CENTRAURS BY KAREN MCDONALD





TABLE OF CONTENTS

3	Feats	10
4	Archetypes	11
4	Green Witch (Witch)	11
5	Oyun Wrestler (Fighter)	11
5	Redegiver (Oracle)	12
6	Spells	13
6	Centaur Magic Items	13
7	Treasures of the Centaur Race	13
7	Centaur Equipment	14
7	Variant Centaurs: Alseid and Oinataur	15
9		

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CENTAURS: THE PEOPLE

For James McDonald. Love you, miss you, Dad.



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Speed and Thunder

n the plains, in the forests, and across the steppes, live creatures who blend humanoid and equid aspects. Neither man nor beast, centaurs occupy a

strange niche in both the civilized and natural worlds. Born with grace befitting a human king, but possessed of the fierce savagery of a wild stallion, centaurs present unique opportunities for roleplaying and adventure.

The standard centaur presented in the *Pathfinder Bestiary* is a powerful equine creature, too strong to be a playable PC race. This breed is known as the Bataar, and in many ways, represents the kings and nobles of the centaur people. For the common centaur encountered in Midgard, use the statistics presented below, which are also found in the *Player's Guide to the Rothenian Plains*.

Centaur racial stock includes three breeds which other centaurs know instantly. Centaurs do not use the term breed, instead referring to members with related lineage as being part of the same horde. It is common for members of different hordes to interbreed. An outsider who has studied centaurs can use a Knowledge (local) or Knowledge (nature) DC 20 roll to determine the horde.

The known hordes are the savage Oyun, the nature-loving Ganzorig, and the mystical Yul. Each horde is ruled by a group of Bataar, a class of centaur nobility. The three hordes are mechanically identical, though being a member of a horde may qualify a character for certain traits and other mechanics; their primary differences lie in custom, culture, and organizational structure. Within a horde are numerous clans, which are akin to large human families. Clans might have a number of branches, but all within a clan can usually trace their



relations to one another, albeit distantly in the case of some. Branches within clans are like immediate family, though the names of such structures change often, especially with weddings, war, and disaster.

Centaur Lives and Customs

Centaurs spend their lives traveling. Their lifespans vary, due to the harsh conditions and martial nature of their familial groups, though the upper limits are similar to those of humans. Hordes handle the difficulties of traveling with the very old differently; for the Oyun, who live nearer to Zobeck and the Mharoti Empire, it is a point of pride that their elderly travel until they can go no further and then die, surrounded by their family. The Ganzorig, who live in forest settlements or in lifestyles similar to human farmers, offer the option of honorable retirements to their elders. The more spread out Yul, who have a greater mystical tradition, revere their elders greatly, for magical power often comes with age.

Burial is another variable custom. On the high plains, centaurs are buried under cut sod, sometimes near a single tree or a landmark rock or riverbend. Within or near the forest, honored dead may be interred under cairns of timber and rock. In winter camps, burial areas are dug before the ground freezes, and covered over with sod before the clan or horde leaves in the spring.

In the summer, graves are made where the centaur died and marked with a carved headstone. If such a stone is not available, centaur priests or shamans say a prayer over the grave that marks it visibly and permanently. The size of the grave is an indicator of the status of the deceased. The possessions of the deceased are disposed of according to that centaur's wishes. If these wishes are unknown, personal effects are buried with the centaur and livestock and other possessions are distributed within the clan.

Marriage (or 'joining tents') is a joyous yet dangerous time of celebration. These celebrations bring numbers of unrelated centaurs together, with wine, beer and high spirits. Generally, the fights that break out only produce bruises and broken bones, but longstanding feuds have also been the result of the wedding of high status members of large, important clans.

The entire clan shares the rearing of young centaurs, and the young are often spoiled as much as possible by their elders. This is countered by the praise that the young receive for adult behavior and independence. The clan also encourages achievements in combat or daily life by giving the young more status within the clan.

Summer gatherings occur every year at prearranged locations considered neutral ground between clans that are currently friendly. This is a time of socializing, trading, romance and swapping of tall tales about the deeds of the year. The gatherings meet under truce, and while fights often break out anyway, cooler heads try to keep the violence "friendly." Leaders meet during these gatherings, and the combined clans of a horde sweep out of the plains every generation or so to avenge insults.

Social Organization

Centaurs are led by the Bataar, members of an elite group of nobility. For the Bataar, use the statistics presented in the *Pathfinder Bestiary* for centaurs. This represents the fact that Bataar are typically larger, stronger, and more powerful than other centaurs. Each Bataar is recognized by his or her own horde as being exemplars in a specialty. Many Bataar are simply the largest or strongest of their generation, but some are smarter, more mystically powerful, or more divinely gifted than others of their kind. Bataar are generally recognized by acclimation; it is not uncommon for the classification of Bataar to run in families, but in general, an individual must prove him or herself to be exemplary before being recognized by other Bataar as one of their kind.

War leader Bataar are mighty warriors and tacticians; lawgivers dispose with practical wisdom, and above all, fairness; sages advise on matters arcane and spiritual. There are also more mundane offices, which are not made up of Bataar, such as packmaster (quartermaster) and campmaster (in charge of set up and break down). These are positions for individuals who show great competence, but not to the level of the Bataar.

Disputes within a clan or horde are generally settled through athletic contests or contests of wit, with the winner determined by general acclaim. Wrestling bouts are a favored athletic competition, especially among the Oyun, followed by no holds barred races. Contests of wit specifically avoid insults, instead focusing on ribald true, or slightly embellished, stories, riddles posed by loremasters, or debates requiring those involved to solve a problem plaguing the horde. Participants might be called on to determine the best way to deal with rodents in the food stores, for example, or the best way to send a messenger to a distant horde on the move.

