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# RAVENFOLK

Sharp is the blade that's drawn in the morning, Dark is the form of the watcher above. Bright is the blood on the swift-striking talon, Keen is the hearing, all-seeing the eye.

- Song of the Ravenfolk (traditional, Ironcrags)

ew races in Midgard live amid so much rumor, suspicion and outright falsehood as the ravenfolk. Known as heruti in the South and huginn everywhere else, they make their rookeries in every major city. Depending on whom you ask, the ravenfolk might be condemned as solitary wanderers bearing misfortune, or



praised as messengers from the gods. They are both loyal comrades and treacherous thieves, brave warriors and contemptible cowards. They are despised for their strange and secretive culture, and criticized for having no true culture of their own.

These truths, half-truths and lies conceal a greater mystery that very few outsiders know...

A NOTE ON TERMS: Throughout this book, "ravenfolk" and "huginn" are used interchangeably to refer to any member of the ravenfolk race. In context, "huginn" may also refer specifically to ravenfolk living in the Northlands. When "heru" or "heruti" is used (the terms are interchangeable), it always refers to a member of the ravenfolk race living in the deserts of the South.

RAVENFOLK OF MIDGARD

"The ravens sit on his shoulders and say into his ear all the tidings which they see or hear. They are called thus: Huginn and Muninn. He sends them at day-break to fly about all the world, and they come back at undern-meal; thus he is acquainted with many tidings. Therefore men call him Raven-God..."

> - The Prose Edda of Snorri Sturlson, translated by Arthur Gilchrist Brodeur

The ravenfolk of Midgard are an odd, avian race of scoundrels, schemers and sneaks—and they are much more than that. Long ago when Wotan brokered the truce that brought peace among the gods, the wily deity magically created the ravenfolk from feathers plucked from his ravens Huginn (Thought) and Muninn (Memory.) He placed this new race into the world alongside elves, dwarves, humans and others to be his spies.

To this day the ravenfolk are Wotan's agents among the races of Midgard, and embody his thought and memory. They are thieves of objects, yes, but primarily they are thieves of secrets.

If the ravenfolk of Midgard have a homeland, it is in Beldestan to the East; or on a branch of Wotan's tree in the North; or on a high cliff of Horus' hidden temple in the South. They have settlements in Trollheim, Vidim, Domovogrod, Nuria Natal, and the Dragon Empire, but none of these are large.

Their black feathers and long beaks are spotted on the road from place to place, trading information or helping to hatch plots. They are widely viewed as spies, informers, thieves, and troublemakers in Midgard, but when the ravenfolk swear an oath they abide by it. They avoid the West and the Seven Cities most of the time, and are most honored in Nuria Natal, where they serve the temples of Horus as sworn guardians, assassins and seekers of forgotten arcana.

In the Northlands the huginn are living bridges between this world and the realm of the gods. They share the Northern gods' knowledge of Yggdrasil's paths and are secret allies of the dwarven Illuminated Brotherhood (Dwarves of the Ironcrags, 17.) To those who dwell in the harsh, unforgiving lands of the North, the huginn starkly symbolize both the will of the gods and the reality of death in battle.

Far to the South the heruti hold their heads high, as they bravely serve gods who wear their faces. The falcongod Horus' most fanatical believers are heru. They are wandering desert mystics, sword masters and dispensers of the god's fury and justice. The Talons of Heru are holy

# RAVENFOLK RACIAL TRAITS

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

- **Ravenfolk**: Ravenfolk are humanoids with the ravenfolk subtype.
- **Medium**: Ravenfolk are Medium creatures and receive no bonuses or penalties due to their size.

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

Senses: Ravenfolk have low-light vision.

- **Sneaky**: Ravenfolk gain a +2 racial bonus on Perception and Stealth checks.
- **Gifted Linguist**: Ravenfolk gain a +4 racial bonus on Linguistics checks, and learn 2 languages each time they gain a rank in Linguistics rather than 1 language.
- **Swordtrained**: Ravenfolk are trained from birth in swordplay, and as a result are automatically proficient with swordlike weapons (including bastard swords, daggers, elven curve blades, falchions, greatswords, kukris, longswords, punching daggers, rapiers, scimitars, short swords, and two-bladed swords).
- **Natural Weapon**: A ravenfolk has a bite attack that deals 1d3 points of damage.
- Languages: Ravenfolk begin play speaking Common and Feather Speech. Ravenfolk with high Intelligence scores can choose any languages they want (except for secret languages, such as Druidic).



slayers of the falcon god's foes, and the Wingless One is their grandmaster.

Some Southern heruti become tomb-delving wizards and rogues. Their patron is Thoth-Hermes, the crane-headed god of knowledge and the arcane, and his ravenfolk followers preserve his ancient hermetic traditions. They claim that both Horus and Thoth-Hermes are masks of Wotan.

#### **RAVENFOLK PHYSIOLOGY**

The common ravenfolk is a bipedal humanoid with avian features, including a large beak, taloned hands and feet, and a thick covering of feathers. A huginn's face resembles that of a great raven or crow, but it lacks wings and has a much more solid frame. Most are pitch-black although a smattering have been seen with white and red flecks. Rumors of rare albinos appear to be just that—rumors.

Ravenfolk stand roughly 5 ft. tall and, because of their hollow bones, weigh just 95 – 105 lb. Though they have no wings and normally cannot fly, their physiology is strikingly similar to that of true avians.

Ravenfolk will eat almost anything, but they prefer raw meat and field grains, such as corn, soy, and alfalfa. They even scavenge days-old carrion, though this practice repulses most other humanoids.

#### HATCHING, MATING, AND NESTING

Ravenfolk hatch from eggs. Their inaccessible nests are built by the father, preferably atop a high building, abandoned structure, or tall tree. Most ravenfolk are good climbers by the time they are old enough to mate.

Mating happens in the spring and lasts for a season; if no offspring result, the pair usually separates. After conceiving, the female huginn immediately knows of her pregnancy and informs her mate. The male then builds her a new nest in a location of her choosing within the 7 - 9 weeks between conception and egg laying. During this time, the female rarely lets the male huginn rest until the nest is to her liking. This can take three or four attempts if the male is inexperienced in nest-building, but male huginn are persistent when it comes to pleasing their mates.

Once the nest is made and the female has laid her 1 – 5 eggs, they hatch 3 – 4 weeks later. Immediately after hatching, the infant huginn can speak simple words, move clumsily, and climb somewhat more smoothly due to their well-developed talons. The huginn parents are especially aggressive and unwelcoming to strangers while nesting. They tend to drive visitors away with pelted stones or loud cries until the young are fledged.

