PLAYER'S GUIDE TO THE CROSSROADS





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PLAYER'S GUIDE 1

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ZOBECK & THE CROSSROADS

The Free City of Zobeck lies at the heart of the Crossroads region of Midgard, an area that includes the Margreve Forest, the Ironcrag Cantons, the Magdar Kingdom, the Duchy of Perun's Daughter (Perunalia), **Krakova**, and the undead lands of Morgau and Doresh and the Ghoul Imperium.

Zobeck's citizens, with help from Rava's gearforged and the city's kobold miners, overthrew the despotic Stross family some 80 years ago, thereby gaining their freedom. The revolutionaries executed or exiled the Stross loyalists, most of whom were nobles, and established a Free City Council, with a sitting Lord Mayor, to govern them.

THE FREE CITY OF ZOBECK



RULER: Lord Mayor Karillian Gluck and the Free City Council

POPULATION: 14,000 (11,000 humans, 400

dwarves, 2,200 kobolds, 200 gearforged)

GREAT GODS: Rava (patron), Lada, Ninkash, Perun, Porevit and Yarila, Svarog/Volund

Rava, the patron goddess of Zobeck, shines her blessings daily on the hard-working Zobeckers, giving them the gift of the clockwork knowledge fueling the Clockwork City's ticking heart, and protecting them from a host of neighbors who seek to subjugate the city. Under Rava's aegis, Zobeck's population has burgeoned and the city has blossomed into a thriving trade hub, with land access along the Great Northern Road and the Great Southern Road and river traffic up the River Argent.

People and Places of Zobeck

THE ARCANE COLLEGIUM: Guildmaster Orlando runs the Arcane Collegium, a university for magical and alchemical studies consisting of a dozen or more two-story buildings, 40 employees, and 24 students. The Collegium recognizes clockwork, divination, elementalism, enchantment, illusion, necromancy, stars and shadows, and summoning as the proper schools of arcane study, with alchemy being a lesser school of study.

CASTLE SHADOWCRAG: The former home of House Stross (and called Castle Stross at that time), this black stone ruin lies in the Margreve Forest and is sparsely inhabited by dour dwarves and a few human holdouts. The castle has an evil reputation and is believed to be haunted.

THE MARGREVE FOREST AND THE GRIFFON TOWERS: The Great Northern Road winds through the dangerous Margreve Forest, a former holding of House Stross, on its way toward the Principality of Morgau and Doresh. The Griffon Knights guard the road, and their eight Griffon Towers lie along the road, while four others protect other areas in the ancient forest.

THE SILK SCABBARD: Tyron, Lord Greymark's fixer, runs the Silk Scabbard brothel and fighting pit, which occupies a nondescript two-story brick structure near the junction of Upper and Lower Zobeck and the Kobold Ghetto. This den of excess draws in patrons of all social strata.

Electoral Kingdom of Krakova



RULERS: King Eynryk Walerska and Queen Urzula POPULATION: 4,620,000 (4,300,000

humans, 270,000 dwarves, 50,000 gnomes)

GREAT GODS: Wotan (patron), Perun, Porevit and Yarila, Sif, Svarog/Volund

A monarchy north of the Principality of Morgau and Doresh, Krakova is burdened with problems from the ever-warring undead, diabolist gnomes to the east in Niemheim, and Northlands reavers from Trollheim. Its king is known as a cunning politician, able to navigate the games of nobles with ease and keep his country safe and prosperous. The queen, having received her education in Perunalia, is a proponent for women's causes throughout the kingdom. She inspires women to strive for greatness and to seek professions in the army or clergy if they so desire.

People and Places of Krakova

MERMAID'S ISLAND: An island in the harbor of Krakova city, where the first kings and queens of Krakova were crowned. To this day, the Slahta meet on the island to elect new kings.

HEIDERBIRG CASTLE: A castle built of bricks at the mouth of the Yoshtula River defends the entire river system against human and dwarven reavers from the north, who come primarily in longships and sometimes carracks, both capable of navigating 50 miles or more up the river if unopposed.

TANNENBIRG CASTLE: A great stone castle sitting atop a huge earthen rampart, Tannenbirg looks out over the forest toward the Grand Duchy of Dornig. This quiet posting is the place where armies are raised, outfitted, and trained for the push to recover Vallanoria.

WORLD TREE TEMPLE TO WOTAN: High Priest Rundolf Runsen oversees this unusual tree-shaped temple in the city of Varhava. Most Krakovan clerics of the Northern gods meet here once each year to ordain new members, choose new leaders, and perform the rites of the World Tree. Pilgrimages from here to the World Tree in distant Domovogrod begin in the month of Sowing.

YAROSBIRG CASTLE: The third great castle of Krakova is Yarosbirg, a combined home of the Order of the Spear and monastery devoted to light, faith, and the destruction of the undead. Yarosbirg holds the line against Morgau and Doresh.

THE FREE CANTONS OF THE IRONCRAGS

RULER: None; each canton chooses its own leaders POPULATION: 310,000 (130,000 dwarves, 180,000 humans) GREAT GODS: Donar-Perun, Khors, Lada, Ninkash, Svarog/ Volund

The Ironcrag Cantons currently number 14, each defined by a settlement existing for at least 100 years that contains both free and cloistered dwarves and that encompasses a set of halls—not just mines and simple shelters.

The 14 settled cantons are Bareicks, Bundhausen (Liadmura), Grisal, Gunnacks, Hammerfell (Mazzot), Juralt, Kubourg (Friunsgorla), Nordmansch, St. Mishau, Templeforge (Favgia Baselgia), Tijino, Vursalis, and Wintersheim (Inviernusa); opinions differ on whether Upper and Lower Nordmansch should be counted separately, whether the royalist canton of Melana in the Seven Cities is one of the Free Cantons, or whether one of the various lost halls is the 14th canton.

Some of the cantons have two or three names: one in the Trade tongue, one in the Southern speech, one in the Dwarvish speech of the Northlands. While the majority of the Cantons lie in the



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Ironcrags, there are two outliers: Wintersheim to the north, and the dark canton of Grisal, which stands across the River Argent, near the Morgau and Doresh border.

Peoples and Places of the Ironcrag Cantons

- **GRISAL, THE BLACK CANTON**: The Grand Duchy of Dorngi and the Principality of Doresh both claim ownership of this canton, which lies on the northern or eastern bank of the River Argent. The pious folk of Grisal keep the undead from expanding their territory in this direction.
- HAMMERFELL, CANTON OF THE FORGE: A great ironworking hall that recently withdrew into itself, sealing its hall doors for an entire summer. It reopened after that season, and theories. as to why it closed are rampant.

TIJINO, THE GATEWAY CANTON: The southernmost free canton, Tijino lies near the royalist canton of Melano and the human city of Triolo. Tijino is known for ironwork and weapons sold to humans, gnomes, and anyone else with money to pay, and also as a source of good wood for spears, axe handles, and crossbows. Free Companies gather in the canton in the springtime to sell their services to Friula, Valera, Triolo, and the feuding cities of the south.

WINTERSHEIM, THE DRAGON CANTON: The northernmost canton, Wintersheim is famous for its ranger society, the Order of the Wolf, and for its dragon, Hrothvengr, who guards the entrance to the canton's hall. Wintersheim is also known for its quality jewelry and runecarving.

The Empire of the Ghouls

RULER: Emperor Nicoforus the Pale and the Council of the Darakhul (60 nobles) **POPULATION**: 120,000 (60,000 slaves

(human, derro, drow, dwarf), 10,000

darakhul, 30,000 lesser ghouls and ghasts, 10,000 imperial ghouls, 2,500 gnolls, 5,000 kobolds, 500 dragonkin, 150 flesh golems, 850 other)

GREAT GODS: Anu-Akma, Mavros, Sarastra, Vardesain the Demon Lord of Ghouls, the Hunger God (aka Mordiggian) (patron)

Deep beneath the tiny principality of Morgau and Doresh lies the heart of a dark empire: the Empire of the Ghouls (or Ghoul Imperium), flesh-eating and blasphemous worshippers of the Gods of Death, Hunger, and Darkness, who come to the surface only to feed.

