6, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S

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

Effect see text

Duration 1 round/level, then instantaneous upon trigger

Saving Throw see text; **Spell Resistance** yes

This spell creates an illusory double within your line of sight, which then proceeds to gather the attention of nearby enemies by loudly shouting, boasting, mocking, and jesting according to your particular preference. At any point during the spell's duration, you may trigger the double to explode in a 30-foot radius burst, dealing 1d6 points of fire damage per caster level (maximum 15d6, Reflex save for half) to any creatures caught in that area. Creatures interacting with the double prior to detonation may attempt a Will save to recognize its illusory nature and take only one-quarter damage.



RAIN OF COINS

School illusion (shadow); **Level** magus 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft. / level)

Effect 30-ft.-radius burst

Duration 1 round/2 levels

Saving Throw Will partial; **Spell Resistance** yes

This spell creates a sudden, quasi-real, illusory shower of thousands of gold coins raining down at high velocity. Creatures caught in the spell's area take 1d8 points of bludgeoning damage per two caster levels (maximum 5d8). If an affected creature succeeds on a Will save, they take only one-quarter damage from the spell. The illusory storm of coins continues throughout the duration, and any creature that starts its turn within the spell's area takes an additional 1d8 points of bludgeoning damage per two caster levels (maximum 5d8).

SWARM OF ANGRY KOBOLDS

School illusion (shadow); **Level** bard 5, magus 6, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S

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

Effect 30-ft.-radius spread

Duration 1 round/level

Saving Throw none, see text; **Spell Resistance** yes

This spell summons a swath of deep gloom, and a looming, illusory swarm of kobolds emerges out of the surrounding darkness, carrying spears and torches and poised to pounce and attack any creatures they find. Within the region of darkness, visibility is limited to five feet, including creatures with darkvision. Faced with the looming attackers, creatures within the area of effect are considered panicked unless they succeed on a Will save, in which case they are shaken, and must make the save in subsequent rounds if they remain in the area. On subsequent rounds, creatures who have failed the Will save are mobbed and attacked by the quasi-real kobolds, suffering 1d4 damage/level (maximum 10d4) each round for as long as they remain in the affected area.

New Magic Items

The following magic items are made by umbral kobold spellcasters.

DEADSEEKER

Aura faint divination and moderate necromancy; **CL** 11th;

Price +1 bonus; **Weight** —

DESCRIPTION

This special ability can only be placed on ranged weapons. A *deadseeker* weapon unerringly targets the undead, seemingly moving out of the way of living targets in preference for the unliving. Normally, a creature firing into melee with a ranged weapon suffers a –4 penalty to attack. Firing a *deadseeker* weapon into melee at an undead target removes this penalty and ignores any cover bonuses or miss chances due to concealment granted to the target.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *detect undead*, *true strike*, *undeath to death*; **Cost** +1 bonus

DRAGONSKULL CROWN

Aura moderate transmutation; **CL** 11th
Slot head; **Price** 80,000 gp; **Weight** 10 lbs.

DESCRIPTION

More helmet than crown, and carved from the skull of an umbral dragon wyrmling, the *dragonskull crown* rests atop its wearer's head, framing their face with the fleshless grin of the skull's teeth. Often decorated with preserved scales, glowing glass eyes, and other fantastical accoutrements, it projects a fearsome (if sometimes obnoxious) view, depending on what manner of creature wears it, but it has potent powers nonetheless. The crown's wearer gains a +2 enhancement bonus to both Intelligence and Charisma while wearing the crown. In addition, once per day the wearer of the crown may cast *form of the dragon I* as a spell-like ability for its normal affect, taking the form of a Medium umbral dragon and gaining the following additional abilities instead of the spell's standard forms.

Umbral dragon: 30-foot cone of negative energy damage, resist negative energy damage 20, attacks are *ghost touch*.

CONSTRUCTION

Requirements Craft Wondrous Item, *form of the dragon I*, umbral dragon or umbral kobold; **Cost** 40,000 gp

NIGHTMARE OF LIFE'S RECOLLECTION

Aura moderate necromancy; **CL** 9th
Slot —; **Price** 2,000 gp; **Weight** —

DESCRIPTION

Nightmare of life's recollection, stored as a faintly glittering black dust or thin liquid, acts as a potent and uniquely acting poison against the undead, who are normally immune to such toxins. This compound is usually thrown as a ranged touch attack; imbued with skillful necromantic magic, undead that come into contact with it partially reopen either the faintest, tangential connection to their long vacant, distant soul, or become aware of a memory of their time prior to undeath pulled from the husk of their corpse. Thusly affected, the undead become poignantly aware of the horror of their condition, and are affected as if by a *fear* spell. Unintelligent undead and those lacking a soul receive no save, while those with a soul (corrupted as it may be) such as vampires, liches, and ghosts must make a DC 20 Will save to avoid the effect.

For an additional 50 gp of alchemical treatment, a weapon or projectile can be coated with a dose of the magical toxin, which is expended after successfully striking a target.

CONSTRUCTION

Requirements Craft Wondrous Item, *fear*, *raise dead*; **Cost** 1,000 gp

SYMPATHETIC TWITCH

Aura moderate necromancy; **CL** 9th
Slot —; **Price** 5,000 gp; **Weight** —

DESCRIPTION

This powerful, eclectic, and terribly kitschy object contains a sort of devotional object such as the bones of a saint or tatters of a holy man's robe. Unlike those holy relics, however, the bauble encompassing the *sympathetic twitch* contains a preserved fragment of someone who died in some horrible and possibly unintentionally hilarious way. Such was the impact of their death that their magically attuned flesh retains a faint memory of the event and seeks to avoid such fate again. Upon exposure to the specific source of their death, be it a type of monster, a kind of natural disaster, a school of magic, etc., the charm or bauble holding the parcel of flesh goes berserk, twitching and wriggling in place, rattling any loose objects or bangles attached to the rightfully named *sympathetic twitch*. Kobold chieftains and expert scouts in Shadowsfall often carry a jingling, jangling multitude of them on their person, casually consulting them for the slightest unique signal of their malady reoccurring. A creature carrying a *sympathetic twitch* attuned to a specific manner of death gains a +1 circumstance bonus to any saves against that specific source, with relevance adjudicated by the DM on a case-by-case basis for specificity. Each *sympathetic twitch* has its attuned malady set at the time of its manufacture, and cannot be altered after that point.

Rumors exist of more powerful versions that retain a link to the soul of those who died, capable of providing an uncannily adept warning (as per *foresight*) to those about to fall victim to that which killed them originally.

CONSTRUCTION

Requirements Craft Wondrous Item, a portion of the corpse of a creature who died by the specific malady to which the *sympathetic twitch* is to be attuned, *animate dead*, *bless*; **Cost** 2,500 gp

RACIAL DETAILS

Communities

Children of the Hungry Slumberer Beyond the confines of the great strongholds, resources grow increasingly difficult to obtain, the undead range without anything to contain their numbers, and when the very terrain shifts and alters swiftly from any map, few but the most storied heroes ever survive for anything but the briefest of excursions or transitory flights. That said, umbral kobolds are often relegated to the lowest rungs of the social ladder present within whichever stronghold they dwell, with few exceptions. Few would expect heroism to emerge from a race barely ascended from the ancestral vermin that produced them prior to their reforging in the Shadow Plane's metaphorical crucible. Yet, there exists a tribe of umbral kobolds who abjectly shun the confines of each and every stronghold, preferring to slink among the shadow depths beyond their safety and resources, not only surviving, but somehow inexplicably thriving.

Calling themselves the Children of the Hungry Slumberer, the clan embodies a strain of truly brutal pragmatism that might at first glance be confused with a lack of concern or a streak of evil borne from their exposure to the horrors of the Outlands. Their attitude is one matched by the occasional loner that manages to eke out a hard, terrifying life in the

wilderness, but their actions are tempered and molded by something else that gives them a strange sense of direction and purpose beyond simple, brutal survival.

Their leader—himself a less-than-welcoming figure—Ezelfetz Drake-scion (male NE sorcerer 12 [umbral dragon bloodline]), carries out the will as he divines it from their tribe's patron, supposedly a massive and slumbering umbral dragon. Ezelfetz's glossy black, nearly purple scales, and glittering yellow eyes suggest more to his surname than histrionics, and he along with all of his tribe claim descent in some capacity from their patron, the eponymous Hungry Slumberer. Yet relatively few of the clan share his decidedly pitiless and more selfish outlook; rather, they are ruthlessly pragmatic and beholden to the dreams of their patron (as discerned by their chief). Despite this, the clan has repeatedly proven its value in defending more than one village from undead attacks out of seeming benevolence, simply saying it was their patron's will and leaving it at that. If happened upon by travelers or adventurers, the clan is typically quite amenable to trading for supplies or more often outright purchasing them, though this welcome ceases to reach intelligent undead and kytons alike, both of whom are shunned at best, and attacked or driven off whenever possible. Curiously, they refuse to steal from anyone they come across unless first attacked, claiming the act beneath them, and frowned upon by their patron—something deeply appreciated by those running across an entire tribe of heavily-armed kobolds deep in the wilderness.

The tribe possesses no clerics, but an ample number of sorcerers and a smaller coterie of rangers and druids supply their magical and healing needs. Not entirely self-sufficient in dwelling the lightless depths, they periodically approach one of the major citadels and purchase supplies and magical items, not by trading or offering their services, but by outright purchasing them with an astounding amount of gold. Scholars are of two minds on their source: either the clan is amazingly successful as it wanders the Outlands, plundering whatever abandoned keeps or forgotten tombs they come across that have been drawn into the Shadow Plane from a myriad of other worlds, or they actually serve a gargantuan umbral dragon that lairs in fitful slumber somewhere deep within or below the mountains of the southern peninsula. The Children of the Hungry Slumberer don't care to elaborate on the truth of the matter—and whether fact or fiction, their claimed patron serves as a potent figurehead and something to dissuade any from following them into the wilds to seek the source of their wealth.

Clan Inkscale While umbral kobolds often serve as a distinct and bullied underclass within many of the older, more established strongholds, the members of Clan Inkscale transcend that experience as full and welcome members of their particular society. Unlike in many other strongholds, in Blackbat (the newest and arguably least secure of the great strongholds) Inkscale's umbral kobolds aren't pigeonholed into any one specific role, nor are they typecast like so many other of their kindred elsewhere in the Shadow Plane. The future isn't secure enough to afford anyone the opportunity to so dismissively patronize anyone else because of arbitrary social bigotries so long as they prove their worth and pull their own weight, which the Inkscale clan does without the least of objections.

Members of the clan excel at a number of professions, and unlike in other strongholds they don't face resistance in openly learning them in the same ways as other races.

Apprenticeships are open and masters don't automatically reject their requests or have them removed from their workshops or studios—something relatively common in other strongholds.

More than a few members of Clan Inkscale study arcane magic at the stronghold's University, producing a number of wizards, sorcerers, alchemists, and smaller numbers of magi every year. Every other class receives the same attention, but the aforementioned ones are those that stand out the most, given the lengthy and often expensive training they require.

Many other tribe members work in the stronghold's mines, seeking out veins of ore, handling explosives to drive new passages, and corralling the mine's captive zombies to do most of the heavy labor. Others make a living as scouts and zombie hunters among the outlying regions, utilizing their small size and quickness to avoid detection and harm. Still others profit off of the brushfire conflicts among several of the other races that populate Blackbat in various number. These perhaps less-upstanding clan members use the enmities cultivated there and the relatively pacified reaction towards themselves by most others to steal, with convenient scapegoats and patsies readily available (whereas in other strongholds that role would often fall to them). In less exploitative pursuits, they also act as hired blades in various inter-communal conflicts, as well as in any number of adventurers' tasks for hire, asking few questions and often serving alongside the even mix of races typified by Blackbat's population itself.

Taking careful stewardship of Clan Inkscale, a pair of identical siblings, the sisters Belagret (female LN alchemist 7/rogue 3), and Belarasla (female LG fighter 7/rogue 3) corule the tribe in a curious variation of their race's standard meritocracy. Indistinguishable except for their professions' typical clothing, they frequently moonlight as one another, with Belagret donning a half dozen blades and armor, and Belarasla robes and a bandolier of alchemical bombs (with a conveniently concealed brace of daggers handily present as well). They find the ruse incredibly amusing, and oftentimes the only way to discern one posing as the other is to notice the occasional highpitched chuckle (assuming of course that they don't pull the same break in character when not posing as their sister to simply keep everyone else off balance and unaware). Having held their role for only the past several years, they've striven to increase the opportunities available to their tribe mates, while also cultivating a reputation for the clan itself and their race as a whole for skill and cooperation with the other races on par with the assumed default those others already possess. Unlike many other authorities in umbral kobold society and other races as well, the twin sisters don't blink at leaving the safety of their stronghold to pursue work for hire or self-motivated activities either. This in and of itself earns them a measure of respect above and beyond their relatively scant years of life.

Clan Skitterclaw Within Gear's Gate, the oldest functioning stronghold in Shadowsfall, umbral kobolds live in relative safety, filling a much-needed social niche within which they thrive, but at the expense of having virtually no respect from their racial peers. The other citizens of Gear's Gate view them as the lowest of the low, but unfortunately necessary for the greater good of Gear's Gate. Within the stronghold's social hierarchy, Clan Skitterclaw serves the various social houses as unobtrusive, ubiquitous, nameless cogs in the houses' metaphorical machines and



intrigues. Relatively interchangeable and paid little notice by their employers, they serve as mercenaries, spies, go-betweens, thieves and obtainers of whatever components or raw materials the houses need—be it mined, scoured for in the surrounding countryside, below the city itself, or from another house—with no questions asked. They exist everywhere and nowhere, and with their ubiquity they thrive in the shadows.

