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Table of Contents

Derro: Staring Into the Void	3
History of the Derro	3
Childhood and Family	4
Derro Culture	4
Derro Diplomacy	5
Gods of the Derro	5
Derro Characters	6
Playing a Derro PC	6
Favored Class Options	7

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Derro: Staring Into the Void

Piercing the darkness was a hellish glow, and I could see the vile little men swarming upon the islands in the water, like ants on a dying animal, like maggots in flesh. As they danced around inhuman idols, their dead eyes reflected their mad deeds. Their pale hands were streaked with blood and fluids vile, and the dank air was filled with their horrid laughter and the screams of their victims.

-Unknown underdark explorer

he derro are waiting in their twisted cities to oversee the descent of the world into insanity and destruction. These mad little humanoids crave the flesh of the sane, and they believe that—with the right hideous rituals they might enlighten those fools who otherwise would fail to see the heedless, uncaring indifference of the strange gods that dwell in the gulf between the stars. The derro are mad, their gods are vile and often hostile to all life-yet perhaps the uncaring gaze can be turned to others. The stunted creatures wish to make sure that they are spared the attention of dark powers, usually by diverting that attention to other, saner races.

Derro are small, gaunt, dwarf-like humanoids with wide shoulders and narrow limbs. Their skin is nearly transparent and ghosted with blue veins. They have great, staring eyes whitened by extensive cataracts. Females often

wear their filthy, straw-colored hair in braids, and many males display exotically waxed or styled mustaches and muttonchops. The anatomy of a derro suggests a combination of human and dwarf, but the creatures are of smaller stature than either race.

History of the Derro

Little is known about the true history of the derro. The various cults and bands of the meredwarves, as some call the derro, have a broad variety of mythic histories, but no two accounts match. Savants and oracles among the derro



have revelations that change these understandings on a regular basis. In some cases, it seems that populations of derro have appeared after subterranean catastrophes that isolated groups of humans and dwarves, leading to a strange form of inbreeding. However, other sources suggest the race is of great, even pre-human, antiquity. The origin of the derro is a point of contention among sages of other races who study the deepearth.

What is known, from the history of certain other races, is that derro have served the drow for ages as bullies and slave masters, and they are favored by that race as almost idiot children. The duergar when possible enslave and brutalize the creatures, but value their stealth and cruel madness. Aboleths value the derro for their ability to see past the veil of sanity, and they keep them as favored servants. The derro themselves know no friends, but are overawed by power and madness, and they serve beings that display these traits.

Childhood and Family

The idea of family, as humans think of the term, is foreign to derro, whose madness and desire for power make the idea of tenderness unknown to them. Parents do value their children, because these children will be driven to madness and so add to the glory of the derro race and to the status of the derro parent. It is for this reason that derro parents put up with their mewling infants, and feed and protect them. There is something approximating love between parent and child, at least for a while, but there is also great cruelty in the relationship. Any concept of marriage or family loyalty beyond this parental bond is nonexistent in these creatures.

Derro children are born clear-eyed and normal, but they are deliberately scarred and driven insane by their parents, usually in the fourth year of life, when a child's speech and motive abilities are fully formed. The ritual used to bring about this maiming and madness goes by many names, as a matter of preference from tribe to tribe and even year to year; some call it Staring into the Abyss, some the Heartless Fire or the First Drink of True Knowledge.

Young derro grow up fast, in packs and mobs of vicious derro children. Murder, mutilation, and other violence is common in any derro community. The strongest prosper, and weaker derro give their loyalty (as well as they are able) to strong leaders. Charismatic savants and priests attract groups of apprentices and servants, while proven warriors gain followers and hangers-on to serve them. Creatures of other races that display power, cruelty, and knowledge of forbidden lore often also gain the service of derro. At all times, this servitude is temporary and based upon the perceived strength and madness of the leader.

Derro Culture

The typical derro is paranoid, jittery, and irrational. Many have delusions of grandeur, certain that they have been favored by the old gods to bring down the order of the world and see in the end times. Derro are virtually compelled to commit acts of cruelty, even against their pets and companions, and such acts engender constant infighting among the race. Derro savants, the powerful spellcasters who rule derro society, often appear more controlled, and they are to some extent. They are able to hold their madness at bay well enough to create plans and tactics, but their inherent insanity still drives their scheming, and if anything they are more dangerous because of their seeming lack of mental illness.

Finally, derro antipaladins, though extremely rare, carry an outside weight among the derro. Even the savants have been known to defer to a powerful antipaladin, who is believed to have stared into the abyss and mastered it.

DERRO SETTLEMENTS

Derro gather in and occupy settlements that are as crazed as their creators. Often, the meredwarves drive off another race and take a sensibly designed town or village and destroy it by ravaging the buildings they dwell within.

Other settlements grow chaotically, as the derro in a group arrange debris into crude huts that cover themselves with no thought of roads, hygiene, or higher organization. The great towers occupied by the derro savants, each one erected by the savant's disciples and underlings, rise through the sea of huts. A great cleared area is often present in a derro community, for blood sports, torture ceremonies, and other gatherings. Around and within a derro settlement are many traps and alchemical devices placed without rhyme or reason.

There is no law and order. However, if inconvenienced, the great powers of the community are happy to send out their followers to kill and maim. There is no law in a derro community, except for the rule of strength. There is little evidence of a middle class among derro; either they dwell in squalor and envy, or they are powerful and dwell in luxury.

A derro town or city functions as a form of anarchic feudal oligarchy. The savants and other charismatic leaders are similar to gang bosses, each with their own devoted followers and family. All those who are not tightly associated with these leaders are essentially peons, flunkies, and servants of the leaders; there is almost no middle class in derro society. (Certain scribes, alchemists, and smiths might be something like an artisan class, but in practice their valuable skills make them more like possessions of the leaders: some such talented derro are literally chained to their desks or anvils.)

While the town doesn't function as well as a surface town might, somehow the derro's madness always seems to fit a pattern, and sometimes their madness anticipates events, almost as if they were acquiring information from channels beyond the natural world. This leads some to believe that derro who hear voices are often attuned to demons, spirits, or even godlings, who guide the derro to further their own evil goals.



DERRO RULERS AND FOLLOWERS

Wealthy and powerful derro purchase silk and embroidered linens, the more bright and bizarrely patterned, the better. The throne room of a powerful derro ruler is a riot of color and tessellations, with each demented courtier vying to outdo the others in ostentatious display. The poor dress in leather, fish-skins, and rough homespun cloth. When hunting or raiding, derro wear muted colors to help them blend in with the terrain around them.

Derro often work with stronger races as servitors and minions. Among themselves, derro are led by their savants, oracles, war chiefs, antipaladins, and other charismatic leaders. These leaders tend to have a more functional view of the world than their followers, and this allows them to plan, plot, and negotiate with other races.

These leaders can, in fact, keep derro society working because they provide much-needed direction to the derro who might otherwise scramble, counteract each other, or tear down their own accomplishments. Their imposition of will (see below) clarifies things for their followers in a rather terrifying way; at the same time, when a leader dies, the result is chaos, a power vacuum, and an immediate succession struggle. The enemies of the derro know this, and often strive to decapitate derro war bands by striking at their officers or savants.