While Emperor Nicoforus's empire consists of just six small underground cities, with populations in the lower thousands, he commands 12 deadly legions (a total of about 9,000 ghouls and ghasts, plus another 1,000 zombies and skeletons) who willingly march anywhere to further their emperor's dreams of expansion. Indeed, Nicoforus's legions have already tested their mettle in conquests against the dark elves, dwarves, dark creepers, svirfneblin, and other underworld races. It's just a matter of time before he turns his attentions above ground.

Peoples and Places of the Ghoul Imperium

DARAKHAN, THE WHITE CITY: The Imperium's capital is besieged by its hordes of poor and starving beggar ghouls. Two legions guard the city and keep the masses in line.

THE NECROPHAGI: A society of ghoulish necromancers whose symbol is the triple skull. They turn the bones and corpses of nonhumanoid creatures into useful necromantic technology for the Imperium.

LILLEFOR: An independent kobold trade city resting at the edge of the Imperium, Lillefor survives because it provides valuable goods to the Imperium, and because its many tunnels are too small for the legions to march through to conquer. Lillefor has ties to the Kobold Ghetto in Zobeck. The city's ruler is King Kekarrack.

RUINS OF THE SHRINE OF EIGHT EYES: Elven globes of purple and blue fill this cavern, illuminating a domed, spidershaped structure in its center and the curved, pillared buildings surrounding it.

THE HUNGER ORACLE: The darakhul travel to the abandoned royal tombs, where an ancient shrine of the Hunger God remains active. Here, they ask questions of their former royalty or seek out the famous Hunger Oracle, an undead drow priestess.

THE MAGDAR KINGDOM

RULER: King Stefanos Ywencal POPULATION: 2,904,000 (2,300,000 humans, 300,000 dwarves, 250,000 kobolds, 50,000 centaurs, 4,000 gnomes) GREAT GODS: Khors (patron), Lada, Perun, Porevit and Yarila, Svarog/Volund



The rolling hills and grasslands south of Zobeck are provinces of the Magdar Kingdom, a place rich in traditions of chivalry and warfare, where good King Stefanos holds tourneys every summer and hires a great many mercenaries from the Ironcrags when war threatens. Magdar is almost always at war, as it must defend its eastern borders against the wild tribes of the Rothenian Plain, but also protect its southern border against the akinji, the skirmish troops, and the dragon-blooded sorcerers of the Mharoti Empire. The kingdom sometimes takes aggressive action against Perunalia, desiring its lands, though the two countries generally ally with one another to prevent Mharoti expansion.

The Magdar Kingdom is most famous for its war wagons, fortifications the Black Army uses in battle on the open plains. These wagons are easy to circle into a tall wall of iron-reinforced wood, a laager against attack almost as good as a wooden palisade: crossbows and even ballistae can be mounted and fired from behind their protective firing slits, and they provide defenses kept strong by sharp-eyed gearforged or mountain rangers. The army's tools and discipline make it doubly effective; it's no peasant army, but a professional corps that serves the kingdom year in and year out.

Peoples and Places of the Magdar

THE BLACK ARMY: Magdar's infamous army, whose soldiers roll across the plains in their war wagons, decimating the foes they encounter.

CASTLE VALTROS: A major commandery of the Order of the Undying Light, Castle Valtros serves an important role in protecting Magdar from Sultana Azrabahir's expansionistic ambitions. Already the Sultana's forcers have taken most of eastern Illyria, bringing the Empire's border to within a few day's march of the Magdar capital. Valtros has thus far withstood three seiges by the Mharoti dragonkin.

THE ORDER OF THE STORM: Grand Master Larina Perunal, a daughter of the Baroness Margit of Sveretska, leads this group of outriders of Perun. Human, dwarves, and centaurs are found in its ranks. The Order is known as an excellent light cavalry unit.

THE ORDER OF THE UNDYING SUN: Ödon Vencelsohn, the Protector and Grand Marshall of the Order of the Undying Sun, leads an elite group of paladins dedicated to Khors. Known for its outstanding heavy cavalry, the Order also raises most other sorts of troops, although rarely archers. These include companies of warrior-priests of Khors in war wagons, swift White Riders who primarily act as scouts and skirmishers, and even companies of devout pikemen who serve a season for pay and honor (the Sunset Regiments, so-called because their service sees an end).

URBITTAL (KING'S SEAT): The royal palace of Magdar, Urbittal is a small, heavily fortified palace of five towers located in the capital city of Cronepisht, the Crown of Magdar. A moat surrounds the fortress, and within the inner courtyard is an astounding garden, rivaling the beauty of the Perunalian gardens in Sephaya.

Perunalia, the Duchy of Perun's Daughter



RULER: Her Divine Transcendence, the Duchess Vasilka Soulay—also called Perun's Daughter

POPULATION: 190,500 (186,000 humans (some are nomadic kariv), 4,500 centaurs)

GREAT GODS: Lada, Ninkash, Perun (patron), Porevit and Yarila, Sarastra, Sif, Svarog

The Duchy of Perun's Daughter, as outsiders call it, lies several days downriver from the Free City along the Argent, where it controls the river's connection to much land and many trade venues on the shores of the Ruby Sea. The duchy is rich in the trade of the fish and oysters and in the crafts of timber, fine jewel work, and divine magic.

The demi-goddess Vasilka Soulay, daughter of Perun (god of war and thunder and the greatest god of the East), rules this duchy. Vasilka is a woman of wisdom and learning, and a goddess of courage, teaching, and stern mercy. She has inherited a deep understanding of battle tactics from her father's bloodline, but is truly more interested in knowledge and providing an education for the women of her duchy.

Peoples and Places of Perunalia

THE PERUNALIAN PALATIAL LIBRARY AND THE ACADEMIES OF LEARNING: Duchess Soulay's palace hosts the Perunalian Palatial Library. Several grandiose academies form an outer circle around the palace, forming the educational hub of the capital. Sephaya boasts one of the largest literacy rates, at 25% of its female population. The male population is mostly uneducated.

SEPHAYA: An ancient city of the elves, abandoned in the Great Retreat, Sephaya briefly served as an elvish capital. Sephaya is now the capital of Perunalia, and is often besieged by the Mharoti. Known for beautiful architecture and its elaborate gardens, diligently cared for by 100 gardeners, it's said that sometimes Duchess Soulay converses with Lada, Sif, Porevit and Yarila therein.

THE WHITE CITADEL: The commandery of the White Lions paladin order, the White Citadel lies outside the small city of Clarsaya. High Commander Shihara Poulimas commands the citadel.

PRINCIPALITY OF MORGAU AND DORESH

RULER: Prince Lucan POPULATION: 549,000 (490,000 humans, 59,000 assorted undead) GREAT GODS: Marena (patron), Mavros, Mordiggian, St. Charon



The Princes of Morgau and Doresh are exclusively ghouls, vampires, and other intelligent undead, who war constantly with their neighbors, as they believe themselves surrounded by a sea of enemies. They favor waging winter wars and night fighting because weather and darkness don't bother their undead soldiers. These tactics succeed in terrifying their neighbors, and they prove the strength and power of the undead. When the undead subjugate a village or town, they rob its graveyards to bolster their own numbers.

For those living beings unfortunate enough to reside in the Principality, Morgau and Doresh are places of utter suffering and fear. The future for those individuals is quite bleak.