Most of the clan's members function in many varied capacities; over their lives they become jacks of all trades, beloved by none, often multi-classing rather than focusing on single, specific professions. As much of the clan serves as a perpetual underclass largely out of sight and out of mind, or even in plain sight but similarly out of mind. Accordingly and not without surprise, Clan Skitterclaw perpetrates a significant amount of petty theft within Gear's Gate, and occasionally major thefts of magical objects or alchemical materials, the latter of which is oftentimes blamed on one or another of the various feuding houses.

Some of the clan's members learn enough from observing the stronghold's wizards and alchemists (or by stealing enough material and tomes of lore to learn on their own) that they gain a scattered and illicit, but relatively profound, education in those classes. Additionally, a number of gunslingers exist within the clan, gleefully utilizing firearms found in ancient tombs or pilfered from the vaults of other houses. These classes, though small in number within the clan, often occupy powerful roles as leaders within the clan, or as individuals that break through the wall of anonymity that typically stifles their clan mates' attempts at exceeding their traditional societal station. This frequently involves the

discharge of a pistol into the ceiling and the subsequent rain of dirt upon the clan.

Lurking happily behind that wall of anonymity, the elderly matron Tsilzeszifir the Scampering Witch (female LN witch 14) serves as the unquestioned leader of Clan Skitterclaw. Rarely seen by anyone outside of the clan, and rare still within, she typically operates through a half-dozen intermediaries spanning both martial and magical talents, each of whom could step forward to replace her when she reaches the end of her lifespan... which she hasn't for at least three centuries of extant records in Gear's Gate. In fact, no one within the clan or without remembers a time when she wasn't the clan's matriarch. Rumors abound that she survives via undeath, that she steals the youthful body of one of her lieutenants before she would die of old age, or that she isn't one person at all, but a combination of intentionally-cultured urban myths and a name and title passed down to each new clan chief upon the previous one's death. Few have met the supposedly powerful witch, and her clan cultivates that aura of mystery, perhaps as a deviously successful, generations long inside joke.

NPC

TEANGOG BLACKSCALE

CR 1

XP 400

Male umbral kobold fighter 2

LN Small humanoid (reptilian)

Init +3; **Senses** darkvision 60 ft.; **Perception** +2

DEFENSE

AC 21, touch 14, flat-footed 18 (+6 armor, +3 Dex, +1 natural, +1 size)

hp 22 (2d10+7)

Fort +4, **Ref** +3, **Will** +0; (+1 vs. fear)

Defensive Abilities bravery +1

Weakness light sensitivity

OFFENSE

Speed 20 ft.

Melee mwk rapier +8 (1d4+1/18–20)

Ranged sling +6 (1d3+1)

STATISTICS

Str 12, **Dex** 17, **Con** 13, **Int** 14, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +2; **CMD** 15

Feats Toughness, Weapon Finesse, Weapon Focus (rapier)

Skills Craft (trapmaking) +4, Intimidate +4, Knowledge (dungeoneering) +7, Perception +2, Profession (miner) +7, Stealth +9; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

Languages Common, Draconic

SQ crafty

Gear acid x2, mwk breastplate, mwk rapier, tanglefoot bag, sling, thunderstone, 10 gp

MEPHANT GREYFANG

CR 2

XP 600

Female umbral kobold oracle 3

CE Small humanoid (extraplanar, reptilian)

Init +6; **Senses** darkvision 60 ft.; **Perception** +3

DEFENSE

AC 21, touch 13, flat-footed 19 (+7 armor, +2 Dex, +1 natural, +1 size)

hp 26 (3d8+9)

Fort +3, **Ref** +3, **Will** +4

Weakness oracle's curses (haunted), light sensitivity

OFFENSE

Speed 20 ft.

Ranged mwk light crossbow +4 (1d6/19–20)

Oracle Spells Known (CL 3rd; concentration +5)

1st (6/day)—*bane* (DC 13), *bless*, *cure light wounds*, *ray of sickening* ^{UM} (DC 13), *summon monster I*

0 (at will)—*bleed* (DC 12), *detect magic*, *ghost sound* (DC 12), *guidance*, *mage hand*, *mending*, *stabilize*

STATISTICS

Str 6, **Dex** 15, **Con** 14, **Int** 12, **Wis** 12, **Cha** 15

Base Atk +2; **CMB** -1; **CMD** 11

Feats Combat Casting, Improved Initiative

Skills Heal +7, Knowledge (religion) +7, Perception +3, Sense Motive +7, Spellcraft +7, Stealth +9; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

Languages Common, Draconic, Dwarven

SQ mysteries (mystery of joy), revelations (crippling sorrow, euphoric healing)

Other Gear +1 *breastplate*, masterwork light crossbow

BOTZAT SCRAGGLECLAW**CR 5**

XP 1,600

Female umbral kobold witch 6

LE Small humanoid (reptilian)

Init +2; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size)
hp 41 (6d6+18)

Fort +4, **Ref** +4, **Will** +6

Weakness light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk light crossbow +3 (1d6–2/19–20)

Special Attacks hexes (cackle, cauldron, evil eye [–2, 7 rounds], fortune [1 round])

Witch Spells Prepared (CL 6th; concentration +11)

3rd—*bestow curse* (DC 18), *fly*, *lightning bolt* (DC 18)

2nd—*blindness/deafness* (DC 17), *cure moderate wounds*, *hold person* (DC 17), *summon monster II*

1st—*burning hands* (DC 16), *cure light wounds*, *mage armor*, *ray of enfeeblement* (DC 16)

0 (at will)—*arcane mark*, *daze* (DC 15), *detect magic*, *stabilize*

Patron Shadow

STATISTICS

Str 6, **Dex** 15, **Con** 14, **Int** 20, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +0; **CMD** 12

Feats Brew Potion, Combat Casting, Improved Natural Armor, Spell Penetration

Skills Craft (alchemy) +18, Craft (trapmaking) +7, Knowledge (arcana) +14, Knowledge (planes) +14, Perception +9, Profession (miner) +3, Spellcraft +14, Stealth +15, Use Magic Device +9; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

Languages Common, Draconic

SQ crafty, witch's familiar (bat named falcon)

Gear mwk light crossbow, *headband of vast intelligence* +2, *silversheen*, 65 gp

DAKFIK DARKSCALE**CR 11**

XP 12,800

Male umbral kobold rogue (shadowsneak) 12

LG Small humanoid (extraplanar, reptilian)

Init +5; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 21, touch 16, flat-footed 16 (+4 armor, +5 Dex, +1 natural, +1 size)

hp 105 (12d8+48)

Fort +7, **Ref** +13, **Will** +3; +4 vs. traps

Defensive Abilities evasion, trap sense, uncanny dodge

Weakness light sensitivity

OFFENSE

Speed 40 ft.

Melee +2 rapier +17/+12 (1d4+1/18–20)

Special Attacks sneak attack +6d6

STATISTICS

Str 8, **Dex** 20, **Con** 16, **Int** 14, **Wis** 8, **Cha** 13

Base Atk +9; **CMB** +7 (+9 dirty trick); **CMD** 22 (24 vs. dirty trick)

Feats Combat Expertise, Combat Reflexes, Improved Dirty Trick ^{APG}, Small but Fierce, Stealth Synergy ^{UC}, Weapon Finesse

Skills Acrobatics +20, Bluff +16, Climb +14, Craft (traps) +27, Disable Device +22, Knowledge (local) +17, Perception +16 (+22 to locate traps), Sleight of Hand +20, Stealth +29, Use Magic Device +16; **Racial Modifiers** +4 Craft (trapmaking), +4 Perception, +4 Profession (miner)

Languages Common, Draconic, Dwarven, Shadowpeak

SQ crafty, rogue talents (cunning trigger ^{APG}, hunter's surprise ^{APG}, quick disable ^{APG}, quick trapsmith, resiliency, trap spotter), swift movement, trapper +6

Gear +1 *shadow studded leather armor*, +2 rapier, *belt of mighty constitution* +2, mwk artisan's tools, mwk thieves' tools, *wand of cure moderate wounds*.

SECTION 5: MORE RACES

FOSTERLINGS

When irrational beings cross over into the material plane, they occasionally yield offspring through their dalliances with the inhabitants of our own reality—whether through savage, lust-driven impulse or meticulous and nearly-scientific deliberation. Fosterlings are the result of such liaisons between typical humanoids and these fecund inhabitants of the outer darkness. Fosterlings vary widely in appearance, their countenance typically coinciding with that of their humanoid parents. Different fosterlings share the physical traits of humans, half-elves, and half-orcs in nearly any permutation, but they are invariably male due to chromosomal limitations governing such horrific unions between humanoids and aberrations. Some fosterlings change as they grow older, undergoing terrifying metamorphoses that leave them more closely resembling their eldritch progenitors. Others resist the call of their blasphemous birthright, remaining mostly humanoid throughout their lives.

New Oracle Curse

MAD

Chthonian visions and gibberish-filled whispers have irreparably broken your ability to function within your own reality, having caught one too many horrid glimpses of the others beyond it. Soon, these horrors will warp your body just as they warped your mind.

Fosterling Racial Traits

+2 Constitution, +2 Wisdom, –2 Charisma: Fosterlings are preternaturally hardy and cunning, but their inherent alien mentality makes it difficult for “normal” people to relate to them.

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

Humanoid: Fosterlings are humanoids with the fosterling subtype.

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

Amorphous Form: When a fosterling is brought below 0 hit points but not killed, he can fight on for a number of rounds equal to his Constitution modifier (minimum 1) as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying. Once dead, a fosterling’s body begins to decompose rapidly, and after a number of hours equal to the fosterling’s hit dice, the fosterling’s corporeal form breaks down into inert miasma and cannot be brought back to life via the *raise dead* spell (although *resurrection* and *true resurrection* spells will still work normally). Fosterlings are also not affected by *reincarnate* spells.

Antediluvian Knowledge: Fosterlings receive Skill Focus as a bonus feat at 1st level; this feat’s benefits must be applied to one of the following Knowledge skills: arcana, dungeoneering, planes, or religion.

Bizarre Anatomy: Though superficially humanoid, fosterlings possess unique biological distinctions that make them harder to critically injure. Rolls to confirm critical hits against a fosterling suffer a –4 penalty.

Clarity of Madness: When affected by the confused condition, fosterlings may reroll their percentile chance to determine their action each round at the start of their turn if they dislike the result of their first roll. A fosterling may make this roll every round that he is confused, even if he would normally be locked into a given course of action (such as by having been attacked by another creature).

Eldritch Presence: Fosterlings exude an unnatural aura that spooks mundane creatures. They suffer a –3 penalty on all Handle Animal checks, but receive a +3 bonus to Diplomacy checks when communicating with aberrations or evil outsiders.

Non-Euclidean Logic: Fosterlings think in different rational terms than most other humanoids, making them abnormally resistant to mind-affecting effects and giving them a +2 racial bonus on saves against such effects.

Languages: Fosterlings begin play speaking Common and Aklo. Fosterlings with high Intelligence scores can choose from the following: Aboleth, Aquan, Elder Thing, Mi-Go, and Undercommon.

Effect

You suffer from one of the following insanities described in the Pathfinder RPG GameMastery Guide: mania/phobia (GM’s choice of obsession), paranoia, or schizophrenia. The save DC of this insanity is equal to 10 + 1/2 your hit dice + your Wisdom modifier. This insanity is incurable, and the DC cannot be reduced via restoration, nor is it reduced by previous successful saves against the insanity.

At 5th level, any creature that targets you with a mind-affecting effect takes 1d6 nonlethal damage per two oracle levels that you possess.

At 10th level, you must select one of the progeny feats described below. You need not meet any of the prerequisites for that feat. If you have already selected a progeny feat, you cannot gain a second one.

At 15th level, you gain telepathy out to 30 feet. Any creature with whom you so communicate must roll a Will save against your insanity’s save DC or become confused for a number of rounds equal to 1/2 your oracle level.

Progeny Feats

Both fosterlings and mad oracles have access to the following progeny feats. No character may ever select more than one progeny feat. A character with a progeny feat also gains the following penalty: the character suffers a permanent –4 penalty to Diplomacy checks when interacting with non-

aberrations, and all humanoid NPCs will have a starting attitude of Unfriendly when dealing with the character.

ELDER PROGENY (PROGENY)

You or your forebears were genetically engineered by the Elder Things, a race from distant stars which explores and colonizes the universe at their pleasure.

Prerequisites: Deft Hands, Magical Aptitude, fosterling.

Benefit: Your bizarre digital anatomy and innate understanding of magic and technology make it easier for you to use items which would normally be of restricted use to you. You add your Wisdom modifier (minimum +1) to Use Magic Device checks and attacks with weapons with which you are not normally proficient.

Special: A fosterling character who chooses this feat cannot take any other progeny feat described here.

LURKER PROGENY (PROGENY)

You, or perhaps a parent or grandparent, are the offspring of an avatar of Yog-Sothoth and a humanoid parent.