Bloodshed is anathema within clans, though it is allowed and even encouraged against other clans. In cases where a dispute cannot be settled without blood within a clan, one or all of the disputants might be exiled from the clan. Some exiles are accepted by other clans, but others are branded Batuun, or outcast, a term that implies that the entire centaur race has turned its back on the individual in question and no longer recognizes that person's existence. Such a branding is extremely uncommon; sometimes entire generations go by in which an individual is not cast out. But when it does occur, outsiders take note, wondering what an individual could have done to be so regarded.

Upon reaching the age of majority, all young adults are sent on their "bandit years," a practice designed to siphon off those who are particularly troublesome and give some experience to more agreeable colts and fillies. These young centaurs are allowed to run free, away from the settlements to exorcise their aggression and immaturity. At the end of this period, they can choose to remain outside of their clan or horde, or they can return with the understanding that they have tamed their wild ways—at least to the degree acceptable to the centaur race. Most young adults choose to return after their bandit years, though the occasional centaur leaves the horde permanently, out of curiosity, romance with another race, or any number of other factors. The Bataar determine how long the bandit years will last and most young centaurs of the same generation go on their bandit years together.

Hordes and the clans that make them up have highly defined territories. Territorial expansion is the greatest reason for conflict between centaurs. Centaurs of one clan seek the territory of another, or one horde looks to encroach on the space of another horde. These conflicts inflict high casualties, since shedding blood outside the clan is not discouraged. They can expand into blood feuds ending with a judgment at the Great Gathering.

GREAT GATHERING

About every 20 years, most of the world's centaurs travel east to the Groves, the sacred area near where centaurs say they first drew breath. These groves, some of yew, some of apple, are sacred to Perun, Yarila, Porevit, and Lada. They have been tended by the Lesatha clan of the Yul Horde since the beginnings of centaur history. The Lesatha are honored by other centaurs, but are also regarded as being quite odd in their views and customs.

Only the Bataar and their advisors, along with the Lesatha, actually enter the Groves for important meetings, called musters. For the rest of the Hordes, it is a time to drink, socialize, and trade. Bloodshed is absolutely forbidden during the Great Gathering under pain of death or permanent exile from all hordes. This is the time when

GRABBING THE WORLD WITH BOTH HANDS

"I against my brother, my brothers and I against my clan, then my clan and I against strangers" is a well-known centaur saying. Centaurs have strongly defined kinship relations that impact their lives in terms of status and inheritance. Generally the divisions split into the immediate family, the clan, and sometimes their horde. Often blood ties in a horde are tenuous (it is not uncommon to reinvent genealogies when new centaurs join a horde or clan).

Conflict among centaurs is deadly. Often "surrender" means the death of all combatants and effective weapon wielders who cannot escape. Adoption or servitude for a year and a day is purely practical. On the Rothenian Plains those without a clan who cannot earn a place are cast off.

Centaurs grab life with gusto and drain it to the lees. Traveling, fighting, eating, drinking-whatever they do, they do it with vigor. They are, in general, an aggressive people, and have evolved methods to live in larger, specially organized groups as needed, even if it is against their individual inclination.

major conflicts are ended by the lawgivers. Any decision or arbitration made is final and binding.

The gathering is a lucky time for births, agreements, and joining tents. Very rarely, in times of crisis, a Great Gathering has crowned a Khan of all the Hordes, uniting all the centaur peoples. This is immediately followed by conflict with whatever entity created the situation that made a Khan necessary in centaur eyes.

CENTAUR RACIAL TRAITS

+2 Strength, +2 Wisdom, +2 Constitution, -2 Intelligence:

Centaurs are strong, tough, and wise in the ways of the natural world, but they are not deep thinkers, builders, or planners.

- **Centaur:** Centaurs are humanoids with the centaur subtype.
- Large: Centaurs are considered Large creatures. They suffer a -1 racial penalty on AC for size, but they gain a +1 racial bonus to their CMD/CMB.
- Fast Speed: Centaurs have a base speed of 40 ft.
- Darkvision: Centaurs can see in the dark up to 60 ft.
- **Centaur Combat:** Centaurs gain Run as a bonus feat. They are considered to have Mounted Combat as a bonus feat, but only as a prerequisite to advanced

mounted combat feats, (such as Mounted Archery, Ride-By Attack and Trample). They do not gain the Ride check to avoid damage to their equine half.

- **Centaur Warrior:** Centaurs gain a +2 racial bonus to Ride checks as well as attack rolls made while charging.
- **Quadruped:** Centaurs gain a +4 racial bonus to their CMD defending against trip combat maneuvers. They also suffer a -4 racial penalty to all Stealth checks due to their size and indelicate hooves.
- **Skilled:** Centaurs gain a +2 racial bonus to all Heal and Craft (bows) checks.
- Languages: Centaurs begin play speaking Centaur and the Trade Tongue. Centaurs with high Intelligence scores can also choose from the following: Dwarven, Elven, Gnomish, or Tengu.



RAIDING AND BANDITRY

Centaurs believe that only those strong enough to defend their possessions deserve to keep them. They do not steal from their clan, but anyone else is considered fair game. Grains and shipments of alcoholic beverages are favorite targets.

Centaur raiding strategies take advantage of their speed, maneuverability, and skill in archery. They use diversionary tactics, drawing defenders away from targets, or keeping them pinned with rapid flights of arrows. Magic is also employed, especially *silence* spells cast on arrows to muddle enemy communications.

The bandit years are the time of life when centaurs drink most heavily. Within the clan, while celebrations are a time to drink heavily, everyday life is not. During the bandit years, especially if they are successful in their raids on breweries and shipments, young centaurs are drunk more often than not. This in turn fuels more raids and reckless fights.

Relationships with Non-Centaurs

Centaurs have an ongoing relationship with the Kariv; it is considered unlucky to raid them, and for their part, the Kariv smiths consider it good luck to shoe centaurs. Otherwise, friendly indifference is the norm.