Peoples and Places of Morgau and Doresh

CANTRI ABBEY: Also called the Home Abbey of the Red Sisters, this temple of Marena rests at the base of the Cloudwall Mountains. Mother Abbess Calle of the Cradle rules the Home Abbey, which watches over pregnant women and priestesses. Mothers-to-be often make a pilgrimage here if the augers predict a difficult birth. Men are not allowed in the Cantri Abbey.

BRATISLOR: The capital city of the Principality, Bratislor is a greywalled city near the Great Northern Roads. Bratis Castle rests on a crag in the city's center, and is home to only undead soldiers. The Prince's Feast is held here annually.

CLOUDWALL MOUNTAINS: These tall, snow-covered mountains are in the upper reaches of the Principality. Overrun with Cloudwall leopards, two-headed Krakovan eagles, ogres, and yeti, the Cloudwall Mountains are the private hunting grounds of the Princes of Morgau and Doresh and their vampire coterie. Baba Yaga sometimes traverses the dangerous mountain range in her dancing hut. **GHOST KNIGHTS (KNIGHTS INCORPOREAL)**: The living and the dead serve in this knighthood, and they bind themselves to a vampire, necrophagus, or priestess of Marena. The Ghost Knights are feared far and wide, and can often be encountered in the Margreve Forest or along the Great Northern Road. Princess Hristina oversees the Ghost Knights as their Grand Marshall.

WALKER'S WOOD: Technically a part of the Margreve Forest, Morgau and Doresh claims this northwestern section as part of its holdings. Zombies, skeletons, and Ghost Knights wander Walker's Wood. The Manor of Lord Fandrin, a shadow fey, lies within the forest as well, and contains a great library and laboratories.

Dark Holidays of Zobeck & Morgau & Doresh

The most horrific festivals in Midgard are held in Morgau. The holidays and festivals of the Undead Lords follow the points of the compass and the turn of the seasons and invariably involve blood and human sacrifice.

VERHANGNISVOLL

The Morgau midwinter festival is held in northern Vallanoria. Known as Verhangnisvoll (meaning "Gathering In The Darkness"), it is held on the eve of the winter's solstice and is a celebration of the Red Goddess' dominance and strength, as well as a period of purification and preparation for the next season's campaigns and conquests. The festival displays Marena's (and Mavro's) cults as engines of mass destruction: Sacred whetstones grind weapons to vorpal sharpness in preparation for the coming slaughters, barbed spears and poisoned swords are blessed by the priests of Mavros, and practice melees often become bloody brawls of dominance between brigades. Many slaves are sacrificed and sacred blood is spilled in horrifically creative ways.

The midwinter rites ritualized in Zobeck are slightly less bloody, if no less solemn. The turning of the winter equinox is known in Zobeck as Dunkelfinster (meaning "Winter's Gate"). It's solemnized with bonfires, the sacrifice of burnt grains and breads, the burning of husk figures representing the spirits of winter, and prayers that commemorate the turn from longer, colder nights back towards longer, warmer days.

IMBRUE

The next Morgau festival is held on the spring equinox. Known as Imbrue ("The Planting"), it celebrates the spring plantings and the fecundity of the land and its people. Great pilgrimages are made to Cantri Abbey in the eastern mountains. There, seeds and livestock are ritually "fertilized" with fresh blood to ensure plentiful harvests - the better to feed warhorses, field slaves, and other beasts – and mothers-to-be and children are "blessed" with the blood of favored servants and captives. This is also the time when the hobgoblin tribes celebrate their War Feast of Mavros (see *Dark Holidays Adventure Hooks* sidebar, page 8): a week of feasts and war games, and a coming-of-age rite for young warriors that divides those worthy to fight for the glory of Marena from the weaklings who become burnt offerings to the Merciless One.

It is said the kobolds of Lillefor also celebrate the return of spring (a vague concept underground) with athletic competitions and war-games.

Zobeck, Perunalia, Krakova, Magdar, Verrayne, Illyria, and the Cantons all have their spring festivals as well, which generally revolve around some sort of blessing of the fields, usually by picnicking and fornicating on the newly plowed earth, accompanied by the prayers of local clerics or druids.

VIELFRAZ

The Vielfraz (also known as the Feast of Mammon) is held every summer at the solstice in Bratislor and Hengksburg. It celebrates the unbridled indulgence of the flesh (food, drink, sex, drugs, pain, etc.). All Morgaunts are expected to celebrate with abandon under the hot lusty sun or beneath the cool, sensuous moon. These ritual orgies and bulimic feasts are encouraged and organized by the Mother of Lust from her southern temple under Castle Crag in Bratislor.

The flying merchants of Sikkim are known to celebrate an equally sensuous and expansive feasting version of the holiday, which they call the Beni-al-Caliphata ("Rise of the First Caliph"). It celebrates the legendary founder of their culture and the creation of their flying cities. One visit to the orgiastic celebrations of the Veiled City of Attimahl during the Caliphata is said to ruin you forever for any other earthly pleasure.

MESSERN

The autumn equinox festival of Messern ("The Reaping") is held in honor of the Red Goddess's consort, Mavros (also known as Perun to Easterners), and is a celebration of that season's conquests and slaughters. Held in the western temple of Aprostala, the offerings are captives, iron, and shattered shields, which the Red Priests burn on carmine altars. Captives and traitors are also ritually tossed off the nearby Cliffs of Ulleraab during the festival. This re-enacts and commemorates the original, literal overthrow of the former (living) monarchy.

Harvest festivals are also held in Hengksburg and Bratislor at this time of year, and the first casks of full-bodied blood wine of the most recently matured vintage are also unsealed at this time. Harvest festivals in Zobeck, Perunalia, and the Sultanate are also common at the equinox, but revolve less around blood and bodies and more around simple agricultural products.

DARK HOLIDAYS ADVENTURE HOOKS

- Every spring, starting on the equinox, the hobgoblin tribes and war clans celebrate the War Feast of Mavros in preparation for the summer campaigns. There is massive feasting and numerous war tourneys are fought over a period of five days and nights in order to determine the clan and war leaders for that year's campaigns. If the War Feast is disrupted, it may delay the campaign against the PCs' homeland by days, weeks, even a whole year. Or if the PCs can find a way to join and win the tourneys, they could direct parts or the entirety of the horde away from their homelands.
- A family member of one of the consuls or praetors (or perhaps someone beloved by one of the PCs) has been kidnapped by agents of Morgau and must be ransomed or rescued before the Verhangnisvoll, when he will be sacrificed to the Scourging Goddess.
- The darakhul are conducting a ritual on Verhangnisvoll to counter an ancient dwarven seal that protects a besieged dwarven clan holding. If the ritual is completed, the doughty dwarves could be overrun in mere hours. One of the clan's dwarves comes to Zobeck begging the party to help.
- The adventurers have been hired by a master of the Arcane Collegium to find out more about the mysterious moon rituals of the Spider Crones of the Margreve. Are they a threat to the Free City, as the arcanists' divinations indicate? The heroes must penetrate the forest and find the homes of Baba Mavra and Baba Jedza to see if the threat is real, and to deal with it if it is.
- Kobold King Hrodik has found a scroll with an ancient ritual that he believes will give him and his faction the power to overthrow the current king of kings and the prince of the night ghetto. He will perform the ritual on the next new moon. The PCs may be hired to stop him or, alternately, hired to protect him while he performs the ritual.
- Lemenerak the Wicked has hired the adventurers to obtain (at least) six rare and difficult items that can only be found outside of Zobeck (e.g., dust from the tomb of Darrakh, a finger bone of St. Charon, the beating heart of a cave dragon), all of which must be delivered to him by the autumn festival of Messern. What the heroes aren't told is that Lemenerak has finally found the ritual that will make him a demigod. This is only revealed right after the party has delivered the final component and his agents try to dispose of the PCs. The heroes can try to prevent the Messern-night ritual or, perhaps, throw in with Lemenerak in hopes of becoming his divine servitors after his ascension. They need not be reminded that most of his schemes go horribly wrong.
- The Keeper in White has finally scryed the location of the mithral key that will relock his chest. Unfortunately, it is in the locked vault under a shrine of Anu-Akma on an island in the Sulphur Sea near Vandekhul. The PCs are hired to retrieve the key so the Keeper can perform the relocking ritual on or before Verhangnisvoll to keep the Nameless Evil locked in his chest for another hundred years and prevent the fulfillment of a dark prophecy.