#### **LEAVING THE NEST**

Before a juvenile huginn can climb away from its nest at around 12 or 13 years of age, it is given a shard of glass or metal or a piece of mirror, and its father provokes it into a rage, inciting the youth into attacking (female huginn can certainly incite this rage as well, but the duty traditionally falls to the males in most huginn rookeries). When a cut has been made—the "first cut"—the juvenile huginn may leave the roost and other adult ravenfolk teach it the skills of blade-fighting.

Huginn mature to adulthood within 10 years and can live to be up to 110 years old. A huginn's life revolves around several milestones: its birth, first cut, first fall, and the annual celebration of its "rebirth" from its first fall. The first fall is a fall that breaks a limb; somewhat similar to one's birth, it is a celebration of death and rebirth. Annual rebirth ceremonies of important huginn or a flock elder can mean great jubilation, festivities, amazing contests of skill and combat, and performances.

First cut is the first time huginn manage a cut against their parents or mentors once given their first blade. They often keep this small edged item throughout their lives as a memento of the day they earned their freedom from the roost. Some huginn discard their first blade out of either spite or apathy, but all huginn keep a blade of some form on their person.

Huginn which have murdered another huginn; those who abandon their roosting mates, those who have slain with their first cut or never made a cut; could all find themselves exiled or stuck on the very outskirts of huginn society. Exile from a huginn flock is shameful, and these outcasts often become vengeful bandits among their own kind.

#### RAVENFOLK PERSONALITY

Because personalities vary as much as in any other race, huginn can have any alignment. They adapt to any local urban or natural region they occupy, although their presence in cities is not always welcome. They frequently take on local customs, traditions, and beliefs to fit in with their surrounding community.

Heroic huginn favor defensive fighting styles, while evil huginn often employ more vicious and deadly tactics.

The huginn are masters of words, and have access to ancient and supernatural languages unknown to most. They can easily decipher strange texts and translate foreign languages. Their ability to quickly pick up new languages is unrivalled among the humanoid races, and they often serve as translators. Huginn take great delight in learning strange and archaic languages not in common use.

#### LANGUAGES

The ravenfolk's spoken language is called Huginn's Speech in the North and Ghuraab in the South. Given how farflung the ravenfolk are, it is remarkably consistent across regions. Its complex subtlety makes it attractive to rogues as a thieves' cant.

The ravenfolk have another language which they may use instead of, or in conjunction with, their spoken tongue: the language of feathers, also known as feather speech or "pinion." Huginn and heruti can communicate volumes without speaking a word through the dyeing, arrangement, preening and rustling of their plumage. This language is inherent to ravenfolk, and doesn't require spending a language slot to use.

Some non-ravenfolk in the Northlands, Nuria Natal and the Rothenian Plains understand at least a few phrases ADVANCED RACES RAVONFOLK

in feather speech; a handful of people in Zobeck do as well. Shamans and high-level initiates in the secret societies of the dwarven cantons are fluent in it, and have developed a sign language that is recognizable to ravenfolk as feather speech. This lets them communicate with huginn on roughly the same level.

Some examples of concepts conveyed through feather speech:

I need help, but cannot speak openly of it. Please leave me alone for this amount of time. Leave me alone, period. I would be glad of company. I will pay for this. I do not have enough funds to pay for this. This item is mine, but I may be persuaded to part with it. This item is mine. I will defend it fiercely and avenge its loss. I will "pick this up later."\* I am interested, but skeptical. I am skeptical, but interested. I have a bad feeling about this. That person is lying. That person/statement is foolish. This is not the whole story. What I am telling you now is false. Well done! Oh, that was embarrassing. This is the funny part of the story.\*\* Hear me out! This conversation is over. Let's resume this at a later time. I apologize. Thank you. You're welcome. It's nothing. The Norns have decreed it. I mark this creature's death, and ask the gods to accord it a place of honor in the realms beyond life.

\*Untranslatable. Ravenfolk draw a distinction—baffling to other races—between stealing an item, and acquiring through stealth and cunning an item that the huginn has laid claim to in his or her mind, but which currently belongs to someone else. To them, the former is a criminal act; the latter is a legitimate transfer of property. The ravenfolk continue to be perplexed that other races don't understand this concept. \*\*Ravenfolk never have to ask another huginn if they're joking. When storytellers relate a humorous tale or anecdote, they ruffle their feathers in a certain way. There are subtleties within this gesture: for example, a storyteller might indicate through feather speech that the events being related could be taken as funny, but the tragedy of the situation makes it inappropriate to laugh.

## ROOKERIES AND GHETTOES

Ravenolk prefer to settle among or near other humanoid races. Outsiders uncharitably claim that this is so huginn don't have to go far in order to steal, but in truth this is part of their nature as creatures of Wotan. The All-Father learns more of events in Midgard if his agents live among others—particularly in large settlements—than he does if they keep to themselves out in the wilderness.

Rookeries are sprawling, complex structures built high off the ground. They comprise individual nests, shops, shrines and meeting places connected by bridges and ladders made of wood and rope. If this is not possible a rookery might be built on tall, strong poles, wooden beams, treetops, or on high rock formations. Currently, no city or town in Midgard contains more than one rookery: the cities aren't large enough, or the ravenfolk aren't numerous enough. Some ravenfolk live outside their local rookeries—usually exiles, hermits and ne'er do wells.

The ravenfolk design rookeries so that their full extent isn't obvious to ground-level dwellers: many humanoids who ascend into rookeries are astonished to see how strong a presence the huginn actually have in their city. The ravenfolk's habit of mimicking their host cultures sometimes extends to planning their rookeries. Zobeck's rookery, for example, is constructed in a shape that looks like a map of the city when viewed from above.

Whenever possible ravenfolk use found materials to build their rookeries. Anyone can buy lumber and nails, but only highly intelligent and resourceful huginn can build a fine home solely from things they've gotten for free. Huginn in the midst of a building project will tirelessly canvass a city looking for cast-off wood, metal, and anything else they can use. They pester local tradespeople daily to see if they have anything lying around they'd be willing to part with, and sometimes "borrow" materials that no one seems to want.

The beauty of rookeries is not immediately obvious to non-ravenfolk. Huginn believe that every stick, pottery shard and clump of hay has a particular place, and find it hard to rest until they've determined exactly where that is. Working on the rookery is one of a huginn's chief pleasures; ravenfolk adventurers can drive their companions to distraction by constantly moving things around in a campsite.