Plains Humans: The boyars of Vidim have earned the enmity of the centaur clans for past atrocities ordered by the Tsar in retaliation for centaur raids. Slavers of all

types (who would enslave the centaurs) also meet with undying anger, including the gnolls of the Despotate of the Ruby Sea and various human slavers from the south. Centaur raids on Vidim caravans are relentless. Raids into the Mharoti Empire, sparked by attempted (or successful) enslavement of centaurs, are brutal, and have given great fame to many centaur warriors. Raids against the Ruby Despotate have been rare, as the Glittering King's zombies and his walled cities have resisted all attempts at siege or raid, and his ability to turn centaurs into slaves or feed them to demons makes him a figure of considerable fear and loathing.

Elves: Plains elves meet with rivalry, sometimes friendly, sometimes unfriendly. Clans associate with specific groups of Windrunner elves, but they are happy to raid those who aren't their friends. The Spider totem tribes, for instance, are generally enemies of the centaur hordes, while the Grass and Kite totems are friendly.

Humans of the West: The centaurs are often eager to raid into the human lands of Perunalia, the eastern Margreve, and Krakova. Though reasonably well-defended lands, the many small villages and towns there can provide plunder in the form of iron, wine, beer, and salt, all of which are difficult to obtain on the plains. Centaur raids to these western territories tend to be entirely about carrying off goods of this kind.

Ravenfolk: Centaurs and ravenfolk are somewhat friendly, or at least not enemies. Ravenfolk are considering goodly talespinners, clowns and mischief-makers. Centaurs tend to enjoy their company for short spans of time, and ravenfolk know not to overstay their welcome. The centaurs respect the ravenfolk skill with stealth and runes and lore; the ravenfolk respect the raw strength and medical lore of the centaurs, as well as their endurance and far travels.

Dwarves: Centaurs and dwarves are surprisingly good friends, as both worship Perun and Svarog in various guises: the dwarven god of marriage and smithwork is also the god of horses. The two races rarely compete for territory, though occasionally they meet in battle as mercenaries in the Seven Cities.

SECRETS OF THE PLAINS

The mountains near a number of Yul clans are rich in gold. The Yul have built sluices to harvest free gold in streams, and use it to acquire more books through buyers. If approached correctly, they are generous with gifts of gold as well. When they are not in a generous mood, it is effective to appeal to their love of information. Yul goldsmithing is coveted throughout the Crossroads, the Northlands, and the Mharoti Empire, but traders with a strong relationship with the Yul obscure the origin of the pieces so as to avoid attracting attention to the reclusive Yul horde.

Sometimes centaurs will kidnap members of other races, either as hostages for ransom or (it is supposed)

as slaves. What is not commonly known is that most hordes of centaurs have semi-nomadic communities of the common races beholden to them, who farm the plains with fast growing crops such as winter wheat, barley, sunflowers and a variety of vegetables. Generally, people snatched are taken to these communities and integrated, sometimes after disease or violence, other times after the people of the community request new blood.

These communities are guarded against depredation, since their produce is the life blood of the horde. Defending these communities is often the purview of older centaurs, but in a bad year or during a blood feud, younger centaurs are detailed to help their elders.

It is considered lawful in centaur society to keep a slave for a year and a day; if after this time a non-centaur still desires to leave the community, that individual is traditionally taken to settlements to the Far East and gifted with a set of gold bracelets. The value of these bracelets is generally based on the quality of work the person delivered during the time of servitude.

CHARACTER OPTIONS

Centaur characters present a unique roleplaying challenge for both PCs and GMs. As a race with a radically different physiology than humans, players and GMs must constantly remember how different life is for a centaur than it is for a bipedal humanoid. The following new mechanics will help flesh out centaur characters and personalize them for individual PCs.

RACIAL TRAITS

Centaurs know who they are and how they rank within their clan and horde. The following traits help define a centaur character's background. Traits specify a particular horde, such as the Yul, the Ganzorig, or the Oyun. You may only select traits for one horde: this represents the horde to which you were born into and were raised, though you might currently affiliate with a different horde. The only exception to this is the Born of Two Hordes trait.

BORN OF TWO HORDES (TRAIT)

Your parents were members of two different hordes, and you possess qualities of both lineages. You are considered a member of both hordes.

Prerequisite: Centaur subtype.

Benefit: When you select this trait, choose two traits, each of which requires a different centaur horde as a prerequisite. This can include both centaur racial and centaur magical traits. You can select no additional traits unless your campaign allows for more than two traits. In addition, you gain a +1 trait bonus on Diplomacy checks with members of both hordes. This breaks the precedent that characters cannot select more than one trait from the same category. In addition, you meet the prerequisite of belonging to both hordes for mechanics that require membership in one or the other horde.

For example, Gandoryn's father was Ganzorig and his mother was Yul. As a result of taking this trait, he chooses Fey Upbringing and Sage as his two starting traits. He cannot select any additional traits because his DM doesn't allow characters in her campaign to start with more than two traits. Gandoryn also gains a +1 trait bonus to Diplomacy with Ganzorig and Yul centaurs. In addition, he can qualify for feats, archetypes, prestige classes, and any other mechanics that require Ganzorig or Yul ancestry as a prerequisite.

BORN TO THE BOW (TRAIT)

You have an intuitive sense of ranged weapons and know where to aim to do the most damage.

Prerequisite: Centaur subtype.

Benefit: +2 trait bonus to all rolls to confirm critical hits with bows (not including crossbows).

CHILD OF YUL (TRAIT)

The blood of the Yul runs strongly in your veins. **Prerequisite:** Born to the Yul horde. **Benefit:** Gain a +1 trait bonus to Will saving throws

FEARLESS MARAUDER (TRAIT)

You were born to raid and pillage and nothing scares you. **Prerequisite:** Born to the Oyun horde.