- A kobold emissary from Lillefor seeks the PCs' help preventing derro cultists of Addrikah from creating a portal to the Far Realms of Madness during Verhangnisvoll.
- Heirs to the royal lines of Morgau and Doresh and Zobeck have joined forces and collaborated on a Messern ritual that will grant them control of all clockworks in Midgard, including self-aware constructs, the Puffing Bridge, and even the Great Stross Clock! The scions plan to use this mechanical horde to recapture their hereditary lands. Many rare components across Zobeck must be acquired for the ritual, such as the soul gem of one of the original gearforged. As criminal incidents mount, the adventurers are hired to investigate the thefts and bloody murders.
- The PCs must prevent darakhul wizards from enacting an Imbrue ritual that will break ancient seals and release Darrakh and his servitors upon the surface world.
- Some Zobecker arcanists, perhaps ambitious students from the Arcane Collegium, seek to capture the White Hart and sacrifice it on Imbrue, in order to wrest control of the Margreve from the shadow fey and rule it as their own. The characters can be hired by the arcanists to help in the hunt or by the Margreve Witch to protect the White Hart, or can receive a vision from a god saying that neither the Witch nor the arcanists can be trusted with the White Hart.



PLAYER'S GUIDE TO THE CROSSROADS



PC RACES OF THE CROSSROADS

DARAKHUL

Darakhul arise from members of other races who fall to ghoul fever, but darakhul PCs can start play directly as darakhul. Any bonuses, penalties, and abilities of the previous race are gone; only memories, skills, and cosmetic features remain. Most darakhul are defined by their class levels—they do not have racial Hit Dice.

Physical Description

Darakhul are the size of their original race, and still retain semblances of those features. This includes their hair and eye color, but their skin takes on the gray pall of the undead and their flesh withers somewhat. Their fingers are clawed, and their teeth grow longer and more pointed.

Society

Darakhul in the Empire of the Ghouls lead the Imperium's army, serving their emperor with fervor. Darakhul venturing outside of this environment don't become a part of other societies, as their undead nature makes them outcasts in human or demi-human lands – and they have serious problems keeping their hunger for flesh in check.

Relations

Outside of their ghast and ghoul servants, the darakhul do not have positive relations with other races. Most fear them. The vampires of Morgau and Doresh use them when possible, especially as officers in their armies, but generally distrust them, believing them to be Imperium spies.

Alignment and Religion

Most (but not all) darakhul share the lawful evil alignment of the Ghoul Imperium. The darakhul generally worship the Hunger God, Mavros, or Mordiggian. They also favor St. Bratislor.

Adventurers

Surface darakhul are often itinerant, seeking a place to fit in, or a place to build a home for themselves—generally, away from others. Like other adventurers, they have an interest in gaining treasures and magic: things that can increase their status and access to material comforts.

Names

Darakhul names favor the character's original race.

DARAKHUL CHARACTERS

+2 CHARISMA, NO CONSTITUTION: You have no

Constitution. You use your Charisma score in place of your Constitution score when calculating hp, Fortitude saves, and any special ability that relies on Constitution. These racial adjustments supersede and replace any previous racial adjustments. (When generating a darakhul character using a point-buy system, you must still spend sufficient points for a Constitution score of 10.)

SMALL OR MEDIUM: Reflecting their origins as members of other races, almost all darakhul are Small or Medium creatures. If Medium, you have no bonuses or penalties due to your size. If Small, you gain a +1 size bonus to your AC, a +1 size bonus on attack rolls, a -1 penalty to your CMB and CMD, and a +4 size bonus on Stealth checks. No matter your size, you retain some resemblance to your stock race, but your nature as darakhul is immediately apparent.

NORMAL SPEED: You have a base speed of 30 feet if Medium, 20 feet if Small. You gain a burrow speed of 10 feet.

DARKVISION: You can see in the dark up to 60 feet.

UNDEAD: You have the undead subtype and its associated traits. You gain immunity to ability damage and drain, death effects, disease, energy drain, exhaustion/fatigue, mind-affecting effects, nonlethal damage, paralysis, poison, sleep effects, and stunning. Your connection to negative and positive energy is reversed; that is, you are healed by negative energy and damaged by positive energy. You are immune to effects requiring a Fortitude save, but are susceptible to effects that target undead. You are not at risk of death from massive damage, but are immediately destroyed at 0 hp. You cannot be returned to life/undeath by raise dead or reincarnate, and resurrection and true resurrection return you to life as your original stock race. You do not breathe, eat, or sleep.

CHANNEL RESISTANCE: You are susceptible to the effects of channel energy but gain channel resistance +2.

NATURAL WEAPONS: Your heavy jaw is powerful enough to crush bones to powder, and you have a 1d8 bite attack. This bite does not transmit darakhul fever; in fact, those killed by your bite do not rise as undead.

DAYLIGHT WEAKNESS: You suffer a –4 penalty to attacks, skill and ability checks, and saving throws when in full daylight. A *daylight* spell inflicts a similar –2 penalty on you as long as you remain in the affected area.

HUNGER FOR FLESH: You must consume a meal of raw meat each day or suffer the effects of starvation. You use your Charisma



when making checks regarding starvation and always suffer lethal damage from its effects. If you suffer damage from starvation, you become

"fatigued" until the damage is healed. (Undead are not typically susceptible to fatigue; hunger, however, will make a darakhul feel effects identical to fatigue.) Damage from starvation cannot be healed by magic or anything else but spending 1 hour consuming an amount of raw meat equal to a Small creature. Separate from the starvation hazard, if you're a darakhul spellcaster, you only recover your spells after enjoying a leisurely, 1-hour-long meal of raw meat. If you need to heal starvation damage and recover spells, vou must eat two Small creatures over a 2-hour period. While you will gladly devour any meat any time you can, you can regain spells only once every 24 hours.

WEAPON FAMILIARITY: Darakhul are proficient with weapons by class and base race.

LANGUAGES: A darakhul begins play speaking Common and whatever languages the character spoke in life. A darakhul with high Intelligence can choose bonus languages from the following: Abyssal, Aklo, Draconic, Drow Sign Language, Gnome, Goblin, and Undercommon, as well as the bonus languages available to his base race.

GEARFORGED

The gearforged are the children of Rava, the Gear Goddess of Fate and Industry. Her priests were the first to forge bodies of brass and copper with cunningly wrought gears and well-balanced mechanisms to support thought and action. Each such body is the safe harbor of a soul that once lived in flesh; a special ritual is required to transfer a living creature's soul into the housing that makes it gearforged. Once created, a gearforged can, in theory, live forever, although in practice most wind down or are destroyed by the ravages of time and the difficulty of surviving even as a wellcrafted machine.

Physical Description

Without exception, the gearforged are shaped as humanoids, and the vast majority of those are one of two styles: roughly humansized, with articulated joints, hands, feet, and magical eyes; or a rather stouter version made by the dwarves, sometimes called geardwarves. These dwarf-like gearforged are more common in the Cantons of the Ironcrags than in Zobeck itself, but are accepted as receptacles for dwarf souls. In the south, minotaur gearforged are rare but not entirely unknown. A very few gearforged are built to even smaller sizes, believed to be intended for kobold souls, but these are subject to frequent failure and even the extinction of the souls they carry.