IMPOSITION OF WILL

The "imposition of will" is the term derro use among themselves to describe the strange order and the constant fads that their society is prone to. This is a function of how the strongest (and sometimes the maddest) among them can convince others to see the world through their particular madness; the whole world can be redefined to a startling degree (though not to the point of enabling derro to perform impossible tasks such as walking on air or through walls--derro beliefs are affected, not their powers).

When a derro savant, antipaladin, or other leader finds that he or she needs to rally the troops, that character can make an imposition of will attempt as a full-round action. This is a simple DC 11 Charisma check, with a +1 bonus for every character level the NPC has.

If this check succeeds, the other derro see the situation as their leader does, turning a food raid into a religious crusade or turning a total defeat into a glorious blood sacrifice to their dark gods. It might even be as simple as rallying the derro to harvest a mushroom crop or dig a ditch. An additional check is required every 24 hours; if the next check fails, nothing gets done on the leader's plan. Once the task is done, the derro followers return to their own activity.

In the case of two or more derro savants or leaders issuing contradictory orders, the derro follow the leader with the highest imposition of will check.

Derro Diplomacy

In groups, derro are difficult to handle. A good first impression is vital: a show of strength and an ability to appeal to the derro's love of the bizarre and eldritch knowledge is a sure way to their hearts. Gifts of ancient lore, peculiar artifacts of lost ages (functional or not), and sheer charisma are strong tools for convincing derro to parley with strangers, if a parley is desired (convincing derro to fight is easy—any sign of aggression may trigger a frenzy of combat and howling battle cries).

In combat, the derro work together fitfully at best. The strongest savants issue orders, and these are obeyed insofar as their voices carry. The weakest derro are often pushed to the front, and the derro understand the simplest tactics of an ambush and maintaining a reserve. They cannot, however, be considered disciplined troops by any stretch, and unless held very tightly under the imposition of will of a major savant, they will break ranks and charge at the slightest provocation.

Gods of the Derro

The derro worship a host of bizarre and horrible entities. Many worship derro ancestral gods, such as Addrikah, the Mother of Madness. In addition, the little creatures propitiate a varying and horrible array of demon lords. Finally, strange elder gods of the dark tapestry such as Nyarlathotep and the Black Goat of the Woods, Shub-Niggurath, are dearly beloved and elaborately worshipped. There is no rhyme or reason to which dark god will be worshipped among a group of derro, but derro are often hostile to other meredwarves who worship different gods. All of the gods of the meredwarves are insane, and often they are cruel and brutal as well. The main difference between these two kinds of gods is that the traditional derro gods are far more active in the lives of their servants than the distant and uncaring Great Old Ones. Demons merely see derro as a means to power.

Derro consider themselves the favored servants of their gods, the only ones who can truly understand those deities. Specific beliefs vary wildly between bands of the creatures, but a common thread is the idea that the racial madness of the derro is a gift that makes possible communication with these beings.

Further, derro generally believe that they are the harbingers of the end times, and that they will inherit the burned-out husk of the world in a eternal twilight of mad savagery. No two groups worship in an identical way, but the hallmarks of derro worship—torture, cannibalism, drumming, wild dancing and bizarre magical and alchemical operations—tend to occur in all the ceremonies.

Derro Characters

A thin scum of derro can be found in the underworld of many cities, both above and below ground. Not all derro are born with the full magical potential of their race, and these weaker individuals often flee their more powerful brethren. A derro adventurer could be an agent on a mission for a savant, a pitiful reject who fled to escape enslavement or death in her home community, or an explorer driven by obsession with a subject, or by the voices in her head. A neutral or good or lawful derro will be out of place within derro society and be forced to flee or die. Many surface dwellers dangerously underestimate the derro after having defeated the weakest of the race in the sewers of their home city.

These lesser derro sometimes become adventurers, when they cannot (or will not) intimidate or steal for their living. Derro adventurers often believe in their special destiny, and as such they laugh at the danger involved in exploring old tombs or taking on hordes of monsters, for derro cannot truly die-they are the chosen ones!

Playing a Derro PC

You might think that playing a mildly insane or completely crazed derro would unbalance a party more used to humans, dwarves, and elves, and you'd be right.Derro are unpredictable, fanciful, and prone to delusions, confusions, and manias. So how does anyone get along with them?

Part of the solution here is that a derro is much less violent and perhaps crazy in a quieter way than the rabid maniacs they are often pictured as. Among themselves, derro are as likely to be brooding, depressed, or sullen as crazed and violent. At the best, a derro PC might just have a tendency to talk to himself or herself, or might address an invisible friend before undertaking any major step, or might simply consider all the other members of the party as his or her "imaginary friends," and thus not subject to harassment.

The key here is to treat the derro's madness as an occasional bit of flavor for the character, rather than an excuse to cripple the party with chaotic, stupid, and selfdefeating actions. Yes, a derro PC won't be as predictable as a dwarven paladin or even an elvish rogue, but if the other players are okay with a bone-stupid halforc barbarian picking bar fights and that elvish rogue picking the ogre's pockets, they might be okay with the derro occasionally talking to rocks and interrogating mushrooms. If the player who wants to run a derro PC is already a problem player who derails the group constantly, then handing him a roleplaying tool like "I'm SUPPOSED to be crazy!" is just giving that player another excuse to ruin everyone else's fun. Review the Minor Madnesses section (page 11) for examples of playable and flavorful maladies.

Ideally, the rest of the group should have some say in whether anyone in the party plays a derro PC. It can be hugely entertaining, but it requires some adroit handling of the social issues.

Oddly enough, playing a crazy character is both incredible fun (ask any *Call of Cthulhu* player) and draining as well. In addition to not derailing the party constantly, the character can have long lucid periods, and might even regret some of his or her actions when "turned to the dark void" or "ridden by the bat spirits" or a similar in-game explanation. The derro in this lucid state might be a bit of a tragic character, always wondering when something will set off his or her irrational raving side.

Making a fantasy form of otherworldly madness both playable and plausible is the challenge of playing a derro PC. Find a way to make your character memorable, without spoiling everyone else's game.

AGE

Derro are Small humanoids with the derro subtype. Due to their madness and tainted blood, they have shorter life spans than humans.

TABLE 1-1 : DERRO STARTING AGES

Adulthood	Intuitive ¹	Self-Taught ²	Trained ³
15 years	+2d6 years	+3d6 years	+4d6years
	(17-27 years)	(18-33 years)	(19-39 years)

¹ Barbarians, oracles, rogues, and sorcerers.

² Bards, battle scions, cavaliers, fighters, gunslingers, paladins, rangers, shadowsworn, rangers without spellcasting ability, summoners, and witches.

³ Alchemists, clerics, druids, inquisitors, magi, monks, shamans, white necromancers, and wizards.

TABLE 1-2: DERRO AGING EFFECTS

Middle Age ¹	Old ²	Venerable ³	Maximum age
30	45	60	75

- ¹ At middle age, -1 to Str, Dex, and Con and +1 to Int, Wis, and Cha.
- ² At old age, –2 to Str, Dex, and Con and +1 to Int, Wis, and Cha.

³ At venerable age, –3 to Str, Dex, and Con and +1 to Int, Wis, and Cha.