Benefit: Gain a +2 trait bonus on saves against fear effects,+3 bonus while raiding.

Raccoon Dog

CR 1/3

XP 135 N Tiny animal

Init +2; Senses low-light vision; Perception +0
DEFENSE

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size) hp 5 (1d8+1)

Fort +2, **Ref** +2, **Will** +0

OFFENSE

Speed 40 ft. **Melee** bite +1 (1d3-1)

STATISTICS

Str 8, **Dex** 15, **Con** 13, **Int** 2, **Wis** 10, **Cha** 8 **Base Atk** +0; **CMB** 0; **CMD** 9 (13 vs. trip) **Feats** Athletic **Skills** Climb +4

ECOLOGY

Environment temperate forest or plains **Organization** solitary, pair (2) or family (3–6) **Treasure** none

Raccoon dogs are canids, and are not related to raccoons. They prefer raw meat, but are omnivores.

As a familiar, they provide their masters a +2 bonus to Fortitude saves.

FEY UPBRINGING (TRAIT)

You were reared in the forests near where the elves dwell or the shadow fey travel. You have danced with them, and survived the experience.

Prerequisite: Born to the Ganzorig horde.

Benefit: You may select either the Elvish or Umbral language; you speak this language for free. You gain a +1 trait bonus to status with either the elves (if you selected Elvish) or the shadow fey (if you selected Umbral). If you are not playing with the optional status rules, you gain a +1 trait bonus to Charisma-based checks when dealing with the race you selected.

FIERCE RAIDER (TRAIT)

You are a wild raider of the Oyun horde and none dare stand in the way of your charge.

Prerequisite: Born to the Oyun horde.

Benefit: Intimidate is always considered a class skill for you. Also, you gain a +2 trait bonus to Intimidate checks, +3 while raiding.

PLAINS COMPANION (TRAIT)

You were raised deep in the wilds, and have an unusual creature as a companion.

Prerequisite: Familiar or Animal companion class abilities; centaur subtype.

Benefit: You may select a dire weasel as an animal companion, or a raccoon dog as a familiar.

RAISED IN SHADOW (TRAIT)

You were raised in the forest, near places where the shadow fey come and go.

Prerequisite: Born to the Ganzorig horde.

Benefit: You gain +2 trait bonus to Will saves vs. illusion and charm spells and effects.

RISING STAR (TRAIT)

You have always been one of the hopes of your clan, excelling in physical and mental contests since your youth. This has earned you greater station among your people.

Prerequisite: Centaur subtype.

Benefit: +2 trait bonus to status when dealing with members of your clan, +1 to other centaur clans. If you are not using the optional status rules, this becomes a +2 trait bonus to Charisma-based checks with members of your clan, +1 to members of other clans.

SAGE (TRAIT)

As a member of the Yul horde, you have studied esoteric subjects.

Prerequisite: Born to the Yul horde.

Benefit: Select two knowledge skills. You get a +1 trait bonus to checks with those skills. One of them is always a class skill.

TENDER HOOVES (TRAIT)

You like the ease of city life, and provided information on

a raid that aided a city's defenders. This earned you a place there, and infamy in your clan or horde.

Prerequisite: Centaur subtype.

Benefit: -1 trait penalty to Status when dealing with your clan and horde, and a +1 trait bonus to Status when dealing with residents of the Seven Cities or the Dragon Empire (choose one). Diplomacy becomes a class skill for you and you gain a +1 trait bonus to that skill.

If you aren't using the optional Status rules, you instead gain Diplomacy as a class skill and a +2 trait bonus to that skill, +3 when interacting with residents of the Seven Cities or the Dragon Empire. (choose one) You also take a -2 trait penalty to Diplomacy checks when dealing with members of your horde, -3 when dealing with members of your clan.

DIRE WEASEL

This brown-furred creature's slender body bounds forth in a loping gate, mouth open wide and filled with dozens of sharp teeth.

CR 2

DIRE WEASEL

		 	 -
XP	600		

N	Me	dium	animal	

Init +4; Senses low-light vision, scent; Perception +5

DEFENSE

AC 16, touch 14, flat-footed 12 (+4 Dex, +2 natural) hp 13 (3d8)

Fort +3, Ref +7, Will +2

OFFENSE

Speed 40 ft.

Melee bite +6 (1d6+3)

STATISTICS

Str 14, Dex 19, Con 10, Int 2, Wis 12, Cha 11

Base Atk +2; **CMB** +4 (+12 grapple); **CMD** 18 (22 vs. trip)

Feats Stealthy, Weapon Finesse

Skills Climb +6, Escape Artist +6, Perception +5, Stealth +10

ECOLOGY

Environment temperate forests and hills **Organization** solitary, pair, or sneak (3–10)

Treasure none

SPECIAL ABILITIES

- Attach (Ex) A dire weasel automatically latches onto its target with a successful bite attack. The dire weasel is considered grappling, but the target is not. The target can attack or grapple the dire weasel as normal or, alternatively, break the grapple with a successful grapple or Escape Artist check. A dire weasel has a +8 racial bonus to maintain a grapple.
- **Blood Drain** (Ex) Dire weasels drain blood each round they remain attached, inflicting 1 point of Strength and Constitution damage.

Usually brown or tawny with a white underside, dire weasel's coats can run the gamut from fully white to deep black, some have a hodgepodge of colors to their coats like a calico cat. Though typically found in temperate regions, some have been found in faraway lands. In the wild, dire weasels are most active in the warm months and go to den during winters. Keen hunters, dire weasels track their prey by scent. It doesn't bode well to have a dire weasel on one's trail.