Prerequisites: Great Fortitude, Improved Great Fortitude, fosterling.

Benefit: As you age, your tainted blood fortifies your organs against poison and disease, and your skin takes on a horrid countenance that makes you inherently tougher than others of your kind. You gain a +2 profane bonus to Fortitude saves and a +2 natural armor bonus to AC; you may select the Improved Natural Armor monster feat to improve this bonus as desired.

Special: A fosterling character who chooses this feat cannot take any other progeny feat described here.

LENG PROGENY (PROGENY)

Somewhere in your lineage, someone cross-bred with a denizen of Leng, the monstrous inhabitants of the spider-infested Dreamlands.

Prerequisites: Improved Unarmed Strike, Self-Sufficient, fosterling.

Benefit: Your brows sprout horns and your fingernails elongate and become claw-like. You gain fast healing 1, which is identical to the universal monster ability except that it does not function when you are reduced to 0 or less hp. On a critical hit with your unarmed strike, you inflict 1 point of Dexterity damage to your target.

Special: A fosterling character who chooses this feat cannot take any other progeny feat described here.

MI-GO PROGENY (PROGENY)

Your mind was once surgically contained by the Mi-Go, a race of interdimensional travelers with highly advanced scientific methods who are devoid of conventional ethics and morality, and introduced to their bizarre cultural philosophies.

Prerequisites: Wis 15, fosterling, cannot worship any deity.

Benefit: Your alien perspective on ethics and morality allows you to better withstand deleterious effects dependent upon your alignment. Extra damage dealt to you because of your alignment (such as from the smite evil ability or an *unholy* weapon) is halved. Additionally, you may use items that would normally be forbidden for a creature of your

alignment without any penalty (for instance, a Lawful Evil fosterling can wield an *anarchic* weapon or wear a white *robe of the archmagi* without suffering negative levels).

Special: A fosterling character who chooses this feat cannot take any other progeny feat described here.

SKUM PROGENY (PROGENY)

Your ancestors bred with the ichthyic ones of the deep oceans, the children of Father Dagon and Mother Hydra, and their genetic dispositions have only lately begun to manifest themselves in you.

Prerequisites: Athletic, Endurance, fosterling.

Benefit: Your eyes become bulging and unblinking, and you grow subcutaneous gills on your neck and webbed skin between your fingers and toes. You gain low-light vision and a swim speed of 30 feet. You can hold your breath for a number of rounds equal to 4 times your Constitution score before you risk drowning.

STAR-SPAWN PROGENY (PROGENY)

Somewhere in your family tree, your bloodline was tainted with the foulness of a star-spawn of Cthulhu, the Dreamer in the Deep; now, his maddening visions haunt your enemies as dauntlessly as they haunt you.

Prerequisites: Improved Iron Will, Iron Will, fosterling.

Benefit: You flood the mind of any creature attempting to alter your consciousness with visions of madness and doom. If you successfully save against a mind-affecting effect generated by a creature's spells or abilities, that creature must make a Will save (DC 10 + $\frac{1}{2}$ your character level + your Wisdom modifier) or be stunned for 1 round. On a successful save, the creature is instead staggered for 1 round.

Special: A fosterling character who chooses this feat cannot take any other progeny feat described here.



MELODIAN

Legend says that the first melodian was born of an immaculate union between the purest human maiden and her perfect fey songbird. Regardless of the truth of that myth, melodians have a natural affinity for performance of all kinds and are considered by some to be the embodiment of music. Melodians appear as exceptionally beautiful humans with colorful markings on their temples. In Melodian culture, the shape and color of these markings carry special significance to their fey origins.

Alternate Racial Traits APG/ARG

The following racial traits may be selected instead of existing melodian racial traits. Consult your GM before selecting any of these new options.

Bard's Tongue: Melodians with this racial trait gain +1 caster level on divination spells that they cast. In addition, melodians with a Charisma score of 15 or higher may use *divination* once per day as a spell-like ability (caster level is equal to the melodian's character level). This racial trait replaces resonance.

Heartstring Magic: Melodians with this racial trait gain a +1 bonus to the saving throw DCs of spells with the emotion descriptor that they cast. In addition, melodians with a Charisma score of 15 or higher may use *good hope* (one target only) once per day as a spell-like ability (caster level is equal to the melodian's character level). This racial trait replaces resonance.

Songborn: Melodians with this racial trait have a natural affinity for the bard class, and gain bard as an additional favored class. These melodians may select two different available favored class options when taking a level of bard a number of times equal to their Charisma modifier (minimum 1). This racial trait replaces lifesong.

Songspeaker: Melodians with this racial trait have a penchant for the rhythm and tempo of language. They gain a +4 racial bonus on Linguistics checks, and learn one additional language every time they put a rank in the Linguistics skill. This racial trait replaces joie de vivre.

Melodian Racial Traits

+2 Dexterity, +2 Charisma, -2 Wisdom: Melodians are lithe and beautiful, but somewhat self-involved.

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

Fey Blood: Melodians count as both fey and human for any effect related to race.

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

Low-Light Vision (Ex): Melodians can see twice as far as humans in conditions of dim light.

Joie de Vivre: A melodian's irrepressible zest for life gives them a +2 racial bonus on saving throws against fear and despair effects. Also, once per day, after a natural roll of 1 on any d20 roll, melodians may reroll and use the second result.

Lifesong: As the living embodiment of music, melodians gain a +2 racial bonus on one type of Perform (chosen at character creation), and Perform is always a class skill for them.

Resonance: Melodians gain a +1 bonus to the saving throw DCs of spells with the sonic descriptor that they cast. In addition, melodians with a Charisma score of 13 or higher may use *sound burst* once per day as a spell-like ability (caster level is equal to the melodian's character level).

Languages: Melodians begin play speaking Common and Sylvan. Melodians with high Intelligence scores can choose from the following: any human language, Auran, Celestial, and Elven.

Racial Archetype

The following racial archetype is available to melodians

BLADEWEAVER

Associated Class: fighter

Associated Race: melodian

Replaced Abilities: armor training, weapon training, armor mastery

Modified Abilities: class skills, weapon and armor proficiencies

The bladeweaver has dedicated herself to mastering the use of songsteel weapons, blending musical and martial performance into a beautiful and deadly art.

Class Skills: The bladeweaver adds Perform to the list of skills.

Weapon and Armor Proficiency: A bladeweaver is proficient with all simple and martial weapons. A bladeweaver is also proficient with light armor and shields (except tower shields).

Bladedance (Ex): As long as a bladeweaver moves 5 feet or more before attacking, she may use her Dexterity bonus instead of her Strength bonus when making attack and damage rolls.

Bardic Performance (Su): At third level, a bladeweaver gains the bardic performance ability. This ability works like the bardic ability of the same name. Her effective bard level is equal to her bladeweaver level -2. She does not gain the following bardic performances: dirge of doom, soothing performance, mass suggestion, and deadly performance. In addition, she gains the following bardic performances.

Song of Sacrifice (Su): At 9th level, a bladeweaver may spend two rounds of her bardic performance to confirm a critical hit.

Bladeweaving Harmony (Su): At 20th level, a bladeweaver may start and maintain two different bardic performances simultaneously but must use one round of the ability for each bardic performance used.

Dance of Intimacy (Su): At 5th level, a bladeweaver that moves 5 feet or more before attacking may ignore some of her target's armor or natural armor bonus. She can ignore 1 point of armor or natural armor bonus at 5th level, and she can ignore 1 additional point for every 4 levels she possesses (to a maximum of 4 at 17th level).

Melodian Feats

Melodians have access to the following feats.

SONG MARKED

The unusual shape and color of your temples mark you as a melodian born with a powerful connection to the lifesong.

Prerequisites: Melodian.

Benefit: Once per day before you roll a saving throw against a compulsion effect, you may choose to roll a Perform check and use its result as your saving throw.

SONGSTEEL PERFORMANCE

Your performances with your songsteel weapon are particularly potent.

Prerequisites: Perform (dance) 5 ranks, Perform (wind instruments) 5 ranks, melodian.

Benefit: As long as you are using a songsteel weapon, all of your bardic performance DCs increase by +2.

SPELLDANCE CONCENTRATION

After untold hours of practice you have mastered the art of the spelldance.

Prerequisites: Perform (dance) 1 rank, Spellcraft 5 ranks, melodian.

Benefit: You gain a +2 bonus on concentration checks as long as you have moved at least 5 feet this turn. This bonus stacks with the bonus from Combat Casting.

Melodian Equipment

Melodians have access to the following equipment.

Songsteel: Melodians can infuse their metal weapons with their songs. In the hands of a proficient wielder,

songsteel weapons—often referred to as songblades—produce eerily beautiful musical notes. Any metallic weapon may be crafted from songsteel and retains all of the statistics of the base weapon except that its weight is three-quarters normal. Additionally, songsteel weapons are treated as masterwork instruments for Perform (dance) and Perform (wind instruments) checks. If you are using the performance combat rules ^{UC}, songsteel weapons also gain the performance quality. Weapons fashioned from songsteel are always masterwork items as well; the masterwork cost is included in the price of +300 gp per pound of the original weapon's weight. Songsteel has 10 hit points per inch of thickness and hardness 8.



Table 5-1: Random Starting Age

Race	Adulthood	Barbarian, Rogue, Sorcerer, Alchemist, Oracle, Witch	Bard, Fighter, Paladin, Ranger, Cavalier, Inquisitor, Magus, Gunslinger	Cleric, Druid, Monk, Wizard, Summoner
Fosterlings	18 years	+1d4	+1d6	+2d6
Melodians	22 years	+1d6	+2d6	+3d6
Sashahar	12 years	+1d4	+1d6	+2d6
Ursine	15 years	+1d4	+1d6	+2d6

Table 5-2: Aging Effects

Race	Middle Age	Old Age	Venerable Age	Maximum Age
Fosterlings	40 years	60 years	80 years	80+2d20 years
Melodians	65 years	100 years	130 years	130+3d20 years
Sashahar	20 years	30 years	40 years	40+1d20 years
Ursine	30 years	40 years	50 years	50+3d10 years

SASHAHAR

Small and wiry figures, the Sashahar vaguely resemble king snakes because of their orange, black, and yellow banding. A projecting muzzle with thin, lipless mouth and huge slit-pupiled eyes round out their alien physiognomy. Bipedal with an almost reptilian aspect to their features, Sashahar are sometimes mistaken for kobolds wearing war paint, but only from a distance. Most people are surprised to find that the small bipeds are predominantly vegetarian, subsisting on a diet of subterranean fungi.

Slight in build but extremely hardy, they are possessed of abundant staying power. Their stamina extends beyond the physical, and they often wield formidable psionic powers.

Traits ^{APG}

The following race traits are available for sashahar.

Psionic Adept: You gain a +1 trait bonus on Knowledge (psionics) and Psicraft checks, and you may make these checks untrained.

Ancestor's Willpower: You gain a +1 trait bonus to Will saves and a +2 trait bonus to saving throws versus enchantment effects.

Alternative Racial Traits

The following racial traits may be selected instead of existing Sashahar racial traits. Consult your GM before selecting any of these new options.

Sashahar Protection: Sashahar can use *catfall* and *fortify* at will as psi-like abilities. The manifester level is equal to the user's character level. This ability replaces the Sashahar Thoughts ability.

Cleanse Body: Sashahar can use *cleanse body* at will as a psi-like ability. The manifester level is equal to the user's character level. This ability replaces the Sashahar Thoughts ability.

Sustenance: Sashahar with this alternate trait can use *sustenance* at will as a psi-like ability. The manifester level is equal to the user's character level. This ability replaces the Sashahar Thoughts ability.

Racial Archetype

The following racial archetype is available to sashahar.

Sashahar Racial Traits

+2 Intelligence, +2 Constitution, –4 Strength: While physically weak, Sashahar are highly intelligent and possessed of an uncanny stamina.

Abberation: Sashahar are aberrations with the psionic subtype.

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

Speed: Sashahar have a base speed of 20 feet.

Naturally Psionic: Sashahar gain the Wild Talent feat as a bonus feat at 1st level. If a Sashahar takes levels in a psionic class, he instead gains the Psionic Talent feat.

Sashahar Thoughts: Sashahar can use *conceal thoughts* and *detect psionics* at will as psi-like abilities. The manifester level is equal to the user's character level.

Great Luck: Sashahar receive a +2 luck bonus on all saving throws.

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



AGILE MIND

Associated Class: rogue

Associated Race: sashahar

Replaced Ability: evasion

Power Resistance (Ex): Whereas most rogues pride themselves on their ability to avoid the effects of incoming powers, some are so evasive they can avoid the powers altogether.

Beginning at 2nd level, an agile mind gains power resistance (PR) equal to his class level + his Charisma modifier. Agile minds may not choose the improved evasion advanced rogue talent.

Sashahar Feats

Sashahar have access to the following feats.

ACCESS SHASHAHAR HERITAGE (PSIONIC)

Drawing on your psionic heritage you are able to manifest more minor psionic abilities than members of other races.

Prerequisite: Unlocked Talent or manifester level 1st, sashahar.

Benefit: You gain six psionic talents.

Special: This feat may be selected more than once. Each time, you gain six additional psionic talents.

FORCE BURST (PSIONIC)

You can charge your psionic attacks with additional damage potential.

Prerequisite: Int 13, sashahar.