HEIGHT AND WEIGHT

Derro are Small creatures; though often wideshouldered, they have narrow hips and are lightweight.

TABLE 1-3: DERRO RANDOM HEIGHT AND WEIGHT

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	3 ft. 2 in.	+2d4 in. (3 ft. 4 in.– 3 ft. 10 in.)	37 lbs.	+2d4 lbs. (39–45 lbs.)
Female	3 ft. 0 in.	+2d4 in. (3 ft. 2 in 3 ft. 8 in.)	32 lbs.	+2d4 lbs. (34–40 lbs.)

Favored Class Options

- Alchemist: Add +10 minutes to the duration of the alchemist's mutagen.
- **Barbarian:** Add +1/5 of DR /— that stacks with the barbarian's damage reduction.
- **Bard**: Add one spell known from the wizard's enchantment school spell list. This spell must be at least one level lower than the highest level of spell the bard can cast. The spell is treated as one level higher, unless it is also on the bard spell list.
- **Druid**: Add a +1/2 circumstance bonus on Stealth checks when using wild shape.
- Fighter: Choose the dirty trick or steal combat maneuver. Add +1/3 to the fighter's CMB when attempting this maneuver (maximum bonus of +4).
- **Inquisitor:** Add a +1/2 bonus on Intimidate checks to demoralize humanoids.
- Magus: Add a +1/4 circumstance bonus on critical hit confirmation rolls when using spell combat (to a maximum of +4). This bonus does not stack with critical focus.
- **Oracle**: Treat the derro's level as +1/2 higher for the purpose of determining the effects of the oracle's curse ability.
- **Ranger**: Add a +1/3 dodge bonus to Armor Class against the derro's favored enemies.

Rogue: Add a +1 circumstance bonus on Disable Device and Use Magic Device checks related to glyphs, symbols, scrolls, and other magical writings.

Sorcerer: Add one spell known from the sorcerer spell list. This spell must be at least one level lower than the highest level of spell the sorcerer can cast.

Witch: Gain 1/6 of a new witch hex.

Flavorful Derro Character Choices

The following classes, archetypes, and class features are a good fit for a derro character in terms of flavor and mechanics. You can use them to begin creating an effective and interesting derro character.

- ¹ Advanced Players Guide
- ² Ultimate Combat
- ³ Ultimate Magic
- ⁴ Core Rulebook

ALCHEMIST

Beastmorph² Mindchemist³ Vivisectionist³

BARBARIAN

Drunken brute¹ Scarred rager² Wild rager²

BARD

Demagogue³ Dirge bard³ Sandman¹ Sound striker³

CAVALIER ORDERS

Order of the beast (*Pathfinder Campaign Setting: Inner Sea Combat*) Order of the cockatrice¹

CAVALIER ARCHETYPES

Beast rider²

Huntmaster (*Pathfinder Player Companion: Animal Archive*)

CLERIC DOMAINS AND SUBDOMAINS Chaos domain⁴

Entropy domain (Pathfinder Campaign Setting: Inner Sea Gods)

Demon subdomain¹

Murder subdomain¹

Radiation subdomain (*Pathfinder Player Companion: Kobolds of Golarion*)

Insanity subdomain¹

Trickery domain⁴

Deception subdomain¹

Torture subdomain (Pathfinder Campaign Setting: Inner Sea Gods)
Void domain (Bestiary 4)
Dark Tapestry subdomain (Pathfinder Campaign Setting: Inner Sea Gods)

DRUID

Blight druid¹ Cave druid¹

FIGHTER

Brawler² Buckler duelist (*Pathfinder Player Companion: Inner Sea Primer*) Cad²

Crossbowman¹ Freehand fighter¹ Polearm master¹

GUNSLINGER

Gun scavenger (Pathfinder Campaign Setting: Inner Sea Combat)

INQUISITOR DOMAINS See Cleric, above

INQUISITOR INQUISITIONS Heresy³ Oblivion³ Torture³

MAGUS Blackblade³

Hexcrafter³

MONK ARCHETYPE Fist of madness (see below)

ORACLE MYSTERIES Dark tapestry³ Lore¹ Old gods (*Deep Magic*) Spellscar (*Pathfinder Campaign* Setting: Inner Sea Magic) Void (Deep Magic)

ORACLE CURSES Clouded vision¹ Consumed (*Pathfinder Player Companion: Blood of Fiends*) Haunted¹ Wrecker (*Pathfinder Player Companion: Blood of Fiends*)

PALADIN Antipaladin¹ Shadow antipaladin (see below)

RANGER

Battle scout² Beastmaster¹ Deep walker² Infiltrator¹ Trapper³

ROGUE ARCHETYPES Bandit² Chameleon² Poisoner¹

Scout¹ Sniper¹ Thug¹

SORCERER BLOODLINES

Aberrant⁴ Abyssal⁴ Destined⁴ Ooze (*Deep Magic*) Shadow (*Deep Magic*) Savant (see below) Undead (*Deep Magic*)

SHADOWSWORN

(Kobold Press, Player's Guide to the Crossroads)

WITCH

Dimensional occultist (*Pathfinder Campaign Setting*: *Pathfinder Society Field Guide*)

Gravewalker³ White-haired witch (*Pathfinder Player Companion: Dragon Empires Primer*)

WIZARD SCHOOLS AND FOCUSED SCHOOLS

Enchantment⁴; Controller¹, Manipulator¹ Illusion⁴; Shadow¹

Star and shadow magic (*Deep Magic*) Void (*Pathfinder Player's Companion: Dragon*

Empires Primer) Chaos magic (Deep Magic)

WIZARD ARCHETYPES

Shadowcaster (Pathfinder Campaign Setting: Inner Sea Magic)Primalist (Pathfinder Campaign Setting: Inner Sea Magic)

DERRO, LESSER (9 RP)

Lesser derro have not inherited the full capabilities of their twisted race. Either weaklings or hybrids, they are the victims of their stronger brethren's cruelty and madness, existing uneasily on the periphery of derro society. Many strike out on their own, to explore the greater world. It is not widely known that these lesser derro are able to stand the hated sun better than their brothers.

This is a balanced player character race that can be used with any other core race or standard race in the game.

LESSER DERRO RACIAL TRAITS

+2 Charisma, +2 Dexterity, -2 Wisdom: Derro are dextrous and compelling, but they lack common sense.

Derro: Lesser derro are humanoids with the derro subtype.

Small: Lesser derro are Small creatures and thus gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty on their combat maneuver checks and to Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Speed: Lesser derro have a base speed of 20 ft.

Senses: Lesser derro have darkvision 60 ft.

- **Light Sensitivity**: Lesser derro are dazzled in areas of bright sunlight or within the radius of a *daylight* spell.
- Keen Senses: Lesser derro gain a +2 racial bonus to Perception checks.
- Languages: Lesser derro speak Aklo and Common. Those with high Intelligence scores can learn Drow, Duergar, Ghoul, Goblin, and Kobold.
- **Lesser Spell-like Ability**: Lesser derro can cast *ghost sound* three times per day as a spell-like ability, using their character level as their caster level.

Poison Use: Lesser derro are skilled in the use of poisons and never risk accidentally poisoning themselves.

Weapon Familiarity: Lesser derro are proficient with aklyses, light repeating crossbows, and fauchards.