Midgard's largest rookeries exist in Vidim, Zobeck, Domovogrod, the Khanate of the Khazzaki, , Tanserhall, Thunder Mountain, the Free City of Siwal and Nuria Natal.



#### **HUGINN OF VIDIM**

The tsar of Vidim, a small but influential Rothenian state, depends on two groups to maintain his rule: the boyars and the huginn. The boyars are his nobles and vassals, the knights and judges of the realm who possess land and serfs given to them by the tsar. The huginn of Vidim are his soldiers and spies. They inhabit the Perch of the Huginn, a rookery near the tsar's Scarlet Palace and the Temple of Wotan. Their chieftain is Ukwak, a gray-feathered warrior. Their most notorious spy, Viryeshka Krasny, has taken a human name and she sometimes disguises herself as a human, so good is her mimicry.

Most boyars and huginn do not trust each other, and the Perch of the Huginn is sometimes the site of duels, murders, and outright assassinations. The tsar seems unable to control both sides strongly enough to bring an end to the heated rivalry.

#### **HUGINN OF ZOBECK**

Most huginn of Zobeck dwell in the Free City Rookery, known as "Robber's Roost" to those who don't care much for the ravenfolk. There is some truth to the name: many of the huginn's most accomplished spies, scoundrels and smugglers are drawn to Zobeck. Opportunities are plentiful for someone with a quick wit, light fingers and a swift blade—qualities that describe the ravenfolk perfectly. But in truth, most huginn in the rookery are decent folk who honor the flock's traditions and keep their word, using their talents for legitimate ventures. The huginn who use their talents for crime tend to live outside the rookery in Ashmill or the Docks.

Rumor has it that the huginn chieftain T'chak Silverspur recently made overtures to the Mouse King, lord of all rodents and a powerful figure in Zobeck's criminal underworld. T'chack supposedly suggested that their two peoples could come to an arrangement. With the Mouse King's people gathering secrets at ground level and below, and the ravenfolk spying from their high perches, they could join forces to create an unrivaled intelligence network. Whether the Mouse King will accept this proposal is unknown, but his difficulties with the rival Spyglass Guild surely make it an offer worth considering.

#### **HUGINN OF NURIA NATAL**

Like most citizens of Nuria Natal, the heruti of the River Kingdom fervently pursue the arts of warfare, magic and worship. The cleric Ukwa Ushteq, Beloved of Horus, and the deadly warrior known only as the Wingless One, Grandmaster of the Talons of Heru, lead the ravenfolk population—an astounding 130,000 heru. The heruti are viewed by the god-king Thutmoses as vitally important to the life and defense of this ancient realm.

Nuria Natal's rookery, known as the City in the Sky, sits near the temples of Horus and Thoth-Hermes. Over the years devotees of these gods have offered objects of gold, silver, polished wood, glass, fine fabrics and semi-precious stones to the ravenfolk for use in building their nests. As a result the City in the Sky glitters in the sun during the day, and gleams with the reflected lights of torches and lanterns at night.

# RAVENFOLK ADVENTURERS

A disproportionate number of ravenfolk become adventurers when compared to other races. As they enter adulthood, a drive to leave the nest sends many young ravenfolk on an adventure, a quest to come into their own. Others take up travel to better appreciate their flock's niche, or to seek out a place to where all ravenfolk might flock. Still others become adventurers out of necessity; exiled or ostracized ravenfolk often have little other choice.

Alchemist: The shifting forms and quixotic bombs of the alchemist appeal to huginn who embrace Wotan's trickster aspect, or heru who follow Thoth-Hermes. Those who dedicate themselves to mastery of the blade may regard ravenfolk alchemists as defying traditional methods of training in exchange for quick mutagens and extracts.

Barbarian: Ravenfolk barbarians are rare, and typically



found in the most remote reaches of the Northlands or the deep deserts of the South. Highly spiritual ravenfolk barbarians claim to become one with their god, or the powers of nature, while enraged.

- **Bard**: Ravenfolk appreciate vocal diversity in a way only an avian race can. From common morning songs to epic poems littered with mimicry, a ravenfolk bard can deliver dazzling performances. This skill is especially prized in the North where a huginn skald (Northlands 40) of good reputation will always find welcome in the halls of the mighty.
- **Cavalier**: The high-minded orders and chivalric notions of the cavalier are often pleasing to ravenfolk with a strong devotion to the flock, but as a race accustomed to living on the edges of larger civilizations, drawing that much attention to oneself is sometimes problematic.
- **Cleric**: Their connection to the World Tree often leads ravenfolk along a spiritual path, forming a close bond with a like-minded deity such as Wotan, Horus or Thoth-Hermes. More philosophically-minded ravenfolk might worship an ideal rather than a personified deity, but they are no less respected.
- **Druid**: Like clerics, druids are respected in ravenfolk society for their devotion to an idealized cause. However, druids who come to see civilization as a blight to nature's advance quickly find themselves ostracized in ravenfolk culture. Wotan placed the huginn in Midgard to be his eyes and ears among the other races. Cities, where news of other lands is eagerly traded, serve this purpose well.
- **Fighter**: One of the most common choices for adventurous ravenfolk, the fighter epitomizes the huginn love for blades and desire to wield them with consummate skill. Ravenfolk fighters invariably train in swords of all types. When going to war, they are fearsome sights, equipped with their beak and feather razors and fighting spurs.
- **Inquisitor**: When the traditions of the flock are threatened by encroaching outsiders or influential, change-minded insiders, ravenfolk inquisitors emerge to defend them. They seek out threats to their culture's way of life, both at home and abroad.
- **Monk**: Combining sword training with the whirling strikes of martial arts, ravenfolk monks are respected and revered by the huginn. They may be found meditating and practicing their forms atop icy, windblown Northern crags or sand-worn pillars in the Southern deserts.
- **Oracle**: Because Midgard's ravenfolk represent the connection between the world of mortals and the realm of the gods, oracles are common among the huginn and heruti. When a doom-croaking huginn arrives at one's door, it's likely to herald momentous things.
- **Paladin**: Just as with the cleric, ravenfolk who devote themselves to an ideal find respect amongst their kind. Ravenfolk paladins seek adventure to test the conviction of their devotion against temptation and corruption. Many heru paladins pledge their swords to the service of Horus.