Voracious eaters, dire weasels prey on all manner of small animals and even small and medium humanoids. Dire weasels mostly enjoy grubs, sometimes passing up other readily available foods to root for exceptionally plump specimens. A dire weasel digging for grubs can ruin the ground, making them a true nuisance for farmers and groundskeepers.

Kobolds use dire weasels for many purposes. They serve as mounts, companions, hunting beasts, and even sport fighters. Fond of their kobold companions, when used as mounts and spurred into combat, they wade into battle, eagerly rocketing forth into the fray. Like a wolf pack or gang of thugs, dire weasels work together to take down one enemy at a time.

Kobolds run competitive fighting tournaments and the ring gets soaked with blood from these furious fights. Kobolds gamble on the dire weasels and rarely does an entrant to one of these brawls emerge scot-free. The relationship between kobolds and weasels is long running, and many believe dire weasels are the result of kobold breeding practices. Kobolds shell out large sums of gold and treasure to claim a pup from the litter of two well-bred weasels.

Dire weasel trainers begin their work before the weasel pup's eyes are even open, talking to them, exposing them to their scent, and petting the baby dire weasel. Dire weasels trained by kobolds often train their noses to be able to easily detect elves or gnomes. The weasels treat these two races with more hostility than any other humanoids.

DIRE WEASEL COMPANIONS

Starting Statistics: Size Small; Speed 40 ft.; Attack bite (1d4); Ability Scores Str 12, Dex 17, Con 10, Int 2, *Wis* 12, Cha 11; Special Qualities low light vision, scent; Special Attacks attach, blood drain

4th-Level Advancement: Size Medium; **Attack** (1d6); **AC** +2 natural armor; **Ability Scores** Str +2, Dex +2, Con +2.

FEATS

These feats provide options to help bolster and enhance the natural strengths and qualities of the centaur race.

BRUTAL BATTERING [RACIAL]

You can overrun your enemies.

Prerequisite: Centaur subtype, Iron Hooves, Born to the Oyun Horde.

Benefit: Gain a trample attack.

FOREST'S BLESSING [RACIAL]

You are at home in the forest and it suffuses your every breath.

Prerequisite: Centaur subtype, Iron Hooves, Born to the Ganzorig or Yul Horde.

Benefit: You gain a +1 bonus to attack, damage, skill checks, ability checks, saving throws, and caster level checks in forested environments.

INTUITIVE MAGIC [MAGICAL]

You can use the magic of your heritage to fuel an additional spell.

Prerequisites: Centaur subtype, caster level 3rd, Born to the Yul Horde.

Benefit: Once per day, as a swift action, you can recall a spell you have already cast. The spell must be at least one level lower than the highest level spell you can cast. If you cast spontaneously, you can recall a spell slot at least one level lower than the highest level spell you can cast.

IRON HOOVES [RACIAL]

You have learned to fight using hooves as well as weapons.

Prerequisite: Centaur subtype, Born to the Oyun or Ganzorig Horde.

Benefit: You gain a secondary hoof attack.

WIND'S FURY [RACIAL]

The rush of movement adds accuracy and vigor to your attacks.





Prerequisite: Centaur subtype, Dex 13, Dodge, Mobility, Spring Attack or Shot on the Run, Born to the Oyun Horde, base attack bonus +4

Benefit: When you attack using either the Spring Attack or Shot on the Run feats, you gain a +2 bonus to hit and to damage.

YUL RITUAL MAGIC [MAGICAL]

You know secret Yul rituals that bolster the power of your magic.

Prerequisites: Centaur subtype, caster level 5th, Born to the Yul Horde.

Benefit: You can choose to increase the casting time of a spell to gain a +2 bonus to your caster level for that spell. For the purposes of this feat, increase a swift action spell to a move action; a move action to a standard action; a standard action to a full-round action; and a full-round action to two full-round actions. If the spell has an original casting time of greater than 1 full-round, double the casting time. Thus a spell with a casting time of 1 hour

would take two hours and a spell with a casting time of one day would take 2 days.

It is up to the GM to determine whether or not a character with this feat can cast certain, long casting time spells using this feat. The casting of the spell must be uninterrupted, though for extremely long duration spells, the GM might choose to allow the character to retain the spell slot or memorized spell if the casting is interrupted.

ZEPHYR'S KISS [RACIAL]

You are as fleet as the wind that rustles through the forest leaves.

Prerequisite: Centaur subtype, Born to the Ganzorig Horde.

Benefit: When you are wearing light or no armor, your base speed increases by 10 feet, 15 feet when you are in a forested environment. You lose the benefit of this feat if you carry a medium or heavy load.

ARCHETYPES

Centaur culture maintains a number of roles unique to its society. These represent the elite and dedicated of their race, and many who perform these roles go on to join the Bataar.

GREEN WITCH (WITCH)

Life on the plains and in the forests leads to a connection with the land, and Green Witches exemplify that. These witches focus on the creatures of the herds and the fields of their people. They sing the crops and herds into fecundity, but can also blight the land and make areas sterile if provoked. Their connection to the land also allows them to call on creatures to defend them.

- **Prerequisite**: Centaur subtype, Born to the Yul or Ganzorig Horde.
- **Bless or Blight the Green**: Green witches have the ability to increase or decrease the fertility of the flora and fauna of their surroundings.
- **Bless the Green (Su):** This effect targets plants and animals in an area with a radius equal to the witch's class level x 10 feet, raising their potential productivity by 50 percent for one year. The effect remains on animals and plants that later leave the area.
- **Blight the Green (Su):** This functions as bless the green, but instead reduces the productivity to half what is normal. The effect remains on animals that later leave the area. The save for more powerful plants and animals (DM's discretion) to resist this effect is equal to 10 + 1/2the witch's level + the witch's Intelligence modifier.