MONSTER CLASS: DERRO, FULL (35 RP)

This monster class can be used in high-powered campaigns with the permission of your GM. It is far more powerful than other starting races, though, and it can absolutely unbalance a beginning game.

Full derro have all the racial traits of lesser derro, above, as well as the following traits.

Advanced Dexterity: Full derro gain an additional +2 to Dexterity.

Spell Resistance, Lesser: Full derro gain spell resistance equal to 6 + their character level.

Spell-like Abilities: Full derro can cast the following spells as spell-like abilities: *darkness* (at will), *daze* (3/day), and *sound burst* (3/day). The DCs for these abilities are Charisma-based.

Sneak Attack 1d6: This ability acts as the sneak attack ability of the rogue, and stacks with sneak attack damage from other sources.

Vulnerable to Sunlight: Full derro take 1 point of Constitution damage for each hour they are exposed to sunlight.

- Madness: If the GM allows, a lesser derro gains a minor madness from the minor madness table. Derros use their Charisma modifier on Will saves instead of their Wisdom modifier, and are immune to insanity and *confusion* effects. Only a *miracle* or a *wish* spell can remove a derro's madness. If this occurs, the derro gains +6 to Wisdom and -6 to Charisma.
- **Status**: Derro begin with a –2 to status if you are using the Status rules in the *Midgard Campaign Setting*. They are disliked and distrusted by the civilized people of Midgard.

ALTERNATE RACIAL TRAITS

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options. Unless otherwise noted, both full derro and lesser derro may select these alternate traits.

- **Daywalker**: A mutation has given this derro eyes that are much better able to withstand the harsh glare of the sun. The derro no longer has light sensitivity, and its darkvision is reduced to 30 ft. This racial trait replaces poison use.
- Aberrant Empathy: This derro has a way with aberrations and the monstrous servants of the ancient gods. She gains a +2 racial bonus on Diplomacy, Bluff, and Sense Motive checks against aberrations and creatures of the dark tapestry (GM's judgment). This racial trait replaces keen senses.
- Beloved of Madness: If the derro causes another creature to suffer the *confused* condition, the derro can refer to the table in the confusion spell (*Core Rulebook*, page 258) after the percentile dice have been rolled and add or subtract points from the result equal to the derro's class levels, to a maximum result of 100 and a minimum of 01. The derro also can do this with percentile dice rolls when she casts chaos magic (see *Deep Magic*, pages 20–24). After reaching 10th level, the derro can alter a roll on a d8 or d10 table for chaos magic; the derro player can adjust any roll by 1, but cannot go above the maximum or minimum for

KNOWLEDGE (FORBIDDEN LORE)

Knowledge (forbidden lore) is a skill that deals with knowledge of the elder gods, things from the dark tapestry, and evil dark magic. It has aspects of Knowledge (arcana), Knowledge (planes), and Knowledge (religion) dealing with evil and secretive things. If your campaign does not use this skill, replace it with Knowledge (planes). the table. This racial trait replaces the derro's *ghost sound* spell-like ability and keen senses. With the GM's permission, this racial trait should cause the derro character to gain a minor madness from the minor madness table.

- Savant's Spawn: The derro has more minor magic abilities. She can cast *daze* three times per day as a spell-like ability. The DC for this ability is Charisma-based. This racial trait replaces poison use and is available only to lesser derro.
- Meredwarf Resilience: The derro gains Toughness as a bonus feat. This racial trait replaces poison use, keen senses, and the *ghost sound* spell-like ability.
- Vermin Speaker: The derro has a magical ability to communicate three times per day with verminous creatures (vermin, slimes, reptiles, and amphibians, as well as creatures in the mole family with the GM's approval). This ability acts as the spell *speak with animals*, but only with respect to the creatures listed above. This racial trait replaces the *ghost sound* spell-like ability. Note that mindless creatures cannot answer more than a single word to any question and have little memory or creativity.
- Obsessed: The derro is passionately interested in one Craft or Profession skill. The derro gains a +2 racial bonus to checks using this skill. With the GM's permission, the derro can roll on the minor madness table to gain a madness associated with the skill and gain a +3 racial bonus to checks using that skill in place of the +2 bonus. This racial trait replaces keen senses.
- **Infiltrator**: The derro gains a +2 racial bonus on Disguise checks to pose as a diseased dwarf, gnome, or human child, and when doing so ignores the check penalties for disguising oneself as a different race and age category. This racial trait replaces the *ghost sound* spell-like ability.



Minor Madnesses

All derro are insane, but some are more crazy than others. A variety of fetishes and compulsions affects this twisted race, and with the permission of the GM, the player of a derro character is strongly encouraged to partake as well from the cup of madness. These bits of insanity are meant to be roleplaying features, but the GM or the player may add suitable in-game effects by mutual agreement. The GM can also allow a player to come up with her own form of lesser madness, but the GM has the final say.

TABLE 2-1 MINOR MADNESSES

01-10	Collector; roll on	subtable 1	for specific	object
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11-20	Pica (eats nonfood objects); roll on subtable 1 for specific object
21-30	Minor delusion; roll on subtable 3
31-40	Irrational prejudice against creature; roll on subtable 2 for specific creature
41-50	Taboo (cannot touch or interact with creature); roll on subtable 2 for specific creature
51-60	Phobia (strong fear of creature); roll on subtable 2 for specific creature
61–70	Physical effect; roll on subtable 4
71-80	Obsessed with creature; roll on subtable 2 for specific creature
81-90	Minor delusion; roll on subtable 3
91–100	Physical effect; roll on subtable 4

SUBTABLE 1: SMALL OBJECTS

01-10	Rocks or crystals
11-20	Bones, hair, nails or bugs (dead or alive)
21-30	Deodands (items responsible for the death of a creature)
31-40	Eyes, fingers, teeth, ears, toes, or other body parts
41-50	Dirt, dust, or clay
51-60	Rags, cloths, papers, or printing
61-70	Hats, socks, gloves, or other clothing
71-80	String, wire, or chain
81-90	Clockwork parts, jewelry, or buttons
91-100	Holy symbols, religious goods or books

SUBTABLE 2: LIVING CREATURES

01–10	Tiny insect, slug, or worm
11-20	Chicken, cat, dog, sheep, cow, or other
	domestic animal (pick a type)

21-30	Elf, dwarf, human, kobold, or other humanoid (pick subtype)
31-40	Rat, giant centipede, gelatinous cube, or other giant vermin or ooze (pick type)
41-50	Clerics or oracle
51-60	Wizard or sorcerer
61–70	Sparrow, pigeon, hawk, owl, or other bird
71-80	Rat, wolf, mole, badger, or other mammal
81-90	Construct or clockwork creature
91-100	Outsider (pick type)

SUBTABLE 3: DELUSIONS

- 01 10Imaginary friend; god/spirit who is friendly and encouraging 11-20 Imaginary friend; god/spirit who is hateful and discouraging Believes she is a high noble 21-30 31 - 40Believes he has fewer powers than he actually does 41-50 Believes she has more powers than she actually does 51-60 Convinced she has an important destiny 61-70 Convinced that an inanimate object (roll on subtable 1 above) is alive 71-80 Convinced she is a polymorphed powerful creature 81-90 Voices speak random gibberish and commands to character 91-100 Convinced that random patterns of either inanimate objects (subtable 1) or living things (subtable 2) have an important meaning and must be studied SUBTABLE 4: PHYSICAL EFFECTS 01 - 10Leers and rolls eyes at some type of creature (roll on subtable 2) 11 - 20Tic or tremor in body part 21-30 Mutters constantly to self in Aklo 31 - 40Speaks inappropriate but true facts during diplomatic situations
- 41–50 Randomly speaks a word (chosen by GM) during combat or negotiation
- 51–60 Laughs at inappropriate moments
- 61–70 Weeps at inappropriate moments
- 71–80 Constantly clenches and unclenches hands
- 81–90 Minor hunchback
- 91–100 Half of face paralyzed

Derro Names

Derro have a vast variety of names, ranging from sobriquets like blood-glutton to pieced-together versions of the names of other races that live or travel underground. Below are some of the more common elements of derro names found in the deepearth. The "ii" vowel sound is a long e that is emphasized, sometimes expressed as a near shriek.