- Ranger: For flocks that roost near a hostile enemy, rangers are the first line of defense against encroachment. Respected tacticians, ravenfolk rangers often set out on their own to deal with issues the community cannot.
- **Rogue:** A natural fit for ravenfolk, the path of the rogue allows huginn to live amongst other races in their cities, moving information and goods while remaining unnoticed in shadowy nooks and alleyways. There is perhaps no more respected citizen than the law- and tradition-abiding ravenfolk rogue.
- **Sorcerer**: Every so often, the huginn's link with the realm of the gods manifests itself in the form of a sorcerer. Treated no different than his rookery mates, the ravenfolk sorcerer is nevertheless watched closely by the elders of his flock to see what destiny has in store.
- **Summoner**: Ravenfolk summoners delight in their eidolons and constantly seek to perfect them through hundreds of minute changes over time. Eidolons that take on a devilish or demonic appearance are considered abominations amongst the ravenfolk.
- Witch: The mystic connection with the gods' realm sometimes leads a huginn down the path of the witch, questing after the natural world's arcane secrets. Most ravenfolk regard witches in the same light as over-zealous druids, whose devotion to the flock has wavered to the point of exile.
- **Wizard**: Many ravenfolk wizards claim to tap into the World Tree itself to power their spells. Whether or not this is frowned upon by ravenfolk elders depends more on the wizard's actions than by any reverence or distaste for arcane mysteries.

### ALTERNATE RACIAL TRAITS

Over generations, some ravenfolk flocks that live among other races adopt traits similar to those races. Others revere mysticism and harbor a deep connection with their race's supernatural origins. Such ravenfolk often possess different racial traits than more traditional huginn and heru.

At the discretion of your GM, you can use the following ravenfolk racial traits instead of existing racial traits.

**Brother/Sister to Gulls:** The call of the sea drew you to a life of adventure as a privateer, raider or explorer. You dart through the rigging like a bird in flight, swim like a seal, and have a keen eye for the value of treasure. You gain a +1 to Appraise, Swim and Climb checks. This racial trait replaces the sneaky racial trait.

**Edgeborn**: While all huginn are comfortable with swords, you have a natural talent for bladework. Pick one particular type of sword (longsword, shortsword, etc.) You deal an extra 1 hp of damage when successfully attacking with that weapon. This damage is not multiplied by critical hits or other mechanics. It is only added to the total damage after all other modifiers. This racial trait replaces the sneaky racial trait.

- **Gifted Vocalist**: Your nimble tongue and clever voice skills serve you well. You gain a +1 to Bluff and Disguise checks made to deceive someone while you are in costume or while you are unseen, as well as when making Perform: Oratory checks. Disguise is always a class skill for you. This racial trait replaces the gifted linguist racial trait.
- **Horus-blessed**: The eye of Horus shone on you as a fledgling, marking you as one destined to challenge creatures that lurk in the dark. Heru with this trait gain a +1 racial bonus to skill checks made in conditions of low light. This racial trait replaces the sneaky racial trait.
- **Ironclaw**: While most ravenfolk train from an early age with blades of varying lengths, you did not have access to such weaponry. Nevertheless, the instinct to master a martial form is deep within the ravenfolk spirit. Ravenfolk with this racial trait gain a single claw attack that inflicts 1d8 points of slashing damage on a hit. This racial trait replaces the swordtrained racial trait.
- Northern Mystic: You possess a special link with the sacred ravens of Wotan, the Hanged God of wisdom and secrets. Huginn with this racial trait gain a +2 racial bonus on Knowledge (planes). Huginn with a Charisma score of 10 or higher can cast guidance once per day as a spell-like ability. Huginn with a Charisma score of 13 or higher can cast speak with dead once per week as a spell-like ability. The caster level for these effects is equal to the huginn's level (DC 10 + spell's level + Charisma modifier). This racial trait replaces the gifted linguist racial trait.

**Skybound**: Your avian appearance is a clear sign that your race was meant to soar the skies. Known for spending hours or days atop trees, buildings, mountains, or any other structure of any height, eyes to the sun, feeling the wind play across your feathers, you long to float among the clouds. Ravenfolk with this racial trait gain Fly as a class skill, can

take ranks in Fly without having a natural fly speed, and can use Fly to negate falling damage (see Fly skill) without having a fly speed. This racial trait replaces lowlight vision and sneaky.

- **Southern Mystic**: You possess a link with Thoth-Hermes, god of knowledge and the arcane. Heru with this racial trait gain a +2 racial bonus on Knowledge (arcana). Huginn with a Charisma score of 10 or higher can cast read magic once per day as a spell-like ability. Huginn with a Charisma score of 13 or higher can cast arcane sight once per week as a spell-like ability. The caster level for these effects is equal to the heru's level (DC 10 + spell's level + Charisma modifier). This racial trait replaces the gifted linguist racial trait.
- **Strong Climber**: Most ravenfolk climb well; a few are especially strong climbers. Heru with this racial trait may use Strength instead of Dexterity while climbing and always gain Climb as a class skill. This ability racial trait replaces the gifted linguist racial trait.
- **Subtle**: As your rookery grew, your humanoid neighbors developed a mistrust of the ravenfolk. Rather than remain invisible to the community at large, and in order to better appease their curiously distrustful neighbors, your people go to great efforts to mask their numbers within the community, purposely passing as humans, dwarves, elves, or whatever race they live near. Ravenfolk with this trait gain a +2 racial bonus on Bluff and Disguise. This racial trait replaces the sneaky racial trait.

**Trustworthy**: Other humanoid races are often intolerant and territorial. By managing to live peacefully alongside such races, you've become a natural diplomat and negotiator. Huginn with this racial trait gain a +2 racial bonus to Diplomacy and Sense Motive. This racial trait replaces the sneaky racial trait.

Well-Traveled: Your home rookery included a huginn fluent in a secret language. You may learn this language at character creation or after an appropriate return and visit there (as well as spending the requisite skill points). You gain a +1 circumstance bonus to Diplomacy and Sense Motive checks made with speakers of this language. This racial trait expands on the existing Gifted Linguist trait but requires spending 1 skill point on Linguistics.

**Wotan-blessed**: You have an instinctive sense for the flow of the fates. Once per day, you may choose to add +1 to a roll after you know the outcome of the d20 die roll. One of your eyes is a disconcerting milky white, giving you a -1 penalty to Diplomacy checks made to alter others' attitudes. This racial trait replaces natural weapon.

# RAVENFOLK FEATS

The ravenfolk of Midgard have access to the following feats:

#### **BORN OF HUGINN**

You trace your lineage back to Huginn, Wotan's raven who embodies thought. You are not easily lulled or controlled by magic that affects the mind.

Prerequisite: Ravenfolk.

**Benefit:** Once per day you may re-roll a failed saving throw against an enchantment spell.

**Special:** You may not take this feat if you have taken Born of Muninn or Scion of Horus.

#### **BORN OF MUNINN**

You trace your lineage back to Muninn, Wotan's raven who embodies memory. Your sense of self is unshakeable, even when assailed by powerful magic.