The core fact of all gearforged is that they were once something else, and now they are somewhat standardized with cylinders, springs, and articulated joints of varying quality. Each is made as distinctive in appearance as any other people are distinctive in their hair and eyes, but the basic framework is always humanoid. This is what separates them from the devices, which are merely servants responsive to orders and capable of little more than a limited amount of memorization. Gearforged are thinking, freewilled creatures.

Their mechanisms are more than mechanical, of course, because all gearforged are machines with souls. Their arms and legs depend on actuators powered by everwound springs. Their minds depend on memory gears, transverse cognition gearing, and the marvel of a soul gem connected directly to a maze of silver and mithral, steam, spark, and magical conduits. These elements are all held in a shell of iron, brass, and steel, and the bulk of the things is quite remarkable: A large and heavily armored gearforged can weigh 400 pounds, as its armor is often built in.

EVERWOUND SPRINGS: These magical springs provide energy over long periods, effectively acting as the power sources for most of the gearforged's limbs and fingers. A broken everwound spring results in the loss of function in that digit or limb.

SOUL GEM: The mind of a gearforged creature is as sharp as that of any flesh-and-blood soul, but it is more portable. The animating, vital principle of a gearforged—its will, its personality, and its mind—is contained in one or (for an extra 8,000 gp) two soul gems. The destruction of a gearforged's soul gem means the death of that creature. It can be raised from the dead as a member of its original race.

MEMORY GEARS: Separate from the soul gems are a gearforged's memory gears. These are more delicate constructions: scroll-like ribbons pierced with thousands of pin-sized holes, and others wound about with tiny enchantments of great complexity. The gears store all the gearforged's memories since the day of its creation; most older gearforged have many such gears, and the magic to create them seems to require one new gear/two levels attained or every 10 years of life. Installing one requires one day's work and 2,000 gp.

Memory gears can be taken from a dead gearforged and read by others. This is a lengthy process and viewed with some alarm by most gearforged; it is akin to peering into the most private details of a life, although without any associated emotions.

Installing an existing, used memory gear in a different gearforged requires a new Ritual of Soulforging and at least one week for the recipient to remember and understand the results. The process is dangerous, requiring a Fortitude save (DC 10 + 1/2 level of dead gearforged + Cha modifier of dead gearforged) to succeed.

Society

Gearforged do not have a separate society of their own; instead, they insinuate themselves into existing societies as best they can. Having metal bodies and longer lifespans than most alienates them to some extent. In Zobeck, however, they are treated with great reverence.

Relations

Gearforged are generally respected individuals in the realms they hail from, and especially so in Zobeck, where they played a significant part in gaining the city's freedom from the tyrannical Stross family. They get along well with members of their base race, but treat other races as would their base race. Most try to maintain good relations with dwarves and kobolds, as they rely on these crafters to keep them running.

Alignment and Religion

Gearforged may be of any alignment. Most revere Rava, their patroness, and many also worship Volund. They may also pay homage to the deities worshipped by their base race.

Adventurers

Many gearforged embark on adventures out of boredom, their lives having been extended past their race's normal lifespan. Others seek to experience the world around them fully, deciding to see its awesome all because they can. Others are merely wanderers in search of places to call home.

Names

Gearforged names favor the character's original race.

GEARFORGED CHARACTERS

MEDIUM: Most PC gearforged are Medium creatures, and have no special bonuses or penalties due to their size. Larger or smaller gearforged received bonuses and penalties appropriate to their size.

NORMAL SPEED: Gearforged base land speed is 30 feet.

CLOCKWORK CONSTRUCT TRAITS: As constructs, gearforged have no Constitution scores and are immune to disease, poison, magical sleep effects, enchantment effects, paralysis, and effects that require a Fortitude save (unless those effects can also affect objects). They cannot become fatigued or exhausted. Gearforged do not need to eat, sleep, or breathe. As living creatures, though, they do not have any other immunities common to constructs.

Gearforged cannot heal damage on their own. *Cure* spells, wands, and potions heal gearforged for the minimum amount per charge or dose, and the psionic repair damage power works normally. The *mending* spell heals 1 point of damage for a gearforged, while *make whole* heals 2d8 points of damage +1 per caster

level (maximum +10). Rather than sleep,

gearforged must rewind their springs, repair gears, and oil and clean their parts each day for a four-hour period to ensure normal functioning. They are fully aware during this period, but any interruption in their routine during these four hours forces them to start again from the beginning. A gearforged can function a number of days equal to his character level without performing this maintenance, but each day without such a repair period applies a cumulative -2 penalty on all attack and damage rolls, saving throws, and skill checks. If a gearforged neglects his repair period a number of days equal to his character level, he becomes immobile and helpless until repaired by someone else. One four-hour repair period eliminates all accumulated penalties.

Gearforged gain a +2 racial bonus on Craft (clockwork) and Intimidate checks; gearforged intimately understand how their own race works and can apply that knowledge elsewhere, while most living creatures find gearforged a little unsettling.

WEAPON FAMILIARITY: Gearforged are proficient with the weapons of their base class and race. They are also proficient with any weapon attachments they may have.

LANGUAGES: A gearforged begins play speaking Common and their base race's language. A gearforged with a high Intelligence score can choose from the following: Draconic and Dwarven, as well as the bonus .languages available to his base race.



KOBOLDS

More than anything, kobolds are survivors. Their keen night vision and sensitive snouts make them quick to sense danger, their clawed feet move them out of danger with a certain cowardly speed, and their scaly skin protects them when they have to stand and fight. Small and fierce, they survive on their own terms, their weight of numbers helping them in battle and in places where large but less numerous races simply cannot sustain settlements. They are great miners, good gearsmiths, modest alchemists, and have curiosity about the world that often gets them into trouble. They are merchants to the underdark and the surface world, with their greatest cities hidden deep below the earth. Their enemies are the diabolical gnomes and the dwarves, other mining races that would seek to overthrow the kobold dominion over dark and rich territories.

The kobolds are closely allied and related to the dragonkin, the drakes and dragons. The kobold kings (and there are oh so many kobold kings, for no kobold ruler is ever satisfied with being just a chieftain) look up to the dragons.

Physical Description

Kobolds are short reptilian humanoids with draconic snouts and scales of rust-red, black, white, or gray. Their small claws and short tails are reminiscent of tiny dragonkin, but much less threatening.

Society

Kobolds are servants to dragons, and seem to prefer a clear hierarchy in all their social dealings. They organize around mining gangs, workshops for smithwork and gearcrafting, or even around underworld trade caravans. The basic unit of kobold social organization is the egg-clutch, a set of four to ten kobolds hatched together. All kobold cities and ghettos are ruled by one or more kings; kobold queens are surprisingly rare, although more common in the Dragon Empire.

Relations

Kobolds get along to some degree with humans but dislike dwarves, gnomes, darakhul, and other burrowing races. They despise elves. Kobolds are cowardly and quick to knuckle under to stronger races, which in practice means everyone but halflings and goblins.

Alignment and Religion

Kobolds can be of any alignment, although they tend toward Lawful. They worship local gods such as Volund and Rava, and often also the elemental gods of the Dragon Empire.

Adventurers

Many adventuring kobolds are those who have lost their clutchmates, and thus all their immediate family. These kobolds sometimes seek solace in travel and novelty. Most kobolds prefer the company of their own kind, but these "brotherless and sisterless" kobolds adopt adventuring parties as family.

Names

MALE NAMES: Many male kobold names begin with B, K, or J, and end with a –tek or –o suffix. Duplicated syllables are not uncommon. Brandorek is typical, as are Jiro, Znatek, or Mipo.