Root Elements: Arik-, Ba-, Bhar-, Biz-, Diin-, Diir-, Ghiir-, Ghor-, Gwan-, Gwar-, Krag-, Mat-, Riin-, Ruun-, Thig-, Thiir-, Thor-, Ziig-.

Male Suffixes: -om, -ik, -an, -al, -is, -egg, -gran, -gryn, -dal, -jir.

Female Suffixes: -a, -itra, -uva, -ire, -iine, -dryn, -ja.

Sample Male Names: Bharegg, Bizgran, Ghordal, Gwarjir.

Sample Female Names: Diina, Kragdryn, Thiguva, Ziiga.

Derro Feats

Derro feats deal with madness and stealth, as the twisted little men search for sacrifices for their dark gods. Derro feats help them to survive in the deep earth, and lesser derro may even use certain forbidden rituals to increase their power, at the cost of their sanity.

PIERCE THE VEIL (STORY)

You strive to reach your true potential as a derro, to commune with the gods of madness and retrieve the powers that are your rightful heritage.

- **Prerequisite:** Lesser derro, and you must have had an encounter with a full derro, a demon, or a servant of the old gods.
- **Benefit:** You gain a minor madness, and a +1 inherent bonus to Knowledge (forbidden lore) checks. Knowledge (forbidden lore) becomes a class skill for you.
- **Goal**: Commune with the outer gods or other spirits of madness. To achieve this goal, you must gain 4 ranks in Knowledge (forbidden lore). Then you must undertake the ritual of piercing the veil by summoning or communing with a spirit of the outer darkness—a servant of a demon or an outer god such as Nyarlathotep. This act must involve more than a simple *augury* or even a *commune* spell: physical contact is required. The ritual must be undertaken at a place of power of the GM's choosing, likely in the deep underdark, and should involve tests and hazards for the supplicant.

Completion Benefit: You gain the following spell-like abilities at a caster level of 3rd: *darkness* (3/day), *sound*

burst (3/day), and *daze* (3/day) if you did not already have this spell like ability. The DCs for these abilities are Charisma-based. You also gain spell resistance equal to 6 + your character level. If the GM uses the insanity rules from the *Game Mastery Guide*, you gain a type of insanity either rolled randomly or chosen by the GM. If this insanity is cured or ameliorated in any way, you lose all the completion benefits of this feat. (Psychosis should not be used, because this affliction removes control of the character from the player for extended periods of time.)

CHAOSFIRE (METAMAGIC)

Your damaging spells evoke a random form of chaos flame.

Benefit: When a chaosfire spell is cast, you roll on the random energy table (see the *madfire* spell, below). The damage type done by the spell is changed to the type noted on the table. Only spells that do some form of energy-based hit point damage can be affected by this feat. With the GM's permission, a minor madness should be rolled up on the table above when this feat is taken. A chaosfire spell uses up a spell slot one level higher than the spell's actual level.

Derro's Knife

A racial cunning lies in the cut and thrust of your blades. **Prerequisite:** Lesser derro, character level 3rd.

Benefit: You gain a sneak attack that deals 1d6 points of damage. This sneak attack damage stacks with sneak attack damage from other sources. This feat can be taken only one time. With the GM's permission, a minor madness should be rolled on the table above when this feat is taken.

INSANE PERSUASION

The madness of the derro and their penchant for selfmutilation is horrifying to the sane races, and you can use this ability to shake others to their core.

Prerequisite: Madness racial trait

Benefit: You gain a +3 circumstance bonus on Intimidate checks you make against those who do not possess the madness racial trait (see above). This bonus increases to +6 if you have at least 10 ranks in Intimidate. When using this feat, you can choose to take 1 point of damage to increase the bonus to +5, or to +10 if you have at least 10 ranks in Intimidate. You cannot take more than 1 point of damage in this manner, and the higher bonus does not apply if the damage is not taken.

HATEFUL HOARDER

You collect sharp and cruel little items that you can use later to hurt others.

Prerequisite: Full derro or lesser derro.



VERMINSPEAKER

You love the oozes, because you understand their whispers.

Prerequisite: Lesser derro.

Benefit: You are better able to understand the ways of oozes and vermin. You gain a +2 inherent bonus to Handle Animal and Sense Motive checks involving those creatures, and if you do not have a special ability allowing you to use Handle Animal checks on such creatures, you may do so once per day.

Derro Character Traits

TRICKY COMBATANT (COMBAT)

There is no such thing as a fair fight among the derro.

Benefit: You gain a +1 trait bonus on combat maneuver checks to perform the dirty trick or the steal combat maneuver.

MEREDWARF'S HUSTLE (RACIAL)

You are quick for your kind, because you know the fate of the slow.

Benefit: If you do not have any class- or feat-based increased movement (for example, monk or barbarian class abilities), you gain a +5-ft. trait bonus to your movement speed when you are lightly encumbered.

Spells of the Derro

The spells of the derro are designed to inflict suffering and chaos upon their victims. Derro spellcasters want to see and hear their victims suffer. These spells are among the most vile of many created by the derro savants.

FACEMELT

School transmutation; Level alchemist 2, sorcerer/ wizard 2, witch 2 Casting Time 1 standard action Components V, S, M (a tiny ball of wax) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration instantaneous Saving Throw Fortitude negates Spell Resistance yes

A ray of black energy shoots forth from your hand. You must succeed on a ranged touch attack for this spell to

work. The target must make a Fortitude save or take 1d4 points of Charisma damage, +1 point for each four caster levels, as its face melts and runs like liquid wax.

Skullsplitter

School enchantment; Level alchemist 3, cleric 3, sorcerer/wizard 3, witch 3 Casting Time 1 standard action Components: V, S, M (a small rodent skull) Range medium (100 ft. + 10 ft./level) Target one creature Duration concentration, up to 1 round/level Saving Throw Will partial; see text Spell Resistance yes

You stare intently at the target, and cause it to develop an intense headache. If the affected creature fails its saving throw, the pain is so intense that it gains the staggered condition until the beginning of your next turn. Whether or not it succeeds on the saving throw, the victim takes 1 point of bleed damage from cranial bleeding due to split sinuses. Even if the target makes its save, you can continue to concentrate on the same individual in future rounds if it remains visible to you. On any subsequent round of the duration, the target must make a saving throw or gain the staggered condition for 1 round. Bleed damage from this spell does not stack with itself or other bleed damage.