Benefit: While you maintain psionic focus, your psionic attacks deal an extra 1 point of damage. Additionally, if you expend your psionic focus as part of manifesting a psionic attack, that attack instead deals an extra 2d6 points of force damage at the cost of 1 additional power point. (The power's total cost cannot exceed your manifester level.) You must decide whether or not to use this option prior to making an attack. If your attack misses, you still expend your psionic focus.

Sashahar Equipment

Sashahar have access to the following equipment.

Sashinak Elixir: Drinking this crystal-clear liquid accelerates the natural process of healing Intelligence damage. Resting for 1 hour after drinking a vial heals you of 1 point of Intelligence damage as if you had benefited from a full night's rest. Taking multiple doses in an hour does not increase the rate of healing; you must take each individually, followed by an hour of rest, for it to have any effect. Any doses after the 4th dose of Sashinak elixir in 1 day have no effect. Sashinak elixir only affects aberrations.

Eye Drops of Clearsight: Sashahar mix special eye drops to protect themselves from sight-based attacks. This one-ounce vial contains three applications. Each application gives a psionic creature a +1 alchemical bonus on all saving throws to resist the effects of gaze attacks, patterns and other false images. Its effects last 24 hours.

Table 5-3: Sashahar Equipment

Item	Craft DC	Cost	Weight
Sashinak elixir	25	85gp	—
Eye drops of clearsight	25	70gp	—

Shashahar Power

The following power is common among sashahar.

LOCATE TRAPS

Discipline: psychometabolism; **Level:** cryptic 1, psion/wilder 1

Display: Auditory, Mental

Manifesting Time: 1 standard action

Range: 60 ft.

Area: cone-shaped emanation

Duration: concentration, up to 1 min./lvl. (D)

Saving throw: none; **Power Resistance:** no

Power Points: 1

You can detect traps (both mechanical and magical) and similar features that are designed to inflict damage. Anything that is constructed to escape detection and cause harm is detected by this power. Hidden creatures or constructs are not detected by this power. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of a trap.

2nd Round: Number of traps, and the location of each. If a trap is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: The mechanism or trigger for one particular trap closely examined by you. Each round, you can turn to locate traps in a new area. The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Table 5-4: Height/Weight Table

Race, Gender	Height	Height Modifier	Weight	Weight Modifier
Fosterlings, male	4'10"	+2d10	120 lbs.	x5
Fosterlings, female	4'6"	+2d10	90 lbs.	x5
Melodians, male	5'2"	+2d8	110 lbs.	x5
Melodians, female	5'0"	+2d8	90 lbs.	x5
Sashahar, male	2'6"	+2d4	25 lbs.	x1
Sashahar, female	2'4"	+2d4	20 lbs.	x1
Ursine, male	5'8"	+2d12	155 lbs.	x6
Ursine, female	5'6"	+2d12	145 lbs.	x6

URSINE

The stout and abrupt ursines go by many names, but few of them are insults, for the ursines are both honorable and incredibly strong (and intimidating). Sometimes known as bearfolk or mountainwalkers, ursine are bear-like humanoids with a thick coat of fur, clawed paws on their hands and feet, angular ears near the top of the head, and a massive bear's mouth. Not easily hurt, the ursines are a very honor-driven race, and do not tolerate deep and sincere slights, or outright disrespect—this lasting perception of them is most often perpetuated only by those who are guilty of disrespecting members of this wise and peaceful race.

Male Names: Ambrose, Aridon, Aslon, Brutus, Cadin, Fabron, Geslotto, Lobron, Mendon, Neibrose, Radavon, Sedrose, Stavian, Tadalon, Venbrin.

Female Names: Arimel, Azliona, Baluis, Belladonna, Casalia, Crotia, Evara, Hathus, Ioldibara, Kerislin, Lanna, Meridose, Moslin, Oardi, Osra, Seluis, Strama, Tola, Uresses, Zathia.

Clan Names: Brook Stone, Cicada Bloom Shower, Elm Feather, Grass Seed, Moon Halo, Oak Wing, Pine Claw, Snow Horizon, Star Sky, Wheat Path.

Traits ^{APG}

The following race traits are available for ursine.

Hard Shell: You are renown for your tough exterior and are difficult to kill. You gain 2 additional hit points, which stack with those granted by Toughness and any other abilities that grant bonus hit points.

Ursine Racial Traits

+2 Strength, +2 Wisdom, –2 Dexterity: Ursines are strong and perceptive, but not very agile.

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

Normal Speed: Ursines have a base speed of 30 feet, and are never hampered by difficult terrain in mountainous regions, or by natural formations made of stone or earth (magically altered terrain still affects them).

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

Hatred: Ursines receive a +1 racial bonus on attack rolls against aberrations, and against humanoid creatures of the giant subtype, due to special training against these hated foes.

Potent Caster: Ursine spellcasters gain a +1 racial bonus to all caster level checks made to overcome spell resistance.

Solid Form: Ursines receive a +2 racial bonus to saves vs. polymorph spells or effects, against diseases, and against ingested or inhaled poisons (but not against magical diseases or poisons).

Stalwart: Ursines can wield light and one-handed melee weapons, as well as short bows and light crossbows made for Large size creatures without penalties, and they are treated as Large size creatures against Medium or Small opponents who attempt combat maneuvers against them, gaining a +1 size bonus to CMD versus these creatures. As a swift action on their turn, they can designate a single opponent within 20 feet; they gain a temporary +1 size bonus to CMB when attempting a combat maneuver against this enemy, which lasts until the ursine's next turn, when they may designate a new opponent for use with this ability. Ursines wielding weapons appropriate for Medium-sized creatures do not take any penalty while using them, and they do not wield them with less hands than normal; they wield Large one-handed weapons with two hands, and treat Large light crossbows as heavy crossbows for the purpose of actions used to reload. Other light or hand-held ranged weapons appropriately sized for Large creatures may also be appropriate, at the GM's discretion.

Sturdy: Ursines gain a +2 racial bonus to CMD vs. bull rush, overrun, and trip attempts made against them while standing on the ground.

Weapon Familiarity: Ursines are proficient with the lucerne hammer ^{APG}.

Languages: Ursines begin play speaking Common, and Ursine. Ursines with high Intelligence scores can speak Draconic, Dwarven, Elven, Giant, Gnome, Orc, or Sylvan.

Soft Shell: You are known for being a big softy, despite your great mass and fearsome appearance. You gain a +1 trait bonus to Diplomacy and Handle Animal checks, and Diplomacy is always a class skill for you.

Wary: Eternally alert to the coming dangers that the world presents—wild, natural, humanoid, and unnatural—the ursine race has always kept one eye on the watchtowers of the world. You gain a +1 trait bonus to Initiative rolls, and a +1 trait bonus to Fortitude saves.

Alternate Racial Traits ^{APG/ARG}

Natural Attacks: The ursine gains a bite and two claw natural melee attacks. The bite deals 1d4 damage and the claws each deal 1d3 damage on a successful hit. These are primary attacks, or secondary attacks if wielding any manufactured weapon. This ability replaces the stalwart and weapon familiarity racial traits.

Smeller: The ursine gains the scent ability with half the normal range. This replaces low-light vision.

Nature Ties: The ursine gains a +2 racial bonus to Handle Animal checks made to influence bears, raccoons, and wolverines. This ability replaces solid form.

War Ties: You are an expert laborer in wartime, a flexible weapons user, and a capable combatant at close range. Choose one opponent during combat within close range (25 feet plus 5 feet per class level), and receive a +1 racial bonus to attack and damage rolls against that creature for 3 rounds, usable once per day. Choose any two martial or exotic weapons (light, one-handed, two-handed, or ranged)—you are proficient with these weapons. Additionally, you gain a

+2 racial bonus to any one Craft and one Profession skill for a specialty useful during wartime (Crafts such as armor, ships, and leather, and Professions such as cook, medic, and messenger work well, but basket-weaving or jewelry Crafts, and dancer or florist Professions do not); you always treat one of these skills as a class skill (choose one). This ability replaces the hatred, potent caster, and weapon familiarity racial traits.

Racial Archetype

The following racial archetypes are available to ursines

SPIRIT CALLER

Accessing the blessings of the ancestral spirits and the inner bear, ursine spirit callers act as nature's defenders, vision-shamans, spiritual psychopomps, and interpreters of the will of the ancestors themselves.

Associated Class: druid

Associated Race: ursine

Replaced Abilities: woodland stride, resist nature's lore, one thousand faces

Modified Abilities: spontaneous casting, nature bond, wild empathy, wild shape

Spontaneous Casting: Instead of summoning allies of nature through her magic, a spirit caller can channel her stored spell energy into spells cast from the following spell list, and she can still choose to "lose" a higher level spell slot in order to cast a lower level spell from this list: 1st—*bless*, 2nd—*aid*, 3rd—*prayer*, 4th—*blessing of fervor* ^{APG}, 5th—*commune*, 6th—*heroism*, 7th—*refuge*, 8th—*euphoric tranquility* ^{APG}, 9th—*weird*.

Nature Bond (Ex): A spirit caller cannot choose an animal companion, and has access only to the following domains: Animal, Earth, Plant, Protection, Strength, and Weather, as well as Repose (Ancestors subdomain only). This otherwise functions as the normal druid class ability.



Wild Empathy (Ex): A spirit caller gains an additional +2 bonus when using this ability with bears. Otherwise, this ability functions as normal.

Spirit Mark (Su): The spirit caller has been marked by the ancestors as their voice and avatar, as indicated by an impressive tattoo, scar, or birthmark she possesses. As a swift action, the spirit mark grants the spirit caller a +1d4 bonus on one d20 roll she has just made before the results are revealed. A spirit caller may use this ability a number of times per day equal to 3 + her Wisdom modifier.

Summon Bear (Su): At 5th level, a spirit caller may summon one bear to her aid for every three levels of spirit caller she possesses. Summoning a bear requires a standard action. Each summoned bear remains to help the spirit caller for a number of rounds equal to her spirit caller level. At 5th level, the spirit caller may summon one grizzly bear with the young template to her aid. At 10th level, she may summon grizzly bears. At 15th level, the spirit caller's grizzly bears gain the Advanced template.

Wild Shape (Su): At 4th level, the spirit caller may wild shape, but only into a bear. At 6th level the spirit caller may wild shape into any animal allowed for a druid of her level –2.

Ursine Feats

Ursine have access to the following feats.

BEAR PAW (COMBAT)

You wield massive weapons that are larger than you should normally be able to handle.

Prerequisites: Str 13, base attack bonus +1, ursine.

Benefit: You can use a melee weapon in your primary hand or in two hands that is one size larger than you without penalty.

IMPROVED BEAR PAW (COMBAT)

Your methods of wielding oversized weapons are powerful and precise.

Prerequisites: Str 13, Bear Paw, base attack bonus +6, ursine.

Benefit: You can use a melee weapon in your off-hand that is one size larger than you without penalty. Alternatively, you may wield a two-handed weapon in your primary hand that is made for your size without a penalty.

SPIRIT BEAR

Harnessing the shapeshifting power of the *hengeyokai* (animal spirit-folk), you have become a spirit being among them and your own people.

Prerequisites: Wis 15, wild shape class ability or able to cast *beast shape II*, ursine.

Benefit: You gain the shapeshifter creature subtype. You can either use your wild shape ability 2 additional times per day (bear, wolverine, dire bear, or dire wolverine forms only), or instead choose to gain an additional 2 bonus spell slots to cast a *beast shape* spell of your highest level or lower. While in animal form, you can use *speak with animals* (mammals only) at will as a spell-like ability, but cannot otherwise speak.

APPENDIX 1: FAVORED CLASS OPTIONS

Whenever a character gains a level in a favored class, the character has the option of choosing from a number of other bonuses, instead of receiving an additional skill rank or hit point as the favored class bonus. The following options are available to characters of each listed race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

DHAMPIR

Alchemist: Add +10 minutes to the duration of the alchemist's mutagens.

Barbarian: Add +1/4 to the damage of a bite attack.

Bard: Add a +1/3 bonus to the DC of the fascinate ability.

Cavalier: Add +1/4 to the damage to one of the mount's natural weapon attacks.

Cleric: Add +1 to the caster level of any channeling feat used to affect undead.

Druid: Add +1/4 to the damage of a bite attack.

Fighter: Add a +2 bonus on rolls to stabilize when dying.

Inquisitor: Add a +1/2 bonus on Intimidate checks to demoralize humanoids.

Magus: Add +1/3 on critical hit confirmation rolls when using spell combat (maximum bonus of +5). This bonus does not stack with Critical Focus.

Monk: Add +1/4 to the damage of an unarmed strike.

Oracle: Add +1 on concentration checks made when casting oracle spells with the curse descriptor.

Paladin: Add a +1/3 bonus on saving throws against death effects.

Psion: Add +1/4 to the psion's manifester level when manifesting powers of the charm subdiscipline.

Psychic Warrior: Add +1/4 to the psychic warrior's manifester level when manifesting a path power.

Ranger: Add +1/4 to the damage of one of the animal companion's natural weapon attacks.

Rogue: Add a +1/2 bonus on Stealth checks and Perception checks made in dim light or darkness.

Sorcerer: Add +1/2 point of negative energy damage to sorcerer spells that deal negative energy damage.

Soulknife: Add +1/3 on critical hit confirmation rolls when using mind blade (maximum bonus of +5). This bonus does not stack with Critical Focus.