FEMALE NAMES: Female names among kobolds are often taken from the names of goddesses or local human names, and vary widely.

KOBOLD CHARACTERS

-4 STRENGTH, +4 DEXTERITY, -2 CONSTITUTION: Kobolds are fast but weak.

SMALL: Kobolds are Small and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

- NORMAL SPEED: Kobolds have a base speed of 30 feet.
- DARKVISION: Kobolds can see in the dark up to 60 feet.
- **ARMOR**: Kobolds have a +1 natural armor bonus.
- **CRAFTY**: Kobolds gain a +2 racial bonus on Craft (trapmaking), Perception, and Profession (miner) checks. Stealth is a class skill for a kobold, as is one Craft skill: alchemist, gearsmith, or trapmaking.
- WEAKNESS: Light sensitivity.
- **WEAPON FAMILIARITY:** Kobolds are proficient with light and heavy picks, and a miner's pick is never considered an improvised weapon for a kobold.
- LANGUAGES: All kobolds begin with both the Trade tongue and Draconic as known languages. Kobolds who have high Intelligence scores can choose any of the following bonus languages: Dwarven, Minotaur, Southern, and Undercommon.





CHARACTER OPTIONS OF THE CROSSROADS

CAVALIER

Griffon Knights

Devastated since the fall of House Stross, the griffon riders of Zobeck are a shadow of their former glory. Most are mercenaries and hedge knights these days, and only a few are members of the Order of the Griffon Knights, noble defenders of the realms.

- **EDICTS**: A cavalier sworn to the order is a partner to his mount. Cavaliers of the order put the safety and health of their mounts above all else. He is not a Griffon Knight without a griffon to ride.
- **CHALLENGE**: Whenever a Griffon Knight issues a challenge, he receives a +1 morale bonus to his damage rolls vs. the target of his challenge. The griffon also gains this bonus while the opponent is targeted. The bonus increases by 1 for the cavalier and his mount for every 5 levels gained by the cavalier.
- **SKILLS**: A Griffon Knight can add Knowledge (local: Zobeck/ Margreve) and Knowledge (nobility) to his class skills. In addition, when the cavalier makes an Intimidate check, he adds a +2 bonus to the roll.
- **GRIFFON ALLY (Ex)**: At 2nd level, the cavalier can use the aid another combat action on his griffon mount. The griffon gains

a +3 bonus to one of the following for 1 round: Armor Class, attack roll, saving throw, or skill check. At 8th level and every 6 levels thereafter, the bonus increases by another +1.

GRIFFON'S FURY (EX): At 8th level, the cavalier gains the ability to make an attack of opportunity against an opponent that has made a critical hit against the cavalier or his mount. This is an immediate action, so he can make the attack even if he or his mount is knocked unconscious or otherwise disabled as a result of the attack.

- **DEATH FROM ABOVE (Ex):** At 15th level, the cavalier gains the ability to increase the threat and damage of critical hits from his griffon mount when the griffon is using its pounce ability. A number of times per day equal to the total of the cavalier's Charisma and Wisdom modifiers, he may increase the threat range of his mount's rake attack while pouncing by 1 (19-20) and all critical threats are automatically confirmed. Use of this ability must be announced before the attack roll is made, and the use is lost even if the attack misses or does not threaten a critical hit.
- **MOUNT (Ex)**: A Griffon Knight must have a griffon as his chosen mount, or lose access to all of his order abilities. All other rules for cavaliers' mounts apply normally.

PALADIN

Order of the Undying Sun (Sun Archetype)

A chivalric order founded in the Magdar Kingdom, the Order of the Undying Sun is dedicated to Khors. Members wear striking white- and yellow-plumed helmets and blue cloaks. They favor white or dappled gray horses. Their light shines brighter than most, and their bright swords cut through the darkness. Zobeck's council gives them little respect because of the order's support for the wrong side during the Revolt, but everywhere else, the plumes of Khors are a sign of righteous might and outstanding skill.

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- **SACRED TORCH**: At 5th level, the paladin glows with the light of a torch. He gains a +2 divine bonus on Perception skill checks and a +2 divine bonus on melee attack and damage rolls against undead. These bonuses increase to +4 at 11th level and to +6 at 17th level.
- **HOLY WARMTH**: At 8th level, the paladin and all allies within 10 feet of him gain resist cold equal to the paladin's level.
- **DIVINE LIGHT**: At 11th level, the paladin radiates light as a *daylight* spell and gains a +4 divine bonus on saves against gaze attacks and blinding effects.
- **BLINDING LIGHT**: At 14th level, whenever the paladin scores a critical hit with a melee attack, the target must also make a Fortitude save (DC = 10 + paladin's base attack bonus) or be blinded for 1d4+1 rounds. A creature that saves is instead dazzled for 1 round.
- **HAMMER OF THE UNDEAD**: At 20th level, the paladin is immune to cold. He gains a +8 divine bonus on melee attack and damage rolls against undead.

Order of the White Lion

A chivalric order founded in Perunalia and dedicated to Perun, Lada, and the Green Gods, the Order of the White Lion is known for its members' fierceness in battle as well as their powers of healing and bonds with nature and the divine. Only Perunalian women may join this order.

DIVINE MERCY (SU): Mercies are chosen as per the normal mercy ability, but the mercy actually cures the underlying affliction, as well as the condition. This ability replaces the mercy and aura of courage abilities.

CELESTIAL BOND (SP): Upon reaching 5th level, the paladin forms a divine bond with her gods. This bond can take one of two forms. Once the form is chosen, it cannot be changed.

The first type of bond allows the paladin to enhance her abilities as a standard action by calling on the aid of a celestial spirit for 1 minute per paladin level. When called, the spirit causes the

SUGGESTED PALADIN ARCHETYPES FOR THE CROSSROADS

The *Hospitaler* paladin archetype in the *Pathfinder Roleplaying Game Advanced Player's Guide* should be used for paladins of Lada. They are called the Healing Hands of Lada, however.

The *Shining Knight* or the *Warrior of the Holy Light* paladin archetypes in the *Pathfinder Roleplaying Game Advanced Player's Guide* can be used as alternative archetypes for paladins of the Order of the Undying Sun.

paladin to shed light as a torch. At 5th level, this spirit grants the paladin a +1 celestial bonus to all saving throws. For every three levels beyond 5th, the paladin gains another +1 celestial bonus, to a maximum of +6 at 20th level and/or she can add any one of the following resistances: acid, cold, electricity, or fire with the same level of celestial bonus. They may be split; i.e., a +5 bonus may be used as a +2 to saving throws and grant a 3 fire resistance. The bonuses granted by the spirit are determined

when the spirit is called and cannot be changed until the spirit is called again. The celestial spirit imparts no bonuses to anyone other than the paladin. A paladin can use this ability once per day at 5th level, and one additional time per day for every four levels beyond 5th, to a total of four times per day at 17th level.

Should the paladin die and be resurrected while possessed by the celestial spirit, the paladin may not summon another spirit for 30 days or until she gains a paladin level, whichever comes first. During this 30-day period, the paladin takes a -1 penalty on attack and weapon damage rolls.

The second type of bond allows a paladin to gain the service of a celestial familiar to serve her in her crusade against evil. This celestial familiar functions as a wizard's familiar, using the paladin's level as her effective wizard level. Add the celestial template to any standard familiar

for abilities and ability scores. The familiar gains DR and energy resistance from the celestial template based on its effective Hit Dice, which are equal to the paladin's class level. Instead of gaining spell resistance when the paladin reaches 11th level (as a standard familiar would), a paladin's familiar gains spell resistance equal to the paladin's level +11 when the paladin reaches 15th level.