This effect can be removed by casting *remove curse* or similar spell or ability, using the save DC as the DC to

remove the curse. If an individual fails to remove the curse the first time such a spell is cast on a given blight, that individual cannot try again with the same spell or ability, though a different spell or ability can be used.

A witch starts with the ability to have one bless and one blight in effect at any given time. Every three levels, increase the maximum number of simultaneous effects by one. Thus, a 4th level witch could have 2 bless effects and 2 blight effects ongoing simultaneously. A 7th level witch could have 3 bless effects and 3 blight effects, and so on.

This ability replaces the witch's 1st level hex.

Cry the Fury (Su): Twice per day, the witch can summon animals to fight for her, as per *summon nature's ally I* (animals only). This becomes *summon nature's ally II* at 6th, III at 8th, IV at 10th, V at 12, VI at 14th, VII at 16th, and VII at 18th. The witch can always choose a lower level version of the spell. This ability replaces the witch's 4th-level hex.

OYUN WRESTLER (FIGHTER)

One of the important ways centaurs contest with each other is a combination of wrestling and boxing. Champions of this style are greatly respected.

Prerequisite: Centaur subtype, Born to the Oyun horde.

- Weapon and Armor Proficiency: An Oyun wrestler is not proficient with heavy armor, or shields.
- **Oyun Wrestling**: At 1st level, an Oyun wrestler gains the Improved Unarmed Strike feat and Iron Hooves feat as bonus feats. This ability replaces the bonus feat at 1st level.

- ADVANCED RACES CENTAURS
- **Cunning Wrestler (Ex):** At 3rd level, an Oyun wrestler gains a +1 dodge bonus to AC. This bonus increases by +1 for every four levels after 2nd, to a maximum of +5. This bonus does not apply when wearing medium or heavy armor or carrying a medium or heavier load. This ability replaces armor training 1, 2, 3, and 4.
- **Strength in All (Ex):** At 5th level, an Oyun wrestler gains a +1 bonus on attack and damage rolls with natural weapons and a +1 bonus to CMB, both improving by +1 for every four levels beyond 5th (to a maximum of +4 at 17th level). The centaur can use hooves as a primary rather than secondary attack. This ability replaces weapon training 1, 2, 3, and 4.
- **Duck!** (Ex): At 19th level, as a free action, an Oyun wrestler can make a free trip attempt when a melee attack roll succeeds with a natural weapon, though this ability can only be used once per round. The centaur also gains Improved Trip as a bonus feat. If the centaur already has the Improved Trip feat, that character instead gains the Greater Trip feat. If the centaur has both Improved Trip and Greater Trip already, that character instead gains an additional +2 bonus to trip attempts that stacks with the bonuses from Improved trip and Greater Trip, bringing the total bonus from these feats to +6. This ability replaces armor mastery.
- Weapon Mastery (Ex): This ability applies to unarmed strikes and natural attacks.

REDEGIVER (ORACLE)

While many oracles possess knowledge, the redegiver is a wise advisor and teacher, able to guide his people and leaders with the wisdom of equine totem spirits.

Prerequisite: Centaur subtype, Born to the Yul or Ganzorig horde.

Recommended Mysteries: ancestor, heavens, lore.

- **Bonus Spells**: *peacebond*^{UC} (2nd), *share memory*^{UM}(4th), *communal share language*^{UC}(6th), *remove curse* (8th), *true seeing* (10th), *guards and wards* (12th), *vision* (14th), *moment of prescience* (16th), *time stop* (18th). These bonus spells replace the oracle's mystery bonus spells at these levels.
- Equine Speech (Ex): A redegiver can communicate with normal horses, mules, donkeys, onagers, zebras, and similar creatures at will as if under the effect of a *speak with animals* spell which only works with those creatures. In addition, the centaur can speak with horselike but magical creatures, such as nightmares, pegasi, unicorns, dragon horses, hippocampuses, hippogriffs, kelpies, nickelavee, sagari, sleipnir, and similar creatures (DM's discretion as to what qualifies).

Finally, a redegiver gains the ability to use wild empathy on equine animals and creatures creatures as a druid of the oracle's class level. If the PC has wild empathy already, levels of redegiver stack with those from another class that provides wild empathy, but only for the purpose of dealing with horses and horse-like creatures. Using this ability on non-animal horse-like creatures, such as nightmares and unicorns, imposes a -4 penalty on the wild empathy check.

- **Revelations**: A redegiver must take the following revelations at the listed levels.
- **Knowledge of the Ages (Ex):** As the time mystery^{UM} revelation. The redegiver must take this revelation at 3rd level.
- **Thundering Wisdom (Su):** Once per day, a redegiver can spend one or more hours running at full gallop, either alone or with other horses or centaurs. During that time, the redegiver is performing a primal ritual of communication with equine totemic spirits or spirits of nature. The spirits give the oracle advice, answering one or more questions on a single topic, depending on the effect employed. At 1st level, their advice manifests as an *augury* spell with base chance of success of 50%. At 5th level, the advice takes the form of a *divination* or *augury* spell with 50% change of success. At 9th level, the advice manifests as a casting of *commune* spell with no material component required or a *divination* or an *augury*.

Nothing can increase the base chance of success other than running for a longer period of time. Each additional hour spent running beyond the first increases the chances of success in the *augury* and *divination* effects by 5%, to a maximum of 95%. When using the *commune* effect, the centaur can ask a number of questions equal to the number of hours that character ran beyond the first.

Any fatigue or exhaustion does not set in until after the questions are answered. If the centaur runs for a number of hours equal to or greater than 1/4 that character's Constitution score, the centaur is fatigued at the end of the run. If the centaur runs for a number of hours equal to or greater than 1/2 that character's Constitution score, the centaur is exhausted at the end of the run. The fatigue or exhaustion takes place whether or not the centaur succeeded in performing the effect.