Summoner: Add +1/4 point to the damage of one of the eidolon's natural weapon attacks.

Wilder: Add +1/4 power known from the wilder power list. This power must be at least one level below the highest power level the wilder can manifest.

Witch: Add +1/4 to the witch's caster level when casting spells of the necromancy school.

Wizard: Add +1/4 to the wizard's caster level when casting spells of the necromancy school.

DROW

Alchemist: Add +10 minutes to the duration of the alchemist's mutagens.

Barbarian: The duration of the guarded stance rage power increases by +1/3 round.

Bard: Add one spell known from the bard spell list. This spell must be at least one level below the highest spell level the bard can cast.

Cavalier: Add +1/4 to the cavalier's bonus on damage against targets of his challenge.

Cleric: Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds +1/2 to the number of uses per day of that domain power.

Druid: Add a +1/2 bonus on Stealth checks when using wild shape.

Fighter: Choose the disarm or reposition combat maneuver. Add +1/3 to the fighter's CMB when attempting this maneuver (maximum bonus of +4).

Inquisitor: Add +1/3 to the number of rounds per day the inquisitor can use the bane ability. The inquisitor must be 5th level before selecting this ability.

Magus: Add +1/4 point to the magus's arcane pool.

Monk: Add +1 to the monk's CMD when resisting a dirty trick and +1/2 to the number of stunning attacks he can attempt per day.

Oracle: Add +1/2 to the oracle's level for the purpose of determining the effects of the oracle's curse ability.

Paladin: The paladin adds +1/4 to the number of mercies he can use.

Psion: When manifesting psion powers of the telepathy discipline, add +1/3 to the effective manifester level of the power, but only to determine the power's duration.

Psychic Warrior: Add 1 power point to the psychic warrior's power points per day.

Ranger: Add +1/4 to a single existing favored terrain bonus (maximum increase of +1 per favored terrain). The ranger must be 3rd level before selecting this ability.

Rogue: Add a +1/2 bonus on Bluff checks to feint and pass secret messages.

Sorcerer: Add one spell known from the sorcerer spell list. This spell must have the curse, evil, or pain descriptor, and be at least one level below the highest spell level the sorcerer can cast.

Soulknife: Add +1 foot to the range increment to the soulknife's throw mind blade ability. This option has no effect unless the soulknife has selected it 5 times (or another increment of 5); a range increment of 24 feet is effectively the same as a range increment of 20 feet, for example.

Summoner: The amount of time the summoner must spend to summon his eidolon is reduced by 1 round, to a minimum of 1 round.



Wilder: When manifesting wilder powers of the telepathy discipline, add +1/3 to the effective manifester level of the power, but only to determine the power's duration.

Witch: Add +1/4 hours to the duration of the witch's disguise hex. This option has no effect unless the witch has selected it 4 times (or another increment of 4); an increase of 45 minutes is effectively the same as no increase in hours of the witch's disguise hex, for example.

Wizard: Select one arcane school power at 1st level that is normally usable a number of times per day equal to 3 + the wizard's Intelligence modifier. The wizard adds +1/2 to the number of uses per day of that arcane school power.

DUERGAR

Alchemist: Add +1/2 to the alchemist's acid bomb damage.

Barbarian: Add +1 to the barbarian's total number of rage rounds per day.

Bard: Reduce arcane spell failure chance for casting bard spells when wearing medium armor by +1%. Once the total reduction in chance reaches 10%, the bard also receives Medium Armor Proficiency, if he does not already possess it.

Cavalier: Add +1/2 to the cavalier's bonus to damage against targets of his challenge.

Cleric: Add a +1/2 bonus on checks made to craft magic items.

Druid: Add a +1/2 bonus on wild empathy checks made against burrowing animals and gain a +1/2 bonus on Handle Animal skill checks.

Fighter: Add +1 to the fighter's CMD when resisting a bull rush or trip attempt.

Inquisitor: Add +1/6 to the number of times per day the inquisitor can use the judgment class feature.

Magus: Add a +1/4 circumstance bonus on critical hit confirmation rolls when using spell combat (to a maximum of +4). This bonus does not stack with Critical Focus.

Monk: Reduce the Hardness of any object made of clay, stone, or metal by 1 whenever the object is struck by the monk's unarmed strike (minimum of 0).

Oracle: Reduce the penalty for not being proficient with one weapon by 1. When the nonproficiency penalty for a weapon becomes 0 because of this ability, the oracle is treated as having the appropriate Martial or Exotic Weapon Proficiency feat with that weapon.

Paladin: Add +1/2 point of acid damage to the paladin's lay on hands ability when used to deal damage.

Psion: Add a +1/2 bonus on checks made to craft psionic items.

Psychic Warrior: Gain 1/3 additional daily usage of the psychic warrior's daily *expansion* psi-like ability.

Ranger: Choose one ranged weapon. Add +1 foot to the range increment of that weapon. This option has no effect unless the ranger has selected it 5 times (or another increment of 5); a range increment of 24 feet is effectively the same as a range increment of 20 feet, for example.

Rogue: Add a +1/2 bonus on Bluff checks to feint and Intimidate checks.

Sorcerer: Add +1/2 damage to any acid and earth sorcerer spells or spell-like abilities.

Soulknife: The soulknife reduces the amount of time to reshape her mindblade by 15 minutes. The soulknife cannot reduce this below 4 hours.

Summoner: Reduce the Hardness of any object made of clay, stone, or metal by 1 whenever the object is struck by the summoner's eidolon's natural weapons.

Wilder: Add +1/4 to the damage of a wilder's surge blast.

Witch: Add a +1/2 bonus on checks made to craft magic items.

Wizard: Add a +1/2 bonus on checks made to craft magic items.

FETCHLING

Alchemist: Add +1/2 to either cold or electricity resistance (to a maximum increase of +10).

Barbarian: Add +1 foot to the barbarian's base speed. In combat this option has no effect unless the barbarian has selected it five times (or another increment of five). This bonus stacks with the barbarian's fast movement feature and applies under the same conditions as that feature.

Bard: Add +1/6 to the number of people the bard can affect with the fascinate bardic performance.

FOSTERLING

Cavalier: Add 5 feet to your mount's darkvision (to a maximum of 30 feet). If your mount does not have darkvision, the mount gains darkvision 5 feet. If the cavalier ever replaces his mount, the new mount gains this bonus to its darkvision distance.

Cleric: Add a +1/2 bonus on Knowledge (planes) checks relating to the Plane of Shadows and creatures with the shadow subtype.

Druid: Add a +1/2 bonus on Knowledge (nature) checks relating to plants and animals native to the Plane of Shadows.

Fighter: Add +1 to the fighter's CMD when resisting two combat maneuvers of the character's choice.

Inquisitor: Add one spell known from the inquisitor's spell list. This spell must be at least one level below the highest-level spell the inquisitor can cast.

Magus: Add +1/4 point to the magus' arcane pool.

Monk: Add +1/4 point to the monk's ki pool.

Oracle: Treat the oracle's level as +1/3 higher for the purposes of determining which of her racial spell-like abilities she can use.

Paladin: Add +1 to the paladin's cold resistance (to a maximum increase of 10).

Psion: Add 1/4 power known from the psion power list. This power must be at least one level below the highest power level the psion can manifest.

Psychic Warrior: Add +1/2 to the psychic warrior's manifester level when manifesting a path power.

Ranger: Add a +1/2 bonus on Perception and Survival checks made in dim light and darkness.

Rogue: Add a +1/2 bonus on Stealth and Sleight of Hand checks made while in dim light or darkness.

Sorcerer: Add +1/2 to either cold or electricity resistance (to a maximum increase of 10).

Soulknife: Add a +1/4 circumstance bonus on critical hit confirmation rolls with the mind blade (to a maximum of +4). This bonus does not stack with Critical Focus.

Summoner: The summoner's eidolon gains resistance 1 against either cold or electricity. Each time the summoner selects this reward, he increases his eidolon's resistance to one of those energy types by 1 (to a maximum of 10 for any one energy type).

Wilder: Add +1/4 power known from the wilder power list. This power must be at least one level below the highest power level the wilder can manifest.

Witch: The witch's familiar gains resistance 1 against either cold or electricity. Each time the witch selects this reward, he increases his familiar's resistance to one of those energy types by 1 (to a maximum of 10 for any one energy type).

Wizard: Add one spell from the wizard spell list to the wizard's spellbook. The spell must be at or below the highest level he can cast and either be of the illusion (shadow) subschool or have the darkness descriptor.

Alchemist: While using the Intimidate skill to demoralize a foe, add +1/3 to the number of rounds a successfully demoralized foe is shaken.

Barbarian: Add +1/2 to AC and saves when using the lesser chaos totem rage power.

Bard: Add 1 foot (up to 15 feet maximum) to the bard's bardic performance range. This option has no effect unless the bard has selected it 5 times (or another increment of 5); a range of 34 feet is effectively a range of 30 feet, for example.

Cavalier: Add +1 hit point to the cavalier's mount companion. If the cavalier ever replaces his mount, the new mount gains these bonus hit points.

Cleric: Add a +1 bonus on caster level checks made to overcome the spell resistance of aberrations.

Druid: When using wild shape, add a +1/2 bonus on Intimidate and Stealth checks.

Fighter: Add a +2 bonus on rolls to stabilize when dying.

Inquisitor: Add +1/3 to the inquisitor's cunning initiative bonus.

Magus: Add a +1 bonus on caster level checks made to overcome the spell resistance of aberrations.

Monk: Add +1 to the monk's CMD when resisting a grapple and +1/2 to the number of stunning attacks he can attempt per day.

Oracle: Reduce the penalty for not being proficient with one weapon by 1. When the nonproficiency penalty for a weapon becomes 0 because of this ability, the oracle is treated as having the appropriate Martial or Exotic Weapon Proficiency feat with that weapon.

Paladin: Add +1 foot to the size of all the paladin's aura class features. This option has no effect unless the paladin has selected it 5 times (or another increment of 5); an aura of 14 feet is effectively the same as a 10-foot aura, for example.

Psion: Add a +1 bonus on manifester level checks made to overcome the power resistance of aberrations.

Psychic Warrior: Add +1/3 to the psychic warrior's saving throws versus mind-affecting effects.

Ranger: Add +1 hit point to the ranger's animal companion. If the ranger ever replaces his animal companion, the new animal companion gains these bonus hit points.

Rogue: Add +1/3 on critical hit confirmation rolls made while using sneak attack (maximum bonus of +5). This bonus does not stack with Critical Focus.

Sorcerer: When casting sorcerer spells with the summoning descriptor, add +1/3 to the effective caster level of the spell, but only to determine the spell's duration.

Soulknife: Add a +1/2 circumstance bonus on critical hit confirmation rolls with the mind blade. This bonus does not stack with Critical Focus.

Summoner: Add the next creature on this list to the summoner's *summon monster* lists each time you select this option, in ascending order: I—akata ^{B2}, II—skum, III—nightgaunt ^{B4}, IV—gibbering moulder, V—hound of Tindalos ^{B2}, VI—shantak ^{B2}, VII—colour out of space ^{B4}, VIII—moon-beast ^{B3}, IX—Leng spider ^{B2}.

Wilder: Add +1/4 round to the duration of the wilder's surging euphoria.

Witch: The witch gains 1/6 of a new witch hex.

Wizard: Add a +1 bonus on caster level checks made to overcome the spell resistance of aberrations.

GRIPPLI

Alchemist: Add +1/4 to the number of toxic skin uses per day.

Barbarian: Add +1/4 bonus to the barbarian's Reflex saves when in a forest or swamp terrain.

Bard: Add +1 foot to the range of the bard's distraction ability. This option has no effect unless the bard has selected it 5 times (or another increment of 5); a range of 34 feet is effectively the same as a range of 30 feet, for example.

Cavalier: Add +1 foot to the cavalier's mount's base speed when in a forest or swamp terrain. This option has no effect unless the cavalier has selected it 5 times (or another increment of 5); a speed of 44 feet is effectively the same as a speed of 40 feet, for example. If the cavalier ever replaces his mount, the new companion gains this base speed bonus.

Cleric: When channelling energy to heal, all plant creatures heal an additional +1 hp.

Druid: Add a +1/2 bonus on concentration checks. This bonus doubles in a forest or swamp terrain.

Fighter: Gain a +1 bonus to an opposed Strength check when entangling a creature with a net.

Inquisitor: Add a +1/2 bonus on concentration checks. This bonus doubles in a forest or swamp terrain.

Magus: The magus reduces the number of points from his arcane pool to use the spell recall ability by -1/6.

Monk: Add a +1 bonus on Perception and Stealth checks while in a forest or swamp.

Oracle: Add one spell known from either the animal or plant domain. This spell must be at least one level below the highest spell level the oracle can cast.

Paladin: Add +1 foot to the paladin's mount's base speed when in a forest or swamp terrain. This option has no effect unless the paladin has selected it 5 times (or another increment of 5); a speed of 44 feet is effectively the same as a speed of 40 feet, for example. If the paladin ever replaces his mount, the new mount gains this base speed bonus.

Psion: Add 1 power point to the psion's power points per day.

Psychic Warrior: Add a +1 racial bonus on Swim skill checks. When this bonus reaches +8, the psychic warrior gains a swim speed of 15 feet (this does not grant the psionic warrior another +8 racial bonus on Swim checks).