If it is not already nearby, once per day, as a fullround action, a paladin may magically call her familiar to her side. The familiar immediately appears adjacent to the paladin. A paladin can

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use this ability once per day at 5th level, and one additional time per day for every four levels thereafter, to a total of four times per day at 17th level.

Should the paladin's celestial familiar die, the paladin may not summon another for 30 days or until she gains a paladin level, whichever comes first. During this 30-day period, the paladin takes a -1 penalty on attack and weapon damage rolls.

This ability replaces the divine bond ability.

ROGUE

The Fixer

One sort of rogue works as an enabler, making connections between thugs and burglars, trap-smiths and second-story men. That scoundrel is a fixer. The fixer knows people, knows where to find what you need, and knows who to pay to get things done. He realizes that the most valuable currency is knowledge and makes very sure to be flush with its coin.

CLASS SKILLS: Replace Knowledge (dungeoneering) with Knowledge (nobility) in a fixer's class skills.

SCROUNGE (Ex): A fixer can locate a buyer or seller of an exotic weapon, alchemical concoction, rare component, or even a minor magic item (worth 250 gp per class level) with a successful Diplomacy (gather information) check, with a DC of 20 (+1 per 250 gp value of the item). Mundane items or services worth 1/10th that amount can be found for free, once per week, at the GM's discretion. This ability replaces trapfinding.

NAMES AND FACES (Ex): At 3rd level, a fixer has either invested the time to gain personal access, or knows the right people, and can easily reach influential members of the community. He gains a +1 bonus to Knowledge (local), Knowledge (nobility), and Diplomacy (gather information) checks used to identify or locate an important person.

The bonus increases by +1 for every 3 levels beyond 3rd. This ability replaces trap sense.

A JADED EYE (EX): At 4th level, the fixer gains a bonus equal to half his class level on Perception and Sense Motive checks. This ability replaces uncanny dodge.

A MAGPIE AMONG SONGBIRDS (EX): At 8th level, a fixer gains a bonus equal to half his class level on opposed Bluff and Disguise checks made in an attempt to deceive someone. This does not apply to feint attempts or attempts to pass secret messages. This ability replaces improved uncanny dodge.

ROGUE TALENTS: The following rogue talents are well-suited to fixers: canny observer, charmer, coax information, guileful polyglot, hard to fool, honeyed words, minor magic, strong impression.

ADVANCED ROGUE TALENTS: The following advanced rogue talents are well suited to fixers: another day, master of disguise, skill mastery, slippery mind, thoughtful reexamining.

Shadowsworn

While rogues hide in shadows and wizards cast spells to defeat opponents, amass treasure, or accomplish other goals, shadowsworn use shadows and magic with the goal of becoming one with the shadows. It is said that the first shadowsworn were elven agents of Sarastra, trained in the Courts of the Shadow Fey. These original shadow mages have long since traded their mortal lives for a darker and more powerful existence.

ROLE: With their mastery of darkness and shadow magics, shadowsworn can sneak about with ease, confound their enemies, strike using spells or steel, and then escape unseen through their beloved shadows

ALIGNMENT: Any non-good

HIT DIE: d8

CLASS SKILLS

The shadowsworn's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Spellcraft (Int) and Stealth (Dex).

SKILL RANKS PER LEVEL: 6 + Int modifier

CLASS FEATURES

The following are class features of the shadowsworn.

WEAPON AND ARMOR PROFICIENCY: Shadowsworn are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. They aren't proficient with any type of armor or shield. Armor interferes with a shadowsworn's movements, which can cause his spells with somatic components to fail.

DARKVISION (Ex): Beginning at 1st level, a shadowsworn gains increasingly powerful darkvision. If he has no darkvision, he gains it out to 30 feet. If he already has darkvision, he gains an additional 30 feet to his existing range. This range increases by another 30 feet at 6th, 12th, and 18th levels. At 18th level, he also gains the ability to see through *deeper darkness*.

SPELLS: A shadowsworn casts arcane spells drawn from the shadowsworn spell list. Unlike a wizard or a cleric, a shadowsworn need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level.

To learn or cast a spell, the shadowsworn must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a shadowsworn's spell is 10 + the spell level + the shadowsworn's Intelligence modifier.

A shadowsworn can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on **Table 3-2 Shadowsworn Spells per Day**. In addition, he receives bonus spells per day if he has a high Intelligence score.

A shadowsworn's selection of spells is limited. A shadowsworn begins play knowing two 0-level spells and one 1st-level spell of his choice. At each new shadowsworn level, he gains one or more new spells, as indicated on **Table 3-3 Shadowsworn Spells Known**. (Unlike spells per day, the number of spells a shadowsworn knows is not affected by his Int score.)

Upon reaching 5th level, and at every third shadowsworn level after that (8th, 11th, and so on), a shadowsworn can choose to learn a new spell in place of one he already knows. In effect, he loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A shadowsworn may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

SNEAK ATTACK: If a shadowsworn can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage.

Table 3-1: Shadowsworn

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+0	+2	+0	darkvision +30 ft., sneak attack +1d6
2nd	+1	+0	+3	+0	evasion
3rd	+2	+1	+3	+1	shadow talent
4th	+3	+1	+4	+1	shadow familiar, sneak attack +2d6
5th	+3	+1	+4	+1	command shadow
6th	+4	+2	+5	+2	darkvision +60 ft.
7th	+5	+2	+5	+2	sneak attack +3d6
8th	+6/+1	+2	+6	+2	shadow talent
9th	+6/+1	+3	+6	+3	summon shadow
10th	+7/+2	+3	+7	+3	sneak attack +4d6
11th	+8/+3	+3	+7	+3	
12th	+9/+4	+4	+8	+4	darkvision +90 ft.
13th	+9/+4	+4	+8	+4	shadow talent, sneak attack +5d6
14th	+10/+5	+4	+9	+4	
15th	+11/+6/+1	+5	+9	+5	
16th	+12/+7/+2	+5	+10	+5	sneak attack +6d6
17th	+12/+7/+2	+5	+10	+5	shadow talent
18th	+13/+8/+3	+6	+11	+6	darkvision +120 ft.
19th	+14/+9/+4	+6	+11	+6	sneak attack +7d6
20th	+15/+10/+5	+6	+12	+6	shadow transformation

The shadowsworn's attack deals extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the shadowsworn flanks his target. This extra damage is 1d6 at 1st level, and increases by 1d6 every three shadowsworn levels thereafter. Should the shadowsworn score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a shadowsworn can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty.

The shadowsworn must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A shadowsworn cannot sneak attack while striking a creature with concealment.

EVASION (Ex): At 2nd level and higher, a shadowsworn can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the shadowsworn is wearing light armor or no armor, and only if there are shadows large enough to cover his entire body that he can duck into. A helpless shadowsworn does not gain the benefit of evasion.

SHADOW TALENTS: As a shadowsworn gains experience, he learns a number of talents that aid him and confound his foes. Starting at 3rd level, a shadowsworn gains one shadow talent. He gains an additional shadow talent at 8th, 13th, and 17th levels. A shadowsworn cannot select an individual talent more than once. **CRIPPLING STRIKE*** (Ex): A shadowsworn with this ability can sneak attack opponents with such precision that his blows weaken and hamper them. An opponent damaged by one of his sneak attacks also takes 1 point of Strength damage.

- **FEATHER STEP (SP)**: A shadowsworn with this talent moving through an area of darkness or dim light can ignore the effects of difficult terrain as if he'd cast the *feather step* spell (see the *Pathfinder Roleplaying Game Advanced Player's Guide*). This ability can be used as often as desired, up to a total number of minutes equal to 10 times the shadowsworn's class levels.
- **IMPROVED EVASION (EX):** This works like evasion, except that while the shadowsworn still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless shadowsworn does not gain the benefit of improved evasion.