Prerequisite: Ravenfolk.

**Benefit:** Once per day you may re-roll a failed saving throw against a Transmutation spell.

**Special:** You may not take this feat if you have taken Born of Huginn or Scion of Horus.

#### **CARRION CROW**

At one time you embraced the aspect of ravens as heralds of death and went to dwell among Midgard's undead. You returned with terrible knowledge.

Prerequisite: Ravenfolk.

**Benefit:** You gain a +2 competence bonus to Knowledge skill checks related to undead, the Principality of Morgau and Doresh, and the Ghoul Imperium. You also gain a +2 racial bonus to saving throws against necromantic spells.

#### **DWARF-FRIEND**

You have spent much time among the dwarven secret societies, and learned some of their mysteries.

Prerequisite: Ravenfolk.

**Benefit:** You gain a +2 bonus to Craft skill checks, and a +2 circumstance bonus to Diplomacy checks when dealing with dwarves.

#### **SCION OF HORUS**

You claim kinship with the hawk-headed god Horus, princely foe of ancient abominations and their cults.

Prerequisite: Ravenfolk.

**Benefit:** You gain a +2 sacred bonus to Knowledge skill checks related to aberrant creatures, and a +2 sacred bonus to attacks against aberrant creatures.

**Special:** You may not take this feat if you have taken Born of Huginn or Born of Muninn.

#### SPY AMONG THE SCALY FOLK

As an agent of the warm-blooded you infiltrated the lands

of dragons, learning their ways and collecting their secrets. **Prerequisite:** Ravenfolk.

**Benefit:** You gain a +2 insight bonus to Knowledge skill checks related to dragons and reptilian creatures such as drakes or lizardfolk. You also gain a +2 circumstance bonus to Bluff and Diplomacy skill checks when dealing with draconic creatures and creatures with the dragon or reptilian subtype.

# RAVENFOLK ARCHETYPES

The ravenfolk have a few particular kinds of oracles, fighters, wizards, rogues, and shaman among their ranks. Full details of the shaman class can be found in *New Paths* #2: the Expanded Shaman.

#### **DOOM CROAKER (ORACLE)**

These oracles of Wotan wander the Northlands and Rothenian Plain. Their visions come from the World Tree, and they sing the doom of gods and mortals. A doom croaker has the following class features:

**Class Skills:** A doom croaker adds Knowledge (arcana), Knowledge (religion), Knowledge (planes), and Intimidate to her list of class skills. These replace the additional skills from her mystery.

#### Alignment: Any neutral.

**Recommended Mysteries**: ancestor, battle, bones, fire, lore, metal, moon, nature, stone, time, wood.

**Bonus Spells**: The following bonus spells replace the oracle's mystery bonus spells at these levels: *comprehend languages* (2nd), *crushing despair* (4th), *phantom steed* (6th), *fear* (8th), *legend lore* (12th), *resonating word* (14th), *prediction of failure* (16th).

**Raven's Eye (Sp):** Starting at 7th level a doom croaker can use clairvoyance/clairaudience as a spell-like ability using the doom croaker's oracle level as the caster level. The doom croaker can use this ability for a number of rounds per day equal to the doom croaker's oracle level. These rounds do not need to be consecutive. The doom croaker must take this revelation at 7th level.

**Wotan's Eye (Sp):** Starting at 11th level a doom croaker can use *contact other planes* once per day as a spell-like ability using the doom croaker's oracle level as the caster level. The doom croaker must take this revelation at 11th level.

**Final Revelation:** Upon reaching 20th level, a doom croaker becomes mystically united with Yggdrasil, the World Tree. The doom croaker may cast *legend lore* at will as a spell-like ability, without paying a material component cost; can automatically stabilize if below 0 hit points; and is immune to fear effects.

ADVANCED RACES RAVONFOLK

Should the doom croaker die, her spirit hangs on the World Tree for 3 days. When the 3 days are ended a huginn egg appears at the site of the doom croaker's death and hatches, and the doom croaker is reborn in a new fledgling body, which matures over the course of 7 days (treat as the reincarnate spell). This replaces the final revelation of the doom croaker's mystery.

#### **BLACK FEATHER (SHAMAN)**

These shamans of the wild Rothenian plains mystically commune with the creatures who soar upon its fierce winds. Their spirit guides are typically avian creatures, most often corvids. Croaking and muttering their sacred chants, black feather shamans see through the merely physical things of the world into realms beyond. A black feather shaman has the following class features. **Bonus Spells**: In addition to the spells learned as they gain levels, a black feather shaman learns additional bonus spells. These bonus spells are added as soon as the black feather is capable of casting them and cannot be exchanged for different spells at higher levels. The spells are as follows: *ill omen* (2nd), *steal voice* (4th), *screech* (6th), *contact other plane* (10th), *summon flight of eagles* (12th)

**Drifting Feather (Su)**: At 1st level, a black feather shaman can use *feather fall* at will.

Animal Whisperer (Ex): At 2nd level, a black feather shaman receives a +4 bonus to Handle Animals (increases to +6 when the animal is a bird) checks and gains Animal Affinity as a bonus feat. This ability replaces woodland step.

Summon Flock (Su): At 3rd level, a black feather shaman can cast *summon swarm* once per day to summon a flock

of birds that attacks all other creatures in its area. (Treat as swarm of bats, minus the blindsense Racial Modifier and the Wounding Special Feature.)

Avian Shape (Su): At 4th level, a black feather shaman gains the ability to use a limited form of wild shape once per day in order to turn into a small natural bird such as eagle, raven, sparrow or owl. A black feather shaman can use this ability an additional time per day for every 6 levels thereafter. In all other ways, it functions identically to the wild shape of a druid of the same level as the shaman.

**Flight (Sp):** At 5th level, a black feather shaman with the glide alternate racial trait (see the *Advanced Race Guide*) gains Tengu Wings as a bonus feat (ARG 166.)

#### New Spirit Guide: Corvid (Raven/ Crow/Jackdaw)

Small; Speed 10 ft., fly 80 ft. (average); AC +1 natural armor; Attack bite (1d4); Str 10, Dex 15, Con 12, Int 15, Wis 13, Cha 10; SQ low-light vision. Totem Spell Granted: *share language* 

#### **SEA RAVEN (FIGHTER)**

Ravenfolk love swords, travel, wind and treasure. It's not surprising that those who take to the sea quickly fall in love with the world of salt spray, billowing sails, and swashbuckling adventure.