MADFIRE

School evocation; Level alchemist 1, sorcerer/wizard 1, witch 2 Casting Time 1 standard action Components: V, S, M (a piece of colored glass) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration instantaneous Saving Throw Reflex half Spell Resistance yes

You call up bizarre flames from the depths of hell to cast at your enemies. These flames strike the target automatically, doing 1d4+1 points of damage of a random type as rolled on the table below. The color and nature of the flames is also noted.

d10 (Flame Type)	D
1 Raging inferno	Fi
2 Green hellfire	A
3 Blue icy flames	С
4 Crackling hellbolts	El
5 Cackling flameskulls	Sc
6 Blades of flame	Sl
7 Swarm of fiery wasps	Pi
8 Rain of flaming stones	Bl
9 Terrible white fire of heaven	Po
10 Black flames of searing cold	Ν

Damage Type Fire Acid Cold Electricity Sonic Slashing Piercing Bludgeoning Positive energy Negative energy

The missile strikes unerringly, even if the target is in

melee combat, so long as the target has less than total cover or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the spell. For every two caster levels beyond 1st, your fire rages more intensely, doing an additional 1d4+1 points of damage to the target.

Derro Items

Most derro items are of indifferent quality, though they lavish attention and color on their weapons and some bits of peculiar fashion. They have a fondness for certain weapons rarely seen elsewhere.

FAUCHARD

This polearm is similar to a glaive, being a curved blade affixed to the end of a pole. Unlike a glaive, though, the cutting edge of a fauchard is along the concave side, causing the blade to resemble that of a sickle or a scythe.

The fauchard is more awkward to utilize than a glaive (and as such is an exotic weapon), but its increased threat range over the glaive and the ability to trip foes make it a dangerous weapon in the hands of a skilled user.

Fauchard:

Cost 14 gp; **DMG (S)** 1d8; **DMG (M)** 1d10; **Crit** 18-20/×2; **Range** —; **Weight** 2 lbs.; **Type** S; **Special** reach, trip. See *Pathfinder Roleplaying Game: Classic Horrors Revisited*.

FAUCHARD OF SHADOWY FLAME

Aura moderate evocation; CL 8th Slot none; Price 10,320 gp; Weight 10 lbs. DESCRIPTION

This well-crafted Small +1 *fauchard* has black flames enameled into its cold blade. Once per day, the wielder may take a standard action to use the blade to call forth shadowy fire from the spaces between the stars. This black fire does 4d6 points of negative energy damage to one target within 25 feet, with a DC 15 Reflex save for half damage.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *shadow conjuration*; **Cost** 5,160 gp

POISON NET

The derro have learned how to weave a complex type of netting using a combination of monstrous spider silk and fibers from dried mushrooms. They coat these nets with contact poison such as weeping poison (see below), which makes it easier to capture living victims for ritual torture and sacrifice to their dark gods. Any creature caught in a poison net must make a saving throw against the poison during each attempt to escape the net. Creatures that help a victim out of the net must also make such a saving throw. A poison net is almost identical to a normal net, weighing slightly less (5 lbs.) because of its construction. Poison nets are never sold to outsiders.

WEEPING POISON

Type poison, injury; Save Fortitude DC 17 Frequency 1/round for 10 rounds Effect 1d2 Dex damage and paralyzed for 1 minute; Cure 1 save

Cost 750 gp

A combination of mineral toxin and vermin venom, derro bluetear or weeping poison is a powerful injected poison that is made only by derro elders and alchemists. It is also called derro bluetear, for the copious tears that



its paralyzed victims shed, both when they are captured and when the derro begin their vile tortures.

GHOST BOLT

Aura faint enchantment; CL 7th Slot none; Price 510 gp; Weight 1/10 lb. DESCRIPTION

This +1 bolt is charged with the energy of tormented souls. When it strikes a target, the victim must make a DC 13 Will save to resist the hideous shrieking and moaning of these souls in her mind. If the save fails, the target becomes staggered for 1d3 rounds.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *confusion*; Cost 255 gp

IDOL OF THE HATEFUL GOD

Aura faint divination and transmutation; CL 7th Slot none; Price 1,900 gp; Weight: 1 lb.

DESCRIPTION

This foul statuette of an elder god of god of the dark tapestry is constantly cold and slimy to the touch. Any character who has ranks in Knowledge (forbidden lore) or Knowledge (planes) instinctively knows how to use this statue to make a one-time connection to the far realms of evil gods. (See the Pierce the Veil story feat, above.) A character can make a straightforward Spellcraft check to use the other power of the idol as normal.

The statue can be invoked one time as a standard action to cast both *rage* and *heroism* at caster level 5th against a single target. These spells have a duration of 7 rounds, and if the target of this effect is still under the effect of rage and no enemies are present, the recipient of the effect must charge and attack a neutral or friendly target in sight. The recipient picks which target she attacks. Dispelling the *rage* effect ends the compulsion, and a *protection from evil* spell cast on the target provides that creature with a DC 22 saving throw to dispel the *rage* and *heroism* effects.

In addition, the idol can be used as part of a 10-minute ritual to cast *divination* at caster level 7th. Unless the user of the item has made a DC 22 Knowledge (forbidden lore) check, she does not know that at the end of the effect, she will be afflicted with a type of insanity from the *Game Mastery Guide* for 24 hours after the ritual. If the GM does not use these rules, the character is sickened for 24 hours after the use of this item.

When both of its powers have been used, the idol melts into a pool of acidic mucus.

CONSTRUCTION

Requirements Craft Wondrous Item, *rage, divination*, crafter must worship a demon, old god, or god of the dark tapestry; Cost 950 gp

STAFF OF MADNESS

Aura moderate enchantment; CL 8th Slot none; Price 25,000 gp; Weight 5 lbs.

DESCRIPTION

An everchanging panoply of tormented faces appears and disappears slowly from the wood or ivory of this twisted staff. With the GM's approval, carrying this staff bestows a minor madness from the table above on the possessor.

- Lesser confusion (1 charge)
- Facemelt (2 charges)
- Skullsplitter (2 charges)
- Confusion (4 charges)

CONSTRUCTION

Requirements Craft Staff, *lesser confusion, facemelt, skullsplitter, confusion;* **Cost** 12,500 gp

Derro Class Archetypes

The following class archetypes are available to derro.

FIST OF MADNESS (MONK)

Among the derro, some of the most chaotic are compelled to test their minds and bodies in bizarre and horrible ways. For each individual, the ordeals of tempering their body are different, and no two of these so-called fists of madness train in concert or in the same manner. Still, their single-minded mad passion gives them frightening combat abilities and makes them a chaotic antithesis to the martial artists among the sane races.

Derro Weapons: At 1st level, the fist of madness replaces all monk weapon proficiencies with proficiencies in all simple light and one-handed weapons, the alkys, the fauchard, and the shuriken. The alkys and the fauchard count as monk weapons for the fist of madness and may be used with flurry of blows.

Replaced Skills: At 1st level, the fist of madness replaces Knowledge (religion) with Knowledge (forbidden lore), and Knowledge (history) with Knowledge (dungeoneering).