Ranger: Add a +1 racial bonus on Swim skill checks. When this bonus reaches +8, the ranger gains a swim speed of 15 feet (this does not grant the ranger another +8 racial bonus on Swim checks).

Rogue: Add a +1/2 bonus on Perception and Stealth checks while in a forest or swamp.

Sorcerer: Add +1/4 to the sorcerer's caster level when casting spells from the transmutation school.

Soulknife: Add +1 to the soulknife's CMD when resisting a disarm or sunder attempt.

Summoner: Add +1 foot to the summoner's eidolon's base speed when in a forest or swamp terrain. This option has no effect unless the summoner has selected it 5 times (or another increment of 5); a speed of 44 feet is effectively the same as a speed of 40 feet, for example. If the summoner ever replaces his eidolon, the new eidolon gains this base speed bonus.

Wilder: The wilder gains 1 psionic talent.

Witch: Add +1 foot to the witch's familiar's base speed when in a forest or swamp terrain. This option has no effect unless the witch has selected it 5 times (or another increment of 5); a speed of 24 feet is effectively the same as a speed of 20 feet, for example. If the witch ever replaces her familiar, the new familiar gains this base speed bonus.

Wizard: +1/4 to the wizard's caster level when casting spells from the transmutation school.

HALF-FAERIE DRAGON

Alchemist: Add one extract formula from the alchemist's list to the alchemist's formula book. This formula must be at least one level below the highest formula level the alchemist can create.

Barbarian: Add a +1 bonus on the barbarian's saving throws to resist spells and spell-like abilities with the lawful descriptor.

Bard: Add +1 to the bard's total number of bardic performance rounds per day.

Cavalier: Add +1/2 to the cavalier's effective class level for the purposes of determining the damage he deals when making an attack of opportunity against a challenged foe.

Cleric: Add +1/2 to the cleric's caster level on caster level checks to overcome the spell resistance of dragons and fey.

Druid: Add +1 to the bonus provided by the druid's nature sense ability.

Fighter: Add +1 to the fighter's CMD when resisting a reposition or trip attempt.

Inquisitor: Add +1/4 to the number of times per day that an inquisitor can change her most recent teamwork feat.

Magus: The magus gains 1/6 of a new magus arcana.

Monk: Add +1/4 point to the monk's ki pool.

Oracle: Add a +1/2 bonus on concentration checks. This bonus doubles when flying.

Paladin: Add +1/2 damage or healing done by the paladin's lay on hands ability.

Psion: Add +1/2 to the psion's manifester level on caster level checks to overcome the power resistance of dragons and fey.

Psychic Warrior: Add +1/2 to the psychic warrior's AC against attack of opportunity when attempting to become psionically focused.

Ranger: Add +1 skill rank to the ranger's animal companion. If the ranger ever replaces his companion, the new companion gains these bonus skill ranks.

Rogue: Add +1/2 to the damage done by the rogue's sneak attacks against dragons and fey.

Sorcerer: Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +1/2 to the number of uses per day of that bloodline power.

Soulknife: Regardless of the soulknife's actual alignment, the soulknife can now make her mind blade anarchic for 1 attack action per day. The mind blade cannot have the axiomatic blade skill at the same time. Each additional time the soulknife selects this option, the soulknife can use this ability for one additional attack action per day.

Summoner: Add +1 hit point to the summoner's eidolon.

Wilder: The wilder gain a +1/2 bonus to saving throws against powers and effects from creatures with the lawful subtype.

Witch: The witch gains 1/6 of a new witch hex.

Wizard: Add one spell from the wizard spell list to the wizard's spellbook. This spell must be at least one level below the highest level spell he can cast.

HOBGOBLIN

Alchemist: Add +1/2 to the number of bombs per day the alchemist can create.

Barbarian: Add +1/4 the number of attacks of opportunity per round. This does not stack with the Combat Reflexes feat.

Bard: Reduce the penalty for not being proficient with one weapon by 1. When the nonproficiency penalty for a weapon becomes 0 because of this ability, the bard is treated as having the appropriate Martial or Exotic Weapon Proficiency feat for that weapon.

Cavalier: Add a +1/2 bonus on Intimidate checks and Ride checks.

Cleric: Add +1/2 damage to cleric spells that deal negative energy damage, including *inflict* spells.

Druid: Add a +1/2 circumstance bonus on critical hit confirmation rolls with one of the druid's natural weapons (maximum bonus +4). This bonus does not stack with Critical Focus.

Fighter: Add a +1/2 circumstance bonus on critical hit confirmation rolls with a weapon of the fighter's choice (maximum bonus +4). This bonus does not stack with Critical Focus.

Inquisitor: Add a +1 bonus on concentration checks made to cast inquisitor spells.

Magus: Add a +1/2 circumstance bonus on critical hit confirmation rolls when using spellstrike (maximum bonus +4). This bonus does not stack with Critical Focus.

Monk: Add a +1/4 bonus on combat maneuver checks made to grapple or trip.

Oracle: Add +1/2 damage to oracle spells that deal negative energy damage, including *inflict* spells.

Paladin: Add a +1/2 circumstance bonus on critical hit confirmation rolls with a weapon of the paladin's choice (maximum bonus +4). This bonus does not stack with Critical Focus.



Psion: Add +1/3 to the psion's saving throws versus mind-affecting effects.

Psychic Warrior: Add a +1/2 circumstance bonus on critical hit confirmation rolls with a weapon of the psychic warrior's choice (maximum bonus +4). This bonus does not stack with Critical Focus.

Ranger: Add +1/4 to a single existing favored enemy bonus (maximum bonus +1 per favored enemy).

Rogue: Reduce the penalty for not being proficient with one weapon by 1. When the nonproficiency penalty for a weapon becomes 0 because of this ability, the rogue is treated as having the appropriate Martial or Exotic Weapon Proficiency feat for that weapon.

Sorcerer: When casting sorcerer spells with the fear descriptor, add +1/3 to the effective caster level of the spell, but only to determine the spell's duration.

Soulknife: Add a +1/2 circumstance bonus on critical hit confirmation rolls with the mind blade. This bonus does not stack with Critical Focus.

Summoner: Add +1 hit point to the summoner's eidolon.

Wilder: Add +1 to the wilder's power points per day.

Witch: When casting witch spells with the fear descriptor, add +1/3 to the effective caster level of the spell, but only to determine the spell's duration.

Wizard: When casting wizard spells with the fear descriptor, add +1/3 to the effective caster level of the spell, but only to determine the spell's duration.

KOBOLD/UMBRAL KOBOLD

Alchemist: Add +1/2 to the number of bombs per day the alchemist can create.

Barbarian: Add +1/6 to the barbarian's natural armor bonus.

Bard: Treat the bard's level as +1/2 level higher when determining the effect of the *fascinate* bardic performance ability.

Cavalier: Add 1 foot (up to 15 feet maximum) to the cavalier's mount's base land speed. This option has no effect unless the cavalier has selected it 5 times (or another increment of 5); a speed of 54 feet is effectively a speed of 50 feet, for example. If the cavalier ever replaces his mount, the new companion gains this base speed bonus.

Cleric: Add +1 to channel energy damage dealt to creatures denied their Dexterity bonus to AC (whether or not the creature has a Dexterity bonus to AC).

Druid: Add +1/3 to the druid's natural armor bonus when using wild shape.

Fighter: Add +1/3 to the fighter's saving throws versus fear effects.

Inquisitor: Add one spell known from the inquisitor spell list. This spell must be at least one level below the highest spell level the inquisitor can cast.

Magus: Add a +1/2 bonus on concentration checks made to cast magus spells defensively.

Monk: Add +1 foot to the monk's slow fall ability. This option has no effect unless the monk has selected it 5 times (or another increment of 5).

Oracle: Add +1/4 to the armor or natural armor bonus granted by oracle spells he casts on himself.

Paladin: Add +1 hit point to the paladin's mount. A paladin must be at least 5th level to select this benefit.

Psion: Add +1/4 to the psion's manifester level when manifesting powers of the psychokinesis discipline.

Psychic Warrior: Add 1 to the psychic warrior's power points per day.

Ranger: Add +1/6 to the character's effective druid level for determining animal companion statistics.

Rogue: Add +1/2 to the rogue's trap sense bonus to AC.

Sorcerer: Add +1/4 to the DC of sorcerer spells with either the cold or the shadow descriptor.

Soulknife: Add +1/3 on critical hit confirmation rolls made with a mind blade (maximum bonus of +5). This bonus does not stack with Critical Focus.

Summoner: Add +1/4 to the summoner's shield ally bonus (maximum +2).

Wilder: Add +1/2 to the wilder's manifester level when manifesting a psychokinesis power, but only for the purpose of determining the power's duration.

Witch: Add +5 feet to the distance at which her familiar grants the Alertness feat (to a maximum of +30 feet).

Wizard: Add +1/4 to the DC of wizard spells with either the cold or the shadow descriptor.

MELODIAN

Alchemist: Add one extract formula from the alchemist's list to the alchemist's formula book. This formula must be at least one level below the highest formula level the alchemist can create.

Barbarian: Add a +1/2 bonus to the barbarian's trap sense.

Bard: Treat the bard as +1/3 level higher for the purpose of versatile performance.

Cavalier: The cavalier adds +1/6 to the number of times he can use his tactician ability.

Cleric: Add +1/3 to the bonus or penalty from the following variant channeling^{UM} abilities: air, art, beauty, dreams, envy, freedom, love, lust, music, sky, or wind.

Druid: Add +1/3 to the druid's natural armor bonus when using wild shape.

Fighter: Add +1 to performance combat ^{UC} checks.

Inquisitor: Add a +1 bonus on concentration checks when casting inquisitor spells.

Magus: Add +1/4 point to the magus's arcane pool.

Monk: The monk gain +1 resistance to sonic damage.

Oracle: Add one spell known from the bard's spell list. This must be a sonic or language-dependent spell at least one level below the highest spell level the oracle can cast. That spell is treated as one level higher unless it is also on the oracle spell list.

Paladin: Add +1/2 hit point to the paladin's lay on hands ability (whether using it to heal or harm).

Psion: Add +1/2 point of damage to any sonic powers and effects manifested by the psion.

Psychic Warrior: Add a +1/2 bonus on the psychic warrior's warrior path bonus skills.

Ranger: Add a +1/4 dodge bonus to Armor Class against the ranger's favored enemies.

Rogue: Add a +1/2 bonus on Diplomacy checks.

Sorcerer: Add +1/2 point of damage to any sonic spells cast by the sorcerer.

Soulknife: Add a +1/2 bonus on Acrobatics and Stealth checks.

Summoner: Add a +1 bonus on saving throws against sonic and language-dependent effects made by the summoner's eidolon.

Wilder: The wilder adds +1/3 to her manifester level when using wild surge.

Witch: Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level below the highest spell level she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells.

Wizard: Add a +1/2 bonus on checks made to craft magic items.

ORC

- Alchemist:** Add +10 minutes to the duration of the alchemist's mutagens.
- Barbarian:** Add +1 to the barbarian's total number of rage rounds per day.
- Bard:** The bard gains a +1/6 bonus to his inspire competence ability.
- Cavalier:** Add +1 to the cavalier's CMB when making bull rush or overrun combat maneuvers against a challenged target.
- Cleric:** Add +1/2 point of fire damage to cleric spells cast that deal fire damage.
- Druid:** Add +1/2 to the damage dealt by the druid's animal companion's natural attacks.
- Fighter:** Add +2 to the fighter's Constitution score for the purpose of determining when he dies from negative hit points.
- Inquisitor:** Add +1/2 to the attack roll bonus when the inquisitor is at or below 0 hit points.
- Magus:** Add +1/2 point of fire damage to magus spells cast that deal fire damage.
- Monk:** Add +1 to the monk's CMD when resisting a grapple and +1/2 to the number of stunning attacks he can attempt per day.
- Oracle:** Reduce the penalty for not being proficient with one weapon by 1. When the nonproficiency penalty for a weapon becomes 0 because of this ability, the oracle is treated as having the appropriate Martial or Exotic Weapon Proficiency feat with that weapon.



- Paladin:** Add +1/3 on critical hit confirmation rolls made while using smite evil (maximum bonus of +5). This bonus does not stack with Critical Focus.
- Psion:** Reduce the cost to augment a psion power with the fire descriptor or that deals fire damage by 1/3 power points.
- Psychic Warrior:** Add a +1 bonus on concentration checks made due to taking damage while manifesting psychic warrior powers.
- Ranger:** Add +1 hit point to the ranger's animal companion. If the ranger ever replaces his animal companion, the new animal companion gains these bonus hit points.
- Rogue:** Add +1/2 to damage rolls when the rogue is at or below 0 hit points.
- Sorcerer:** Add +1/2 point of fire damage to sorcerer spells cast that deal fire damage.
- Soulknife:** Add +1/2 to the soulknife's CMB when making a steal or sunder attempt.
- Summoner:** Add +1 hit point to the summoner's eidolon.
- Wilder:** Reduce the cost to augment a wilder power when at or below 0 hit points by 1/3 point.
- Witch:** Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level below the highest spell level she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells.
- Wizard:** Add a +1 bonus on concentration checks made due to taking damage while casting wizard spells.