OFF BALANCE* (**Ex**): When a shadowsworn with this talent hits a creature with a melee attack that deals sneak attack damage, for 1 round the shadowsworn gains a +1 dodge bonus to AC for each sneak attack die rolled.

POWERFUL SNEAK* (EX): Whenever a shadowsworn with this talent takes a full attack action, he can elect to take a -2 penalty on all attack rolls until the start of his next turn. If an attack during this time is a sneak attack, he treats all 1s on the sneak attack damage dice as 2s.

SHADOW SPEED (Ex): This ability allows a shadowsworn to move at full speed using the Stealth skill without penalty. He can also move along narrow surfaces at full speed using Acrobatics without penalty, and is not flat-footed when using Acrobatics to move along narrow surfaces. Shadow speed can only be used if

Table 3-2: Shadowsworn Spells per Day

						CI Day
Level	0	1st	2nd	3rd	4th	5th
1st	1	0	_	_	_	—
2nd	1	1	_	-	_	-
3rd	2	1	_	_	—	—
4th	2	1	0	_		_
5th	2	1	1	_	_	—
6th	2	2	1	_	_	_
7th	3	2	1	0	_	—
8th	3	2	1	1	_	-
9th	3	2	2	1	_	—
10th	3	3	2	1	0	-
11th	4	3	2	1	1	—
12th	4	3	2	2	1	-
13th	4	3	3	2	1	0
14th	4	4	3	2	1	1
15th	4	4	3	2	2	1
16th	4	4	3	3	2	1
17th	4	4	4	3	2	1
18th	4	4	4	3	2	2
19th	4	4	4	3	3	2
20th	4	4	4	4	3	2

at least part of the movement occurs in areas of darkness or dim light.

SHADOW STRETCH (SU): The shadowsworn can alter the shadows in his vicinity in order to use the Stealth skill even while being observed and without cover or concealment, as long as he's within 5 feet of a shadow other than his own. If the shadowsworn has a shadow familiar, the range is extended to 10 feet.

SNIPER'S EYE* (EX): A shadowsworn with this talent can apply his sneak attack damage on ranged attacks targeting foes within 30 feet that benefit from concealment. Foes with total concealment are still immune.

STEALTHY SNIPER (Ex): When a shadowsworn with this talent uses the Stealth skill to snipe from an area of darkness or dim light, he only suffers a –15 penalty on the Stealth check, instead of –20.

SURPRISE ATTACK (Ex): During the surprise round, opponents are always considered flat-footed to a shadowsworn with this ability, even if they have already acted.

SHADOW FAMILIAR (SU): If the shadowsworn has the Improved Familiar feat, at 4th level, he can conduct an all-day ritual that permanently releases his own shadow to serve as a familiar for him. The shadowsworn may have a shadow familiar, or a standard familiar, but not both.

A shadow familiar has the statistics and abilities common to all wizards' familiars, but it doesn't grant its master a special ability bonus. It is not undead, so cannot be commanded by a cleric. It can be cured with normal curative spells. It's incorporeal, and cannot interact with physical objects. The shadow familiar can move under doors and through other tiny openings, can stretch to 10 times the shadowsworn's height, is invisible in partial or full

Table 3-3: Shadowsworn Spells Known

Level	0	1st	2nd	3rd	4th	5th
1st	3	2		—		—
2nd	2	2	_	_	_	_
3rd	3	2	—	—		—
4th	3	2	1	_	_	_
5th	3	2	2	—		—
6th	3	3	2	_		_
7th	4	3	2	1		—
8th	4	3	2	2	_	-
9th	4	3	3	2		—
10th	4	4	3	2	1	_
11th	5	4	3	2	2	—
12th	5	4	3	3	2	_
13th	5	4	4	3	2	1
14th	5	5	4	3	2	2
15th	5	5	4	3	3	2
16th	5	5	4	4	3	2
17th	5	5	5	4	3	2
18th	5	5	5	4	3	3
19th	5	5	5	4	4	3
20th	5	5	5	5	4	3

darkness, and can hide completely by posing as its master's normal shadow. The shadow familiar uses the shadowsworn's Stealth skill to remain hidden, and gains a +4 bonus to Stealth checks in dim lighting but a -4 penalty in brightly lit areas.

The shadowsworn can communicate with his unbound shadow normally as soon as he gains it.

If his shadow familiar is killed, a shadowsworn no longer casts a normal shadow. He may only create another shadow familiar after one month or after spending 24 continuous hours in complete darkness, replenishing his shadow.

The shadowsworn cannot cast the *shadow projection* spell if he has a shadow familiar.

Note: The shadowsworn can take Improved Familiar at an early level when he's not yet eligible to use the feat.

COMMAND SHADOW (SU): As a standard action, the shadowsworn can channel negative energy through his body to enslave undead shadows with 30 feet. The shadows receive a Will save (10 + 1/2 shadowsworn's class level + his Charisma modifier) to negate the effect. Undead shadows that fail the save fall under his control, obeying his commands to the best of their ability, as if under the effects of *control undead*. The shadows receive a new saving throw each day to resist the shadowsworn's command. He can control any number of shadows, so long as their total Hit Dice do not exceed his shadowsworn level. If an undead shadow is under the control of another creature, the shadowsworn must make an opposed Charisma check whenever their orders conflict.

SUMMON SHADOW (SP): At 9th level, a shadowsworn can summon undead shadows through nearby naturally occurring shadows. He can do this as a standard action once per day plus his Charisma modifier. He can summon 1d3 shadows plus one

PG1

for every three shadowsworn levels above 9th. Once summoned, the shadows obey the shadowsworn's mental commands, although they can only actively communicate with him when they are within 10 feet per shadowsworn level. The shadows last 1 round per shadowsworn level or until destroyed or banished. The shadowsworn can dismiss them as a free action.

After a shadowsworn reaches 15th level, he can substitute one greater shadow for every three shadows he would normally summon.

SHADOW TRANSFORMATION: Upon reaching 20th level, the repeated use of Shadow energy overcomes the shadowsworn and he is completely given over to shadow. At this time he must choose whether to permanently transform into a greater shadow, a shae (*Pathfinder Roleplaying Game Bestiary 3*), or a shadow fey (*Midgard Bestiary*).

The shadowsworn gains all the abilities and features of that creature type while keeping all of his class abilities forever (this choice cannot be changed), and is treated as a native fey.



Shadowsworn Spells

o-Level Shadowsworn Spells (Cantrips) Illumination

Douse: Douse a small source of natural light. (ZG) Lengthen Shadows: Darkened area causes creatures to suffer a -2 penalty to Perception checks. (ZG) Shadow Bite: Prick creature with a needle of sharp pain. (ZG)

Shadow Blindness: Impair darkvision. (ZG) Silhouette: Create shadow figures against a screen or wall. (ZG)

Transmutation

Resize Shadow: Alter the size of natural shadows. (see below)

Universal

Arcane Mark: Inscribes a personal rune on an object or creature (visible or invisible). (CR) Prestidigitation: Performs minor tricks. (CR)

1ST-LEVEL SHADOWSWORN SPELLS

Evocation

Silent Sound: Inflict 1d6 points of sonic damage/level (5d6 max). (ZG)

Illumination

Compelling Question: Compels creature to answer a question. (ZG)

Light Warding ^M: Barrier of light wards against creature type. (ZG) Orb of Light, Lesser: Ranged touch attack deals 1d8 points of positive energy/2 caster levels. (ZG)

Shadow Hands: Hands deal 1d6 points of cold damage/level (max 5d6). (ZG)

Illusion

Shadow Weapon: Create a quasi-real masterwork weapon. (UM)

Transmutation