If a centaur with the Endurance feat runs long enough to only suffer fatigue, that character can ignore the effects of the fatigue. If the centaur with this feat runs long enough to become exhausted, that character can treat the exhaustion as fatigue. The redegiver must take this revelation at 1st level.



SPELLS

Centaurs lead by their spiritual leaders are a terror to beheld. These spells are centaur secrets that enhance the strengths the centaur race already possesses.

DREAD CHARGE

School transmutation [centaur]; Level bard 1, cleric 1, druid 1, inquisitor 1, magus 1, sorcerer/wizard 1, witch 1 Components V, S Casting Time 1 swift action Range personal Target You Duration 1 min./level (D) As thundering hooves, except as noted above.

PILLAGING WIND

School transmutation [centaur]; Level bard 3, cleric 3, druid 3, inquisitor 3, magus 3, sorcerer/wizard 3, witch 3
Components V, S
Casting Time 1 swift action
Range close (25 ft. + 5 ft./2 levels)
Targets one creature/level, no two of which can be more than 30 ft. apart
Duration 1 min./level (D)

As *thundering hooves*, except as noted above, and the targets can ignore the effects of difficult terrain when moving on land for the duration.

THUNDERING HOOVES

School transmutation [centaur]; **Level** bard 0, cleric 0, druid 0, inquisitor 0, magus 0, sorcerer/wizard 0, witch 0 **Components** V, S

Casting Time 1 swift action Range personal Target You Duration 1 round

This spell increases your base land speed by 30 feet, but only when you take the charge action. If you take the run action, increase the multiplier to your speed by 2. Thus, if your normal speed is multiplied by 4 while running, multiply it by 6 instead while you are under the effects of the gallop spell. These adjustments are treated as enhancement bonuses.

ZEPHYR RAID

School transmutation [centaur]; Level bard 2, cleric 2, druid 2, inquisitor 2, magus 2, sorcerer/wizard 2, witch 2 Components V, S Casting Time 1 swift action Range close (25 ft. + 5 ft./2 levels) Targets one creature/level, no two of which can be more than 30 ft. apart Duration 1 min./level (D)

As thundering hooves, except as noted above.

TREASURES OF THE CENTAUR RACE

The treasures of the centaurs focus on their roaming life and unusual physiology.

CENTAUR MAGIC ITEMS

Centaurs know the secrets to creating a number of unique items that reflect their worldviews and strange forms.

Apple Brandy

Aura moderate conjuration; CL 5th Slot –; Price 750 gp; Weight 1lb.

DESCRIPTION

This potent brandy is distilled from apples from the sacred groves, and imparts some of their virtue. A draught of this beverage neutralizes all poisons and cures all diseases.

CONSTRUCTION

Requirements Brew Potion, *neutralize poison, remove disease*; **Cost** 375 gp

Belt of Unity

Aura moderate transmutation; **CL** 3rd **Slot** Belt; **Price** 10,000 gp; **Weight** 1lb.

DESCRIPTION

This wide, soft, brown leather belt has an iron clasp. The wearer, if he has the centaur subtype, can take on either the form associated with his torso, or with his lower half, as per *beast shape II*, at-will. In essence, the wearer can become a human that looks like his upper half or a horse that looks like his lower half. Each time the centaur uses the belt, he chooses whether to take human or equine form. Equipment worn in centaur form that is inappropriate to the wearer's new form becomes inert. The human form may be unable to use certain feats and abilities that require the natural attacks, quadrupedal form, or Large size. The equine form cannot speak and has no arms, resulting in all limitations imposed by the lack of these.

CONSTRUCTION

Requirements Craft Wondrous Item, *beast shape II, alter self*; **Cost** 5,000 gp

Horseshoes of Light Stepping

Aura mild transmutation; CL 1st Slot boot; Price 750 gp; Weight 1lb.

DESCRIPTION

These horseshoes allow the wearer to move over terrain as if she weighed 1/10th of her actual weight. They makes the wearer less likely to cause collapses on treacherous flooring, icy lakes, and fragile rock formations. The wearer also halves penalties to Stealth checks due to size, effectively reducing the penalty from -4 to -2. They are removable.

CONSTRUCTION

Requirements Craft Wondrous Item, *feather step*, creator must be a centaur; **Cost** 375 gp

Horseshoes of Light Stepping, Greater

Aura mild transmutation; **CL** 3rd **Slot** boot; **Price** 1,500 gp; **Weight** 1lb.

DESCRIPTION

A more exquisitely crafted version of these horseshoes exist, though the secret to making them is known by few centaurs. The item functions as Horseshoes of Light Stepping, except the wearer ignores the size penalty due to being Large sized, effectively reducing it from -4 to 0.

CRAFTING

Requirements Craft Wondrous Item, *feather step, levitate*, creator must be a centaur, **Cost** 750



CENTAUR EQUIPMENT

Centaurs must carry their belongings everywhere, so they are quite particular about what goods they make and keep. A few special items are rarely found with any other race.

HOOFBOOTS

These leather hoof coverings are used by centaurs who prefer not to wear horseshoes. Metal is scarce in many places on the plains, and this alternative is quite popular. In some cases hoofboots have a metal or metal-studded portion at the bottom of the hoof. This makes the boot somewhat uncomfortable, but affords greater protection and makes stealth at least somewhat more likely.

Hoofboots grant a +1 circumstance bonus to Stealth checks.

Weight 2 lbs. Cost 10 gp

THE LORE OF PERUN'S CHOSEN BY BRIGHTMANE

Sung by Brightmane and recorded by Harvin the Scribe, this tome is a history of the centaurs, including the wild claim that they created a great empire in the east, then abandoned it. The history was transcribed by a Yul while waiting for centaur loregivers to decide which story they wished to tell one evening. It details the oral histories of centaurs.