RATFOLK

- Alchemist:** The alchemist gains +1/6 of a new discovery.
- Barbarian:** When raging, add +1/4 to the barbarian's swarming trait's flanking bonus on attack rolls.
- Bard:** Add a +1 bonus on concentration checks when casting bard spells and within 5 feet of an ally.
- Cavalier:** Add +1 foot to the size of all the cavalier's tactician class features. This option has no effect unless the cavalier has selected it 5 times (or another increment of 5); an increase of 14 feet is effectively the same as +10 feet to the tactician class feature, for example.
- Cleric:** Add a +1 bonus on concentration checks when casting cleric spells and within 5 feet of an ally.
- Druid:** Add a +1 bonus on wild empathy checks made to influence animals and magical beasts that live underground.
- Fighter:** Add +1 to the fighter's CMD when resisting a grapple or steal attempt.
- Inquisitor:** Add one spell known from the inquisitor's spell list. This spell must be at least one level below the highest-level spell the inquisitor can cast.
- Magus:** Add +1/4 to the magus's arcane pool.
- Monk:** Add +1 feet to the speed the monk can move while making a Stealth check without taking a penalty. This has no effect unless the monk has selected this reward five times (or another increment of five). This does not allow the monk to use Stealth while running or charging.

Oracle: Add a +1 bonus on concentration checks when casting oracle spells and within 5 feet of an ally.

Paladin: Add +5 minutes to the amount of time before a condition returns when using one of your mercies (to a maximum of 1 additional hour).

Psion: Add a +1 bonus on concentration checks when using psion powers and within 5 feet of an ally.

Psychic Warrior: Add +1 to the psychic warrior's CMD when resisting a grapple or steal attempt.

Ranger: Add +1 to an animal companion's CMD when adjacent to the ranger. If the ranger ever replaces his animal companion, the new animal companion gains this bonus.

Rogue: Add a +1/2 bonus on Escape Artist and Slight of Hand checks.

Sorcerer: Add a +1/2 bonus on Use Magic Device checks.

Soulknife: The soulknife gains +1/6 of a new blade skill.

Summoner: Add a +1 bonus on saving throws against poison produced by the summoner's eidolon with the poison evolution.

Wilder: Add a +1/6 to the dodge bonus to AC granted by the wilder's elude attack ability.

Witch: Add +5 feet to the range of one hex with a range other than "touch."

Wizard: When casting wizard spells with the disease descriptor, add +1/3 to the effective caster level of the spell, but only to determine the spell's duration.

REAPER

Alchemist: Add +10 minutes to the duration of the alchemist's mutagens.

Barbarian: Add +1 to the barbarian's total number of rage rounds per day.

Bard: Choose one bardic performance; treat the bard as +1/2 level higher when determining the effects of that performance.

Cavalier: Add +1/2 to the cavalier's bonus on damage against targets of his challenge when challenging an undead creature.

Cleric: The cleric takes 1 less damage from negative energy and negative energy-based effects. Each time the cleric selects this reward, increase the amount of damage negated by 1.

Druid: Add +1/2 to the druid's Diplomacy, Intimidate, and spirit empathy checks made to influence spirits, lost souls, psychopomps, and undead.

Fighter: Add a +2 bonus on rolls to stabilize when dying.

Inquisitor: Add +1 to the range of the inquisitor's soul sense. This option has no effect unless the inquisitor has selected it five times (or another increment of five).

Magus: Add +1/2 to the magus's spell damage against undead.

Monk: For one round per day for each time the monk selects this option, as a free action he may treat his soul sense as blindsight against living or undead creatures within range. These rounds need not be consecutive.

Oracle: Add +1/2 to the oracle's level for the purpose of determining the effects of one revelation.

Paladin: Add +1/6 to the morale bonus on saving throws provided by the paladin's auras.

Psion: Add +1/2 to the psion's saving throw against powers or effects from undead.

Psychic Warrior: Add a +2 bonus on rolls to stabilize when dying.

Ranger: Add +1/4 to the ranger's favored enemy bonus against undead. This option can never bring the ranger's favored enemy bonus against undead higher than 2 + 2 for every 5 ranger levels he has (+2 at 1st, +4 at 5th, and so on).

Rogue: Add +1/2 to the damage done by the rogue's sneak attacks against undead.

Sorcerer: Add +1/2 to the sorcerer's spell damage against undead.

Soulknife: Add +1/2 to the soulknife's psychic strike damage against undead.

Summoner: Add +1 hit point or +1 skill rank to the summoner's eidolon.

Wilder: Add +1/2 to the wilder's power damage against undead.

Witch: Add +1/2 to the witch's spell damage against undead.

Wizard: Add +1/2 to the wizard's saving throws when resisting necromancy spells or spell-like abilities.

SEEDLING

Alchemist: Add +1/6 to the alchemist's natural armor bonus.

Barbarian: Add +1 to the barbarian's base speed. In combat this option has no effect unless the barbarian has selected it five times (or another increment of five). This bonus stacks with the barbarian's fast movement feature and applies under the same conditions as that feature.

Bard: Add one spell known from the Plant domain spell list. This spell must be at least one level below the highest spell level the bard can cast.

Cavalier: Add +1 hit point to the cavalier's mount. If the cavalier ever replaces his mount, the new mount gains these bonus hit points.

Cleric: The cleric gains the *wooden fist* ability from the Plant domain. If the cleric already has this power, add +1/2 to its number of uses per day.

Druid: Add +1/2 to the bonus you gain from your nature sense ability.

Fighter: Add +1/4 to the fighter's natural armor bonus (maximum +5).

Inquisitor: Add a +1 bonus on concentration checks when casting inquisitor spells.

Magus: Add +1/4 to the magus' arcane pool.

Monk: Add +1 to the monk's base speed. In combat this option has no effect unless the monk has selected it five times (or another increment of five). This bonus stacks with the monk's fast movement class feature and applies under the same conditions as that feature.

Oracle: Add one spell known from the Plant domain spell list. This spell must be at least one level below the highest spell level the oracle can cast.

Paladin: Add +1 hit point to the paladin's mount. If the paladin ever replaces his mount, the new mount gains these bonus hit points.

Psion: Add +1 to the psion's fire resistance (maximum +10). If the psion does not possess fire resistance, the psion gains fire resistance 1.

Psychic Warrior: Add +1/4 to the psychic warrior's natural armor bonus (maximum +5).

Ranger: Add +1/6 to the ranger's effective druid level when determining the abilities of his animal companion (maximum +3).

Rogue: The rogue gains +1/6 of a new rogue talent.

Sorcerer: Add one spell from the druid spell list to the sorcerer's spells known. This spell must be at least one level below the highest spell level he can cast. This spell is treated as one level higher unless it also appears on the sorcerer's spell list.

Soulknife: Add +1 to the soulknife's CMD against disarm or overrun attempts.

Summoner: Add +1/4 to the eidolon's evolution pool.

Wilder: The wilder gains 1 psionic talent.

Witch: The witch gains 1/6 of a new witch hex.

Wizard: Add one spell from the druid spell list to the wizard's spellbook. This spell must be at least one level below the highest spell level he can cast. This spell is treated as one level higher unless it also appears on the wizard spell list.

SASHAHAR

Aegis: Add +1/4 to the aegis's customization points

Alchemist: Add +1/2 to the number of bombs per day the alchemist can create.

Barbarian: Add +1/6 to the barbarian's natural armor bonus.

Bard: Treat the bard's level as +1/2 level higher when determining the effect of the *fascinate* bardic performance ability.

Cavalier: Add 1 foot (up to 15 feet maximum) to the cavalier's mount's base land speed. This option has no effect unless the cavalier has selected it 5 times (or another increment of 5); a speed of 54 feet is effectively a speed of 50 feet, for example. If the cavalier ever replaces his mount, the new companion gains this base speed bonus.

Cleric: Add +1 to channel energy damage dealt to creatures denied their Dexterity bonus to AC (whether or not the creature has a Dexterity bonus to AC).

Cryptic: Add +1/2 to Disable Device checks the cryptic makes against traps.

Dread: Add +1/2 to the dread's daily use of terrors.

Druid: Add +1/3 to the druid's natural armor bonus when using wild shape.

Fighter: Add +1/3 to the fighter's saving throws against fear.

Inquisitor: Add +1/4 to the number of times per day the inquisitor can change her most recent teamwork feat.

Marksman: Add +1/4 to the DC of the marksman's cover fire ability.

Magus: Add a +1/2 bonus on concentration checks made to cast magus spells defensively.

Monk: Add +1 foot to the monk's slow fall ability. This option has no effect unless the monk has selected it 5 times (or another increment of 5).

Oracle: The oracle gains 1 psionic talent.

Paladin: The paladin adds +1/6 to the number of times per day she can use the divine bond ability.

Psion: Choose one discipline talent gained at 1st level. Add 1/3 to the number of power points that power is treated as being augmented by. This is an exception to the rule that discipline talents cannot be augmented.

Psychic Warrior: Add +1/3 to the psychic warrior's manifester level when manifesting a path power.

Ranger: Add +1/6 to the character's effective druid level for determining animal companion statistics.

Rogue: Add +1/2 to the rogue's trap sense bonus to AC.

Sorcerer: Add a +1/2 bonus on Use Magic Device checks.

Soulknife: Add +1 to the soulknife's CMD when resisting a grapple or trip.

Summoner: The eidolon gain a +1/3 bonus to saving throws against psionic powers and effects.

Tactician: Add +1/3 to the tactician's number of strategies known.

Vitalist: Add a +1/2 bonus on concentration checks when manifesting vitalist powers.

Wilder: The wilder gains 1 psionic talent.

Witch: Add +5 feet to the distance at which her familiar grants the Alertness feat (to a maximum of +30 feet).

Wizard: The wizard gains one power from the psion power list as a psi-like ability. The wizard can manifest this power once per day. Augmenting this power requires the wizard to spend the appropriate number of power points. This power must be at least one level below the highest level wizard spell he can cast.

TIEFLING

Alchemist: Add +1/2 to the alchemist's bomb damage.

Barbarian: Add +1/6 to the barbarian's damage reduction ability. The barbarian must be 7th level before selecting this ability. This does not stack with the increased damage reduction rage power.

Bard: Treat the bard as +1/2 level higher when determining the duration of a *suggestion* bardic performance.

Cavalier: The cavalier's mount gains resistance 1 against cold, electricity, or fire. Each time the cavalier selects this reward, increase the mount's resistance to one of these energy types by 1 (to a maximum of 5 for any one type). If the cavalier ever replaces her mount, the new mount has these resistances.

Cleric: Add a +1 bonus on caster level checks of cleric spells made to overcome the spell resistance of outsiders.

Druid: Add a +1 bonus on wild empathy checks made to improve the attitude of fiendish animals.

Fighter: Add a +1/2 bonus to your bravery ability to resist fear effects from outsiders.

Inquisitor: Add a +1/2 bonus on Intimidate checks and Knowledge checks made to identify creatures.

Magus: Add +1/4 point to the magus's arcane pool.

Monk: Add +1/4 to the number of times per day the monk can use Stunning Fist.

Oracle: Add a +1 bonus on caster level checks of oracle spells made to overcome the spell resistance of outsiders.

Paladin: Add +1 to the amount of damage the paladin heals with lay on hands, but only when the paladin uses that ability on herself.

Psion: Add a +1 bonus on manifester level checks of psion powers made to overcome the power resistance of outsiders.

Psychic Warrior: Add +1/2 to the psychic warrior's CMB when attempting a dirty trick or trip.

Ranger: Add +1/4 to a single existing outsider favored enemy bonus (maximum bonus +1 per favored enemy).

Rogue: Add +1/2 to sneak attack damage dealt to creatures with the outsider type.

Sorcerer: Add +1/2 to the number of times per day a sorcerer can use the corrupting touch infernal bloodline power, or +1 to the total number of rounds per day the sorcerer can use the claws abyssal bloodline power. The sorcerer must possess the applicable power to select these bonuses.

Soulknife: Add +1/2 on critical hit confirmation rolls made with a mind blade (maximum bonus of +5) when the mind blade possesses the unholy enhancement. This bonus does not stack with Critical Focus.

Summoner: Add +1 hit point or +1 skill rank to the summoner's eidolon.

Wilder: Add a +1 bonus on manifester level checks of wilder powers made to overcome the power resistance of outsiders.

Witch: The witch's familiar gains resistance 1 against cold, electricity, or fire. Each time the witch selects this reward, increase the familiar's resistance to one of these energy types by 1 (to a maximum of 5 for any one type). If the witch ever replaces her familiar, the new familiar has these resistances.

Wizard: Select one arcane school power at 1st level that is normally usable a number of times per day equal to 3 + the wizard's Intelligence modifier. The wizard adds +1/2 to the number of uses per day of that arcane school power.

URSINE

Alchemist: Add +10 minutes to the duration of the alchemist's mutagens.

Barbarian: While using the Intimidate skill to demoralize a foe, add +1/3 to the number of rounds a successfully demoralized foe is shaken.

Bard: Choose one versatile performance. The bard adds a +1/2 bonus to the Perform skill linked to that versatile performance.

Cavalier: Add +1 to the cavalier's CMB when making grapple or reposition combat maneuvers against a challenged target.

Cleric: When casting cleric spells of the transmutation school, add +1/3 to the effective caster level of the spell, but only to determine the spell's duration.

Druid: Add +1 hit point to the druid's animal companion. If the druid ever replaces her companion, the new companion gains these bonus hit points.

Fighter: Add +2 to the fighter's Constitution score for the purpose of determining when he dies from negative hit points.