Chaos Strike: At 1st level, the fist of madness gains the ability to cause madness with his unarmed strikes. You must declare that you are using this ability before you make your attack roll (thus, a failed attack roll ruins the attempt). Chaos strike forces a foe damaged by your unarmed attack to make a Will saving throw (DC 10 + 1/2 your character level + your Cha modifier), in addition to dealing damage normally. A defender who fails this saving throw acts as if affected by the spell *lesser confusion* for 1 round, and effects that remove or affect spells (such as *protection from* spells and *dispel magic*) work as normal. You may attempt a chaos strike once per day, +1 for every four levels of fist of madness you have attained, but no more than once per

round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be *confused* by this ability. This ability replaces stunning fist.

- **Madness** *Ki*: At 4th level, the fist of madness gains a *ki* pool. This *ki* can be used to power any regular monk abilities not replaced by this archetype, but can also be used to power the shadow ki abilities the monk will gain. This *ki* pool uses Charisma instead of Wisdom to determine the amount of *ki* points per day. This ability modifies the *ki* pool ability.
- **Chaos Blur**: At 4th level, the fist of madness may use a point of *ki* to give herself a 20% miss chance for 1 round. This ability replaces the monk ability to spend *ki* to give himself a +4 bonus to AC for 1 round.
- **Shadow** *Ki*: At 4th level, and every three levels thereafter, the fist of madness may select a ninja trick from the ninja trick list. These choices do not include rogue talents, only ninja tricks. The character's levels in the archetype count as ninja levels for choosing ninja tricks, and the madness *ki* ability of the fist of madness is used to power them. This ability replaces still mind, purity of body, *ki* strike (cold iron/silver), diamond body, diamond soul, *ki* strike (adamantine), timeless body, tongue of the sun and moon, and perfect self.
- **Pulse of Madness:** At 8th level, the fist of madness may spend two uses of chaos strike as a standard action that does not provoke attacks of opportunity to cause *confusion* in a 15-foot radius centered on her. This effect lasts for a number of rounds equal to 1/2 the character's fist of madness level. For all purposes except attacks of opportunity, including dispelling and magical protection, this power acts as the spell *confusion* effects, the spell will affect the fist of madness as well. The save for this ability is equal to 1/2 the level of the fist of madness level plus her Charisma modifier.
- Madness AC: The fist of madness adds her Charisma bonus added to her AC, plus an additional +1for every four levels. This benefit replaces the monk's AC bonus.
- Ki Strike (Chaos): At 10th level, a the unarmed attacks of a fist of madness are also treated as chaotic weapons for the purpose of overcoming damage reduction. This ability replaces *ki* strike (lawful).
- **Quivering Mind**: At 15th level, a fist of madness can inflict true madness upon her foes. In all regards, this ability is identical to the monk's quivering palm, except that the saving throw DC is 10 + 1/2 the fist of madness' level, + the fist of madness' Cha modifier, and the result is the target gaining a major insanity (if the GM uses these rules) and being permanently staggered if he fails his saving throw. As with quivering

palm, this effect can be brought forth upon the victim a number of days after the successful hit equal to the fist of madness' level. All the effects are permanent until healed with *remove curse* or a similar effect.

Chaos Master: At 20th level, a fist of madness warps the very fabric of reality around her. In a 50-foot radius around the fist of madness, the local plane becomes strongly aligned to chaos and is affected as if by a *circle of protection: law*. The fist of madness may at will alter the gravity within this region to any of the following: normal, heavy, light, no, objective directional (chosen by the fist of madness), or subjective directional.

MONSTROPHILE (RANGER)

These derro rangers use their madness and charisma to master creatures that others cannot begin to understand. They keep oozes, vermin and strange monstrous creatures as battle-thralls and hunting beasts. The monstrophile sacrifices some ranger abilities to create a deep bond with their chose creature.

- **Monstrous Empathy:** At 1st level, the monstrophile is able to use wild empathy, as the ranger ability, when dealing with monstrous animals, unintelligent aberrations, vermin and oozes only. Normal animals are no longer affected by this power. This ability replaces animal empathy.
- **Monstrous Companion**: At 1st level, the monstrophile gains the companionship of a monstrous creature. This can be any vermin, reptile, or amphibian on the animal companion list, or one of the ooze or monstrous creature companions described below, but cannot be a dinosaur. This companion has 1/2 its normal hit points until the monstrophile attains 3rd level. This ability otherwise acts as the druid's animal companion ability. It replaces the ranger's favored enemy, hunter's bond, and ranger spell casting.

Ooze Companions

Ooze companions have no Intelligence score and possess the mindless trait. Nevertheless, an ooze companion can learn one trick, plus additional bonus tricks as noted on Table: Animal Companion Base Statistics. If an ooze companion gains an ability score increase (at 4 Hit Dice, 8 Hit Dice, and so on), the druid can apply this increase to the companion's Intelligence, changing it from — to 1 (and then perhaps higher), at which time the companion loses the mindless trait and is able to know up to three tricks per point of Intelligence, plus additional bonus tricks, as per the Handle Animal skill. An ooze companion has no skill points or feats as long as it has the mindless trait.

Note that oozes have the ooze traits from the appropriate section of *Bestiary 1*.

Gelatinous Cube

Starting Statistics: Size Medium; **Speed** 20 ft.; **AC** +0; **Attack** slam (1d4 plus 1d4 acid); **Ability Scores Str** 10, **Dex** 4, **Con** 18, **Int** —, **Wis** 5, **Cha** 1; **Special Attacks** paralysis (Fortitude DC 14 or paralyzed for 1d6 rounds, this is a poison effect); engulf (see Gelatinous Cube entry in *Bestiary* 1) **Special Qualities** blindsight 20 ft., DR 5/ slashing or piercing; CMD can't be tripped.

7th-Level Advancement: Size Large; Speed 15 ft.; AC +0; Attack slam (1d6 plus 1d6 acid); Ability Scores Str +0, Dex -3, Con +8; Special Attacks paralysis (Fortitude DC 20 or paralyzed for 1d6 rounds, this is a poison effect); Special Qualities blindsight 20 ft.

Ochre Jelly

Starting Statistics: Size Medium; Speed 15 ft., climb 10 ft; AC +0; Attack slam (1d4+ 2 plus 1d4 acid); Ability Scores Str 12, Dex 4, Con 14, Int —, Wis 5, Cha 1; Special Attacks grab; Special Qualities blindsight 20 ft., DR 5/bludgeoning; CMD can't be tripped.

7th-Level Advancement: Size Large; **Speed** 10 ft.; **AC** +0; **Attack** slam (2d4+3 plus 1d6 acid); **Ability Scores Str** +4, **Dex** -3, **Con** +4; **Special Attacks** grab; **Special Qualities** blindsight 20 ft., split (see entry in *Bestiary 1*) The ooze may rejoin as a full-round action. Only one ooze may be ordered about by the druid; the rest are truly mindless.

SHADOW ANTIPALADIN (ANTIPALADIN)

Derro antipaladins are the elite servants of gods like Nyarlathotep and the Black Goat of the Woods. They are masters of stealth and shadow magic, who shake the faith of those who believe that the good of the world can survive the dark apotheosis to come. Rather than strutting warriors, they are lethal shadow-hunters, moving through the night, bringing their message of hopelessness and madness to a naive and unsuspecting world.