A character in possession of this text and an hour to reference it, may add +4 to any Knowledge (history or local) checks and bardic knowledge checks made with regard to the centaurs and the Rothenian Plains. It is rarely seen outside Yul communities. It can be incorporated into incantations by a single performer, providing a +3 to Knowledge (local) checks and a +3 bonus to Knowledge (arcana) checks during incantations that affect plants and animals.

Weight 1 lb; Cost 4,000 gp; Copies are written in Elvish.

MAJRA

A thin piece of wood with a groove cut in it and a small loop for the archer's draw hand. It allows the archer to use arrows shorter than the draw of his bow, including crossbow bolts. Arrows and bolts shot from a composite longbow using a majra deal 1d8 damage, regardless of the base damage of the arrow or bolt. Using the Majra imposes a -2 penalty on attack rolls with the bow unless the wielder has the feat Exotic Weapon: Majra.

It is extremely rare for centaurs to teach the use of the majra to those outside their race.

Weight 1 lb; Cost 50 gp

YEW POISON

Type injury; Save Fort DC 13 Onset 1 minute; Frequency 1/minute for 6 minutes Effect 1d2 con damage; Cure 2 saves Price 150 gp

This poison is brewed from yew berries and wood. The centaur methods for distilling it are secret, and allow its use as an injury rather than ingested poison.



VARIANT CENTAURS: ALSEID AND OINATAUR

Two varieties of centaurs exist in Midgard that differ quite a bit from the usual equine mold. The deerlike Alseid are most common in the Margreve forest but are found elsewhere as well. The Oinataurs live in the mountains north and south of the Rothenian Plains, as well as in the Cloudwall peaks. At the DM's discretion, alseid and oinataur characters can select traits, feats, archetypes, spells, magic items, and equipment specific to particular centaur hordes. Such characters may even be adopted by a horde.

Alseid

These shy, fey creatures have the upper body of an elf and the hindquarters of a deer. An ancient people, their stories claim they taught elves the secrets of bow making. They typically live in forests, though curious youngsters wander out to experience civilization.

In the forest, they are usually solitary or travel in family groups. They deal equally well with elves and shadow fey, and keep other civilized races at arm's length. Some few socialize with centaurs on plains adjoining the Margreve forest, but they are rare further out on the Rothenian plains.

Alseid who travel to more civilized areas are sought out by arcane scholars, seeking insights into their connection to Old Magic. They also often find employment as scouts or gamekeepers.

ALSEID RACIAL TRAITS

+2 Dex, +2 Wisdom, -2 Intelligence: Alseid are dexterous and wise, but are not planners or thinkers.

Alseid: Alseid are humanoids with the centaur subtype.

- **Medium**: Alseid are Medium creatures and have no bonuses or penalties due to their size.
- **Low-Light Vision**: Alseid can see outdoors on a moonlit night as well as they can during the day

Alseid Magic: Alseid add +1 to the DC of any saving throws against Old World spells that they cast while in the forest (see Tales of the Margreve).

- **Woodfriend**: When in a forest, alseid leave no tracks and automatically discern true north.
- **Weapon Familiarity**: Alseid are proficient with all spears and shortbows (including composite shortbows).
- **Quadruped**: Alseid gain a +4 racial bonus to their CMD when defending against Trip combat maneuvers. Alseid gain +10 to their base movement.
- **Skilled**: Alseid receive a +2 racial bonus on Perception and Stealth skill checks.

Languages: Alseid begin play speaking Centaur, Elvish, and Trade Tongue. Alseid with high Intelligence scores

can also choose from the following: Briarclick (the language of the Children of the Briar, see Midgard Bestiary), Goblin, and Umbral.

OINOTAURS

Oinotaurs live in the northern Rothenian plains, near the mountains, in communities of varying size. They are smaller than centaurs, with the hindquarters of an onager. While individualistic, they lack the fiery natures of their cousins. Instead, their focus is the cerebral, and they consider themselves the keepers of history and magic of the Rothenian Plains. The carefully expanded cave complexes that house their communities contain libraries of depth and complexity, little known to the greater world.

When oinotaurs wander the world, they often travel with centaur hordes where they serve as advisors, since they have no clan affiliation, are generally smarter, and are often more temperate. Centaurs who mistake their smaller size and intellectual bent for weakness are usually surprised at their martial capability and physical toughness.

OINOTAUR RACIAL TRAITS

+2 Constitution, +2 to Intelligence, Wisdom, or Charisma (player's choice), -2 Dexterity.]: Oinotaurs are wise, intelligent, personable, and hardy, but they are not graceful.

Centaur: Oinotaurs are humanoids with the centaur subtype.

- Medium: Oinotaurs are Medium creatures and have no bonuses or penalties due to their size.
- Low-Light Vision: Oinataurs can see outdoors on a moonlit night as well as they can during the day
- **Oinotaur Steadiness:** Oinotaurs gain Gang Up (*Advanced Player's Guide*) as a bonus feat, and are considered to have Mounted Combat as a bonus feat, but only as a prerequisite to advanced mounted combat feats, (such as Mounted Archery, Ride-By Attack and Trample); they do not gain the Ride check to avoid damage to their equine half.
- **Oinotaur Learnedness**: Oinotaurs gain a +2 racial bonus to a Knowledge skill of their choice. Knowledge skills are class skills for all classes selected by the oinataur.
- **Oinotaur Competence**: Oinotaurs are proficient with short swords and halberds.
- **Quadruped**: Oinotaurs gain a +4 racial bonus to their CMD when defending against Trip combat maneuvers. They gain +10 feet to their base movement.
- Languages: Oinotaurs begin play speaking Centaur, Elvish, and Trade Tongue. Oinotaurs with high Intelligence scores can also choose from the following: Dwarven, Mharoti, Northern Tongue or Huginn's Speech.

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