Inquisitor: Add +1/2 bonus to all monster lore checks.

Magus: Add a +1 bonus on concentration checks when casting magus spells defensively.

Monk: Add a +1/6 bonus to the DC of a Stunning Fist attempt.

Oracle: Add +1/2 to the oracle's level for the purposes of determining the effects of the oracle's curse ability.

Paladin: The paladin adds +1/6 to the number of times per day she can smite evil.

Psion: Add a +1/2 bonus on Knowledge (psionics) checks.

Psychic Warrior: Add +2 to the psychic warrior's Constitution score for the purpose of determining when he dies from negative hit points.

Ranger: Choose one weapon with which you are proficient. Add a +1/2 circumstance bonus on critical hit confirmation rolls with that weapon (maximum bonus of +4; doesn't stack with the Critical Focus feat).

Rogue: Add +1/3 to damage rolls to the rogue's sneak attack damage.

Sorcerer: Add one spell known from the Animal domain spell list. This spell must be at least one level below the highest spell level the sorcerer can cast.

Soulknife: Add +1/2 to the soulknife's psychic strike damage.

Summoner: Add +1/4 to the eidolon's natural armor bonus (maximum +5).

Wilder: When using wild surge, the wilder increases her manifester level by +1/6.

Witch: Add one spell from the druid's spell list to the witch's familiar. This spell must be at least one level below the highest spell level she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells.

Wizard: Choose one Knowledge skill. The wizard adds a +1/2 bonus on checks to that skill.

WAYANG

Alchemist: Add +1/2 to the alchemist's frost bomb damage.

Barbarian: Add a +1/2 bonus to the barbarian's trap sense.

Bard: Add one spell known from the wizard's illusion school spell list. This spell must be at least one level below the highest spell level the bard can cast. The spell is treated as being one level higher, unless it is also on the bard spell list.

Cavalier: Add 5 feet to your mount's darkvision (to a maximum of 30 feet). If your mount does not have darkvision, the mount gains darkvision 5 feet. If the cavalier ever replaces his mount, the new mount gains this bonus to its darkvision distance.



Cleric: Add +1/4 to the character's channel resistance. If the cleric does not possess channel resistance, add channel resistance +1/4.

Druids: Add +1/2 to the damage dealt by the druid's animal companion's natural attacks.

Fighter: Add +1 to the fighter's CMD when resisting a dirty trick or steal attempt.

Inquisitor: Add a +1 bonus on concentration checks when casting inquisitor spells.

Magus: Add +1/2 point of cold damage to magus spells that deal cold damage.

Monk: Add a +1 bonus on Stealth checks made in dim light or darkness.

Oracle: Add one spell known from the wizard's illusion school spell list. This spell must be at least one level below the highest spell level the oracle can cast. The spell is treated as being one level higher, unless it is also on the oracle spell list.

Paladin: Add +1/3 on critical hit confirmation rolls made while using smite evil (to a maximum bonus of +5). This bonus does not stack with Critical Focus.

Psion: Add +1/3 to the psion's saving throws versus mind-affecting effects.

Psychic Warrior: Add +1 to the psychic warrior's CMD when resisting a dirty trick or steal attempt.

Ranger: Add 5 feet to the ranger's animal companion's darkvision (to a maximum of 30 feet). If the animal companion does not have darkvision, the animal companion gains darkvision 5 feet. If the ranger ever replaces his animal companion, the new animal companion gains this bonus to its darkvision distance.

Rogue: Add +1 to the rogue's CMD when resisting a disarm or steal attempt.

Sorcerer: Add +1/2 point of damage to any sorcerer illusion spells of the shadow subschool.

Soulknife: The soulknife gains +1/6 of a new blade skill.

Summoner: Add +5 feet to the eidolon's darkvision. If the eidolon does not have darkvision, the eidolon gains darkvision 5 feet.

Wilder: Add +1/4 power known from the dread's power list. This power must be at least one level below the highest power level the dread can manifest. The power is treated as being one level higher, unless it is also on the wilder's power list.

Witch: Add +5 feet to the witch's familiar's darkvision (to a maximum of +30 feet). If the familiar does not have darkvision, the familiar gains darkvision 5 feet. If the witch ever replaces her familiar, the new familiar gains this bonus to its darkvision distance.

Wizard: When casting wizard spells with the shadow descriptor, add +1/3 to the effective caster level of the spell.

APPENDIX 2: ARCHETYPES & FEATS

RACIAL ARCHETYPES

Sometimes, all you need for an existing race to feel fresh is a few new class options. These archetypes will help old races feel new.

DHAMPIR

BLOOD SAVAGE

Associated Class: barbarian

Associated Race: dhampir

Replaced Abilities: rage power (4th level, 8th level)

Modified Abilities: rage power (2nd level)

Rage Power (Ex): At 2nd level, a blood savage must choose the animal fury rage power.

Bleeding Bite (Ex): At 4th level, a blood savage's bite attack deals 1 point of bleed damage. This bleed damage increases by 1 point every four levels beyond 4th level.

Blood Drinker (Su): At 8th level, a blood savage gains a number of temporary hit points equal to half the damage dealt with a bite attack. These temporary hit points can go beyond the maximum number of hit points the blood savage normally possesses. These temporary hit points disappear when the rage ends and are lost first.

DUERGAR

TUNNEL FIGHTER

Associated Class: fighter

Associated Race: duergar

Replaced Ability: bravery

Rock Breaker (Ex) At 2nd level, a tunnel fighter can attempt to sunder some of a brick, rock, or stone wall while wielding a bludgeoning weapon as an attack action. Upon a successful sunder attempt of a stone or masonry wall, small pieces of stone land adjacent to where the tunnel fighter struck, causing the area to become difficult terrain and treated as if it contains caltrops. At 2nd level, the tunnel fighter can affect a 5-foot square area when using this ability. At 6th level and every 4 levels thereafter, the tunnel fighter can affect an additional 5-foot area that is directly touching this difficult terrain. No area can be more than 10 feet away from the sundered wall.

DWARF

DWARVEN HURLER

Associated Class: fighter

Associated Race: dwarf

Replaced Abilities: bonus feat (2nd level), bravery

Throw Anything (Ex): At 2nd level, a dwarven hurler gains Throw Anything as a bonus feat.

Distant Thrower (Ex): At 2nd level, a dwarven hurler is known for throwing weapons at a greater distance than most. In the hands of a dwarven hurler, a thrown weapon has its range increment increased by 10 feet. This bonus range increment increases to 20 feet at 10th level and 30 feet at 18th level.

Combat Thrower (Ex): At 6th level, a dwarven thrower can make a ranged attack with a thrown weapon when inside a creature's threatened area without provoking an attack of opportunity.

Precision Thrower (Ex): At 14th level, no target gains a cover bonus against a dwarven hurler's attack with a thrown weapon. A dwarven hurler may ignore all miss chances from concealment except for targets with total concealment.

STONE SCHOOL

Associated Class: wizard (conjuration)

Associated Race: dwarf

Replaced Abilities: acid dart, summoner's charm

Pebble Trick (Sp): As a standard action, you can summon a pebble that strikes a creature within 30 feet. With a successful CMB check, you can blind, dazzle, or deafen your target. For the purposes of this ability, you use your wizard caster level + your Intelligence modifier in place of your normal CMB bonus. You can use this ability a number of times per day equal to 3 + your Intelligence modifier. This attack ignores spell resistance.

Stone Summons (Su): Whenever you cast a conjuration (summoning) spell, the creature gains hardness 1. This bonus increases by +1 for every five wizard levels you possess (to a maximum of 5 at 20th level). Any creatures that you summon gain the earth subtype.

GRIPPLI

BOG DRUID

Associated Class: druid

Associated Race: gripli

Replaced Abilities: resist nature's lure, venom immunity, woodland stride

Swamp Strider (Ex): At 2nd level, a bog druid suffers no penalty to speed or on Acrobatics or Stealth checks in bogs and undergrowth.

Resist Swamp's Power (Ex): Starting at 4th level, a bog druid gains a +4 bonus on saving throws against diseases and poisons.

Disease Immunity (Ex): At 9th level, a bog druid gains immunity to all diseases.

WITCH HEXES

Frog Tongue (Su): A gripli witch can cause a creature's tongue to grow to incredible lengths, making it difficult to speak and cast spells. While affected by frog tongue, the target must succeed on a concentration check to cast any spell with a verbal component (DC 15 + twice the spell level). This hex lasts for a number of rounds equal to 3 + the gripli witch's Intelligence modifier. A successful Fortitude save reduces the duration to 1 round. The duration of this effect can be prolonged by the gripli witch's cackle hex. This is a polymorph effect. At 8th level, the DC for the concentration check increases to 19 + twice the spell level, and the Linguistics check DC increases to 20.

HOBGOBLIN

FORMATION FIGHTER

Associated Class: fighter

Associated Race: hobgoblin

Replaced Abilities: bravery, bonus feat (4th level)

Ally's Defense (Ex): At 2nd level, the formation fighter grants all allies within reach of whatever melee weapon he is wielding a +1 shield bonus to their armor class. Shield bonuses from other sources (such as shields or other formation fighters) do not stack with this bonus; only the highest bonus applies to the ally's AC. The formation fighter does not grant himself this bonus. However, another formation fighter with this ability can grant him a shield bonus. Feats, such as Lunge, do not increase the reach of the weapon for the purposes of this ability. This bonus increases by +1 for every four levels beyond 2nd.

Teamwork (Ex): At 4th level, a formation fighter receives a teamwork feat that is also a combat feat as a bonus feat. He must meet the prerequisites for this feat. As a swift action, the formation fighter can grant this feat to all allies within 5 feet who can see and hear him. Allies retain the use of this bonus feat for 2 rounds plus 1 round for every two levels beyond 4th level that the formation fighter possesses. Allies do not need to meet the prerequisites of these bonus feats. The formation fighter can use this ability once per day at 4th level, plus one additional time per day at 12th level.

IFRIT

DISCIPLE OF FIRE

Associated Class: monk

Associated Race: ifrit

Replaced Abilities: still mind, purity of body, wholeness of body, diamond body

Modified Abilities: unarmed strike

Unarmed Strike: This ability functions like the normal monk ability, except that half the damage dealt by this attack is fire damage. When an odd amount of damage is rolled, the half of damage that is fire damage is always rounded down.

Searing Body (Su): A disciple of fire of 3rd level or higher gains a +2 bonus on saving throws against spells and spell-like abilities that deal cold damage or have the cold descriptor.

Resistance to Fire (Su): At 5th level, a disciple of fire gains resistance to fire 5. If the disciple of fire already possesses resistance to fire from another source, that resistance is increased by 5.

Healing Flame (Su): At 7th level or higher, anytime fire damage fails to exceed the disciple of fire's resistance to fire (or immunity to fire), he can spend 2 points from his *ki* pool to be healed the amount of damage he would have otherwise sustained.

Flame Body (Su): At 11th level, a disciple of fire gains immunity to fire.

NEW SUMMONER EIDOLON 3-POINT EVOLUTION

Engulfed in Flames (Su): An eidolon can surround itself with fire as a swift action. All of the eidolon's natural attacks deal an additional 1d6 points of fire damage on a successful

hit. Additionally, all successful melee attacks against the eidolon deal 1d6 points of fire damage to the attacker. The summoner is immune to this fire damage. This damage does not stack with the energy attacks evolution. The summoner must be at least 9th level before selecting this evolution.

WAYANG

SHADOWSTALKER

Associated Class: ranger

Associated Race: wayang

Replaced Abilities: woodland stride

Modified Abilities: favored terrain (3rd level)

Favored Terrain (Ex): At 3rd level, the shadowstalker gains a bonus when in certain levels of light. This ability functions like the ranger ability of the same name, except that it grants the +2 bonus anytime the shadowstalker is in dim light or in darkness. The shadowstalker, however, does leave a trail when in dim light or darkness, unless he has another favored terrain ability that would otherwise apply.

Only the largest favored terrain bonus is applied if a specific terrain is chosen as a favored terrain as well as being in dim light or darkness.

Darkness Stride (Ex): At 7th level, a shadowstalker may move through any kind of rough terrain at normal speed as long as the terrain is in dim light or darkness.

RACIAL FEATS

These new feats can give you a flavorful take on an existing race.

INNER STRENGTH

You draw on your own life force to fend off deadly dangers.

Prerequisite: Endurance, Great Fortitude, duergar or dwarf.

Benefit: Before rolling a Fortitude save, you may choose to add a +1 bonus for every 4 HD you possess. If you choose to do so, you lose a number of hit points equal to the number of hit dice you possess. These hit points cannot be healed by any means for 24 hours.

OPPORTUNISTIC STRIKER

Creatures that fall before you know what pain is all about.

Prerequisite: Combat Reflexes, gnome or halfling.

Benefit: When a creature of Medium size or larger falls prone within your threatened area, you may take an immediate attack action at your highest Base Attack Bonus. This does not count towards the normal number of attacks of opportunity you may take in a round.

STIFF SHADOW

Your shadow spells not only look real—they *feel* real as well.

Prerequisite: Spell Focus (illusion), gnome or wayang.

Benefit: Any illusion spell of the shadow subschool that you cast is 10% more real (to a maximum of being 90% real).

Special: You may take this feat multiple times. The bonus stacks (to a maximum of being 90% real).

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