- **Alignment**: Most shadow antipaladins are chaotic evil, but a few are chaotic neutral.
- Weapons and Armor: The shadow antipaladin is not proficient with heavy armor.
- **Class Skills**: The shadow antipaladin replaces Ride and Handle Animal with Acrobatics and Perception.
- **Detect Law (Sp):** This ability acts as the antipaladin ability detect good, except that the spell *detect law* is cast instead of *detect good*.
- Smite Law (Su): At 1st level, the shadow antipaladin gains the ability to smite lawful creatures. This ability acts as smite good in all ways, except that creatures with lawful alignments are targeted instead of creatures with good alignments. Lawful-aligned outsiders, priests, and paladins, as well as members of judicial and law enforcement organizations of lawful societies (GM's discretion) take double damage from

this smite effect instead of the creatures listed under smite good. This ability replaces smite good.

- Aura of Madness (Su): At 3rd level, a shadow antipaladin radiates an aura of chaos and madness that causes all enemies within 10 feet to take a -2 penalty on saving throws against any effect that causes insanity or the *confused* condition. Creatures that are normally immune to insanity lose that immunity while within 10 feet of an antipaladin with this ability. This ability functions only while the antipaladin remains conscious, not if he is unconscious or dead. This ability replaces aura of cowardice.
- **Evasion**: At 3rd level, the shadow antipaladin gains evasion, as the rogue ability. This ability replaces plague bringer.
- **Cruelty (Su)**: At 3rd level, and every three levels thereafter, a shadow antipaladin can select one cruelty to use in conjunction with the touch of corruption ability.
 - At 3rd level, the following initial cruelty is available.
 - *Least Confusion*: The target has a 20% chance of being dazed for 1 round.
 - At 6th level, a shadow antipaladin can choose from the following two cruelties.
 - *Sneak Attack 1d6*: This ability acts as the sneak attack ability of the rogue, and stacks with sneak attack dice from other sources.
 - *Lesser Confusion*: The target is *confused* for 1 round. The antipaladin must have the least confusion cruelty before selecting this cruelty.
 - At 9th level, a shadow antipaladin adds the following two cruelties to the list of those available.
 - *Greater Confusion*: The target is confused for 1 round per level of the shadow antipaladin. The antipaladin must have the lesser confusion cruelty before selecting this cruelty.
 - Sneak Attack 2d6: This ability acts as the sneak attack ability of the rogue, and stacks with sneak attack dice from other sources. The antipaladin must have selected the sneak attack 1d6 cruelty before selecting this cruelty.
 - At 12th level, a shadow antipaladin adds the following two cruelties to the list of those available.
 - *Confusion Burst*: This ability acts as a *confusion* spell centered on the antipaladin. The antipaladin must have the greater confusion cruelty before selecting this cruelty.
 - Sneak Attack 3d6: This ability acts as the sneak attack ability of the rogue, and stacks with sneak attack dice from other sources. The antipaladin must have selected the sneak attack 2d6 cruelty before selecting this cruelty.

- At 15th level, a shadow antipaladin adds the following two cruelties to the list of those available.
 - *Insanity Touch:* This ability acts as the spell *insanity*. The antipaladin must have the confusion burst cruelty before selecting this cruelty.
 - Sneak Attack 4d6: This ability acts as the sneak attack ability of the rogue, and stacks with sneak attack dice from other sources. The antipaladin must have selected the sneak attack 3d6 cruelty before selecting this cruelty.
- At 18th level, a shadow antipaladin adds the following cruelty to the list of those available.
 - Sneak Attack 5d6: This ability acts as the sneak attack ability of the rogue, and stacks with sneak attack dice from other sources. The antipaladin must have selected the sneak attack 4d6 cruelty before selecting this cruelty.
- **Aura of Insanity:** At 17th level, the shadow antipaladin gains DR 5/law. Each enemy within 10 feet takes a –4 penalty to saving throws against *confusion* or insanity effects. This ability functions only while the shadow antipaladin is conscious, not if he is unconscious or dead.
- **Evangelist of Madness**: At 20th level, the shadow antipaladin becomes a harbinger of the darkest gods of evil and madness. She gains DR 10/law. Whenever he uses smite law and successfully strikes a lawful outsider, the shadow antipaladin can choose to subject the outsider to *banishment*, using his antipaladin level as the caster level. In addition, members of judicial and law enforcement organizations of lawful societies (GM's discretion) must make a Will save (10 + 1/2shadow antipaladin level + Cha) or gain a permanent major insanity. In all other ways this ability acts as the antipaladin's unholy champion ability. It replaces the unholy champion ability.
- **Spells**: The shadow antipaladin gains spells as a regular antipaladin, but uses the shadowcaster spell list from *Deep Magic*.

NEW BLOODLINE: DERRO SAVANT

The following bloodline is available to derro sorcerers, whether lesser derro or full derro.

With their mind-bending and soul-crushing powers, as well as their encyclopedic knowledge of the dark secrets of the world, the derro savants rule their lesser kin with an iron fist. They bend their servants to their secret purposes and plot to hasten the coming of the end times.

Class Skill: Knowledge (forbidden lore).

- **Bonus Spells**: *charm person* (3rd), *detect thoughts* (5th), *suggestion* (7th), *charm monster* (9th), *dominate person* (11th), *geas* (13th), *insanity* (15th), *demand* (17th), *dominate monster* (19th).
- **Bonus Feats**: Threnodic Spell (no prerequisites), Spell Focus, Skill Focus (any Knowledge), Bouncing Spell, Persistent Spell, Iron Will.
- **Bloodline Arcana**: Whenever you cast a spell of the charm subschool, increase the spell's DC by 2.
- **Bloodline Powers**: Your path of domination gives you eldritch abilities, both to learn secrets and to dominate others.
 - *Entrancing Gaze*: At 1st level, you can cause a creature to be entranced into passivity at a range of 30 feet. If the creature fails a Will save equal to 10 + your Charisma modifier, the creature can take only a move action on its next turn but can defend itself normally Once a creature has been affected by entrancing gaze, it is immune to its effects for 24 hours. You can use this ability a number of times per day equal to 3 + your Charisma modifier. This is a mind-affecting effect.
 - Student Savant: At 3rd level, you gain a +2 insight bonus on checks involving any Knowledge skill in which you have at least 1 rank and no more than 7 ranks. This bonus does not stack with that from Skill Focus. You can make Knowledge checks untrained if they have a DC of 15 or lower.
 - *Savant*: At 9th level, you add half your class level as a bonus on all Knowledge checks and can make all Knowledge checks untrained.
 - Skilled Manipulator: At 15th level, if you successfully use detect thoughts or scry to observe an enemy for at least 2 rounds, you gain a +4 insight bonus to the save DC of any spells of the charm subschool that you cast on this enemy. You can observe only one enemy at a time in this fashion.
 - *Master Dominator*: At 20th level, you can use *permanency* on your charmed servants to make your domination of them permanent. Each servant requires 1,000 gp per Hit Die, and you can control up to 20 Hit Dice of charmed servants in this fashion.



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