**Fledgling Sea Raven:** At 1st level, a sea raven adds Acrobatics and Profession (sailor) to his list of class skills and removes Knowledge (dungeoneering) and Knowledge (engineering) from his list of class skills.



**Seasoned Sea Raven (Ex):** At 3rd level, a sea raven gains a +2 bonus on Appraise and Knowledge (geography) checks, and a +3 bonus on initiative, Perception, Stealth, and Survival skill checks when on or under a body of water such as a sea, river, lake or pond. This ability replaces armor training 1.

**Strike Your Colors (Ex):** At 5th level, when a sea raven hits an opponent, he can forgo his damage die (doing only strength and other damage bonuses) to make a free Intimidate check to demoralize the foe. This replaces the bonus feat gained at that level.

Weather Eye (Ex): At 6th level, a sea raven knows the stars and weather patterns like the back of her hand, gaining a +3 bonus to Survival checks when outdoors.

Swift Talon (Ex): At 10th level, a sea raven gains the rapid attack ability of the mobile fighter archetype (APG 105). This replaces the bonus feat and +3 bravery gained at that level. The sea raven gains bravery +3 at 14th level, and bravery +4 at 18th level.

#### **TOMB RAVEN (WIZARD)**

Far to the South, myriad cults and secret societies dedicate themselves to the mysteries of the dead. A tomb raven is a heru cult initiate who explores Midgard's crypts, tombs and burial grounds in search of the dark knowledge of Anu-Akma and Charun.

**Bonus spells:** In addition to the spells learned as they gain levels, a tomb raven learns additional bonus spells. These bonus spells are added as soon as the tomb raven is capable of casting them and cannot be exchanged for different spells at higher levels. The spells are as follows: *hide from undead* (7th), *speak with dead* (9th), *death ward* (12th).

Thou Art Dust (Ex): At 5th level, all variable, numeric effects of a spell used to target undead are doubled, including bonuses to those dice rolls. Saving throws and opposed rolls are not affected, nor are spells without random variables. This ability replaces the bonus feat gained at that level.

**The Grave Shall Not Have You (Ex):** At 10th level, a tomb raven can make an extra attack on his or her next turn after an ally is reduced to 0 hit points or fewer. This ability replaces the bonus feat gained at that level.

#### THIEF OF SECRETS (ROGUE)

One of the smaller sects of ravenfolk in Nuria Natal follows Thoth-Hermes, a Southern god and rune-master among the magocracy. Thoth-Hermes grants these devout rogues magical abilities to help them gather spells, items, and lorebooks for his priests, who consider the ravenfolk a blessed race. Given the reputation they have elsewhere, it's no surprise that the ravenfolk find this attitude refreshing. By tradition, thieves of secrets prefer staves as weapons to symbolize their connection to the arcane arts. Acolyte of Thoth-Hermes: At 2nd level, a thief of secrets adds Knowledge (religion) and Knowledge (arcana) to his list of class skills. A thief of secrets can also use *read magic* as an at-will spell-like ability. These abilities replace the rogue talent gained at that level.

**Illuminating Whispers of Thoth-Hermes (Sp):** At 4th level, a thief of secrets can use *detect magic* as an at-will spell-like ability. This ability replaces the rogue talent gained at that level.

Hermetic Mists of Thoth-Hermes (Sp): At 6th level, a thief of secrets can use *obscuring mist* once per day as a spell-like ability. This ability replaces the rogue talent gained at that level.

**Kindly Instruction of Thoth-Hermes (Ex):** At 8th level, a thief of secrets adds an extra die of damage and +2 to attack rolls when using a staff in melee combat. This ability replaces the rogue talent gained at that level.

Sacred Key of Thoth-Hermes (Sp): At 10th level, a thief of secrets can use *passwall* once per day as a spell-like ability. This ability replaces the rogue talent gained at that level.

# RAVENFOLK SPELLS

Ravenfolk magic focuses on trickery and oracular elements, and is often cast with sly invocation of Wotan or Horus, even by wizards. The ravenfolk know who first gave them magical runes memory, and are grateful for the gift.

#### **CORVID'S CUNNING**

School transmutation [raven]; Level bard 3, sorcerer/ wizard 3 Casting Time 1 standard action Components V, S, M/DF (feathers or droppings from a crow, raven or jackdaw) Range touch Target creature touched Duration 1 min./level Saving Throw Will negates (harmless); Spell Resistance yes Foxes? Imbeciles, when compared to the crafty huginn! This spell functions like fox's cunning. In addition, once while the spell is in effect, the target can roll twice on a single Intelligence-based skill or ability check and use the

#### **CORVID'S CUNNING, MASS**

more favorable result.

School transmutation [raven]; Level bard 7, sorcerer/ wizard 7

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

**Target** one creature/level, no two of which can be more than 30 ft. apart

*Mass corvid's cunning* works like *corvid's cunning*, except that it affects multiple creatures.

Schooldivination; Level cleric/oracle0, druid/shaman 0, magus 0, sorcerer/wizard 0

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

Range personal

Durationinstantaneous

**Saving Throw** Will(negates); **Spell Resistance** yes You call on the wisdom of the runes and sky to provide you with guidance. Sometimes, a white feather of insight falls into your hands; more often, the world remains mysterious.

Roll 1d20 and add your Wisdom bonus to the roll (ravenfolk gain a +1 racial bonus to this roll). On a result of 20 or better, the GM provides you with some obscure but useful piece of advice that will apply to your character in the next 24 hrs. On a roll of less than 20, the GM provides some other bit of wisdom that is largely useless to adventuring ("Be kind to animals" or "The GM would like a beverage").

On an unmodified roll of 1, the caster must make a Will save. If it fails, you lose 1 prepared spell or spell slot for 24 hours. This is a spell of the highest-level slot you know.

#### MINE!

**School** transmutation [raven]; **Level** sorcerer/wizard 4, magus 4

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

Range close

Duration 1 min./level or until discharged

**Saving Throw** Will negates; **Spell Resistance** yes That which you desire is yours and yours alone! This spell renders an object of 15 lbs. or less insubstantial to all creatures but the caster. The caster must be able to see the object in order to cast this spell on it. If used offensively (for example, to affect a potion on someone's belt, a sword in their hand, or their pants), the bearer of the object can negate the spell's effect with a successful Will save. If an object carried or worn by a creature becomes insubstantial, it falls off the bearer's body or out of its hand.

If *mine!* is cast on a major artifact the spell automatically fails, and the caster must make a Will save or be rendered insubstantial for 1 min./level.

Objects affected by *mine!* are insubstantial to any creature but the caster who tries to to grasp, hold, move or attack the object. The objects are not insubstantial in other respects: for example, they do not sink through floors or tables, or pass through walls. A fragile item worn on a belt will still shatter if it hits the ground.

#### **RAVENFOLK'S REVOCATION**

School transmutation [raven]; Level druid 3, shaman 3, sorcerer/wizard 3, magus 3 Casting Time 1 standard action Components V, S, DF Range close (25 ft. + 5 ft./2 levels) Duration 1 min./level

Saving Throw Fortitude (negates); Spell Resistance yes The casters of the ravenfolk wield a baleful power over those who would soar in their domain of the air—a freedom that they can revoke with a muttered phrase and a small, broken feather. This spell forces a target to remain in contact with the ground, so that it cannot fly, *wind walk*, *levitate*, *gaseous form*, or use other effects that allow for floating and flying-like effects. This spell cannot be used against a target already flying, levitating or floating the target must be in contact with the ground when it is cast in order for it to be effective.

#### SHRIEKING FLOCK

School illusion [raven]; Level bard 6, druid 6, shaman 6, ranger 4 sorcerer/wizard 7 Casting Time 1 standard action Components S Range close (25 ft. + 5 ft./2 levels) Target/Effect you/an illusory flock of ravens Duration 1 round/level (D) and concentration + 3 rounds; see text for mislead

Saving Throw none or Will disbelief (if interacted with); also see text

Spell Resistance no

You appear to transform into a whirling, shrieking flock of ravens ready to tear your foes apart with their beaks and talons. *Shrieking flock* functions as the *mislead* spell, but all creatures of less than 6 HD within 100' of the caster must succeed on a Will save or become frightened.

# RAVENFOLK GEAR AND WEAPONS

Ravenfolk equipment and weapons are generally light and of good quality. They also produce a few items that members of other races consider simply odd. A few of these items are also found among the distant tengu.

#### GEAR

#### FALSE FLESH

#### Price 25 gp Weight 1 lb.

Only one huginn family knows the secret formula for this rubbery, malleable, yet resilient putty that lets ravenfolk disguise their faces and hands to resemble the featherless flesh of other humanoid races. Normally pale gray in color, a parcel of false flesh includes dyes and powders used to produce the desired skin hue. A parcel of false flesh may be used once to add a +3 to Disguise checks. If used twice, that bonus drops to +2, then +1. After that it is unusable.

#### FEATHER DYES AND BLEACHES

#### Price 4 gp Weight 1/2 lb.

As a part of feather speech, ravenfolk dye or bleach certain feathers to indicate an intention, or signal others about their status or condition. A single ½ lb. bottle can be used 10 times.

Feather color	Meaning
Scarlet	I'm looking for a fight.
Golden yellow	I'm looking for a mate.
Deep blue	I have a mate, so please don't approach me.
Pale blue	I have a mate, but you may flirt harmlessly with me if you wish.
Purple	I'm in mourning.
Pearl gray	I'm available for work.
Deep gray	I'm available for dangerous work.
Light green	I'm new to this place, so please assume that I don't know directions or local customs yet.

#### **GOLDENTONGUE LOZENGES**

#### Price 15 gp Weight <sup>1</sup>/<sub>2</sub> lb.

Ravenfolk are skilled at disguise, but it takes an effort to change their raspy, cawing voices. When placed on or under the tongue these pale golden lozenges affect the vocal chords, making it easier to alter one's voice. One lozenge gives disguised creatures +1 to Disguise checks involving the voice for 1 hour. A ½ lb. pouch of goldentongue lozenges contains 50 lozenges.

#### **GUIDE TO FEATHER SPEECH**

#### Price 40 gp Weight 4 lbs

The full title of this tome is *A True and Reliable Dictionary* of the Sign Language of the Ravenfolk, Commonly Known as Feather Speech or Pinion. Written in Common by an unknown author who lived among the huginn of the Rothenian Plain, this book allows non-ravenfolk to understand the basics of feather speech. When referenced for 1d4 minutes within an hour of encountering huginn, the book provides a +2 bonus to any Diplomacy, Linguistics, or Sense Motive check when dealing with the huginn.

#### **MESSAGE FEATHER**

#### Price 50-500 gp Weight ½ lb.

Ravenfolk like to issue formal declarations of war, peace, love or enmity on large, decorated feathers. These feathers might be from a huginn's own plumage, or taken from some other feathered avian creature. A message feather has elaborate carvings on the quill, and calligraphy, artwork, and sometimes gold leaf on the barbs (depending on the occasion and the finances of the sender.) Knotted leather cords with bright beads and bits of glass hang from the quill.

For truly momentous proclamations, a small family

heirloom or item of national or clan significance might be tied to a cord, and the feather will come from a rare or dangerous creature. A message sent using a very common or poor-quality feather, when the sender could clearly do better, is a sign of contempt and often leads to a duel. A skilled artisan can make a very good living crafting message feathers for the ravenfolk.

#### WODENSCLOAK

#### Price 50 gp Weight 2 lbs.

This heavy cloak provides better-than-normal protection against cold, rain, snow and sleet, giving the wearer a +3 to Survival checks in such conditions. It's also cleverly designed with stout cords and flexible yet strong wooden



rods carried within its inner pockets, allowing the cloak to be set up as a small tent. Two medium size creatures can take snug-but-comfortable shelter in the tent. The Survival bonus extends to all creatures inside the tent.

#### WEAPONS

#### **BEAK RAZOR**

This metal sheath affixes to a huginn's beak, giving it a deadly pecking attack. However, using it as a weapon leaves the wielder's head vulnerable.

**Special** When the wielder makes a critical hit on a called head shot with the beak razor, the target is blinded for 1d4+Str rounds in addition to the usual effects. However, when the wielder makes a melee attack with a beak razor, until the start of his next turn all called shots targeting his own head are an easy called shot rather than the normal tricky called shot.

**Note:** See *Ultimate Combat* for rules regarding called shots. If you are not using Called Shot rules in your game, the beak razor grants a +1 to hit against a target without a helmet or other type of armor (natural or otherwise) protecting its head.

#### **FIGHTING SPUR**

This vicious weapon is a leather anklet with a curved spike made of hard wood, bone, or metal. Ravenfolk may wield fighting spurs at any time, but they're most often used when engaging in ritual combat, illicit fighting contests, or when heading into battles where the odds are poor and the cost of failure is great.

**Special** When a wielder with the Bleeding Critical feat confirms a critical hit against a target using a fighting spur, she adds +1 damage per level to the bleed damage. However, when the wielder makes a melee attack with a fighting spur, until the start of her next turn she may not take an attack of opportunity against a foe who attempts to trip her.

#### **WING RAZOR**

These thin, keen blades may be hidden among the feathers on a huginn's arm (or any feathered avian creature's wing), turning a punch or buffet into a surprise slashing attack. Opponents must succeed in a DC 15 Perception check or opposed Sleight of Hand to spot the weapon.

**Special** The wielder may apply his full Strength bonus to off-hand attacks made with a wing razor.



Ravenfolk magic items are sometimes stolen, forged by dwarves to a huginn specification, or otherwise of strange provenance. A few are said to be gifts directly from Valkyries or the gods of Valhalla, but as with so much the ravenfolk say, this is best viewed with at least a little suspicion.

#### WOTAN'S WHISPERER

Aura moderate enchantment and transmutation; CL 6th Slot none; Price 3,800 gp; Weight 1 lb.

Once per day when the bearer of this small stone raven (hardness 8) whispers a message of 25 words or fewer to it for a designated recipient, it animates and flies to wherever that recipient is within 10-60 minutes, traveling by way of the World Tree. (Determine elapsed time with a 1d6 roll.) When it arrives it whispers the message to the recipient in the sender's voice and immediately flies back, returning to the sender in another 10-60 minutes.

*Wotan's whisperer* cannot be grabbed or shot down. No one but the recipient can hear the message. If the recipient dies before the item takes flight, the item will do nothing. If the recipient dies while the item is in transit, it will return to the sender immediately.

Precise directions are not necessary: this item's connection with Wotan's ravens enables it to find its destination unerringly. The sender does not have to have visited or seen the recipient's location before, but does need to precisely identify the recipient: "The current ruler of the centaur tribes" could be interpreted in different ways if the succession is in doubt, and it is beyond the item's power to determine who the sender means. "The man in the green cloak who I met at the tavern yesterday," would be sufficient.

*Wotan's whisperer* cannot carry messages back, travel to worlds or planes other than Midgard, or carry out any other commands.

Whenever *Wotan's whisperer* travels the branches of the World Tree it has a 5% chance of attracting the attention of a planar creature of the GM's choice, which follows the item to its destination out of curiosity.

#### CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, animal messenger; Cost 1,900 gp

WEAPON	Соят	Dmg (S)	Dмg (M)	CRITICAL	Weight	Туре	Special
Beak Razor	5 gp	1d3	1d4	19-20 x2	1 lb.	Exotic, Piercing	See text
Fighting Spur	5 gp	1d3	1d4	x3	1 lb.	Exotic, Piercing	See text
Wing Razor	20 gp	1d3	1d4	19-20 x2	1/2 lb.	Exotic, Slashing	See text



#### THIEF OF MANY THINGS (MINOR ARTIFACT)

Aura strong enchantment and transmutation; CL 20th Slot none; Weight 1 lb.

Once per day the bearer of this small, carved wooden raven (hardness 5) can whisper a command word to animate it. The Thief of Many Things will immediately fly out of sight and return within 10-60 minutes carrying a small to medium-sized random object it found within a one-mile radius of its bearer. The Thief of Many Things cannot be instructed to seek out a specific item, or search within a specific place. It is not attracted to any particular type of object—it might bring back something beautiful or ugly, shiny or dull.

Determine the found object's nature by a d20 roll on the accompanying table:

#### D20 RESULT

- 1 Item that endangers the PCs to a high degree (example: the ancestral sword of the supreme commander of an empire's armies, a rampaging clockwork construct, an outlawed item that would the owner a prison term or death sentence)
- 2-3 Item that endangers the PCs to a moderate degree (example: a local official's ceremonial badge of office, an unstable alchemical compound, an outlawed item that would the owner a large fine or jail time)
- 4-5 Item that endangers the PCs to a small degree (example: a local tough's favorite knife, a hornet's nest, an outlawed item that would earn the owner a small fine)
- 6-10 Item not at all applicable to the PC's current situation
- 11-16 Item moderately useful to the PCs in their current situation
- 17-20 Item highly useful to the PCs in their current situation

#### **SWORD OF THE SEA RAVEN**

**Aura** moderate divination; **CL** 9th **Slot** none; **Price** 64,000 gp; **Weight** 3 lbs. This +2 *longsword* bears the seal of a legendary sea raven pirate on its pommel. It is a deadly instrument in anyone's hands, but when wielded by one of the ravenfolk, it tells its bearer whether a ship within visible range carries a significant amount of treasure.

Mar W Rolle

If a huginn points the sword in the direction of a single visible seagoing

vessel and concentrates for a full round, it will give the huginn a sense of whether the vessel carries no treasure, little treasure (a hoard one level lower than the PCs' average level), some treasure (matches the PCs' average level), or much treasure (one to three levels higher.) Activating the sword is a standard action.

#### CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, locate object; Cost 32,000 gp

#### **SPEAR OF THE SUN HAWK**

Aura strong evocation; CL 10th

**Slot** none; **Price** 60,000 gp; **Weight** 9 lbs. Cousin to the sun blade, in normal combat this enchanted weapon is equal to a +2 *longspear*. Against evil creatures, its enhancement bonus is +4. Against undead creatures, the spear deals double damage. Once per day, the wielder can whirl the spear above his head while speaking a command word. The spear of the sun hawk then sheds a bright yellow radiance that acts like bright light and affects creatures susceptible to light as if it were natural sunlight. The radiance begins shining in a 10-foot radius around the spear wielder and extends outward at 5 feet per round for 10 rounds thereafter, to create a globe of light with a 60-foot radius.

When the wielder stops whirling the spear, the radiance fades to a dim glow that persists for another minute before disappearing entirely. All *spears of the sun hawk* are of good alignment, and any evil creature attempting to wield one gains one negative level. The negative level remains as long as the spear is in hand and disappears when the spear is no longer wielded. This negative level cannot be overcome in any way (including by restoration spells) while the spear is wielded.

Limitless reach of Horus (usable by good-aligned ravenfolk only): The wielder can transform the spear of the sun hawk into a shaft of light and throw it at any visible target regardless of range without penalty to the attack roll. On a hit or miss the spear instantly returns to the wielder's hand and resumes its normal form. When used in this manner the *spear of the sun hawk* temporarily expends all of its magic power and becomes a non-magical masterwork longspear for three days, after which its powers return. If the wielder attempts to use this ability again before the three days have passed, it will work—but the spear will be permanently destroyed, leaving nothing behind.

#### CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, *daylight*, creator must be good; **Cost** 30,000 gp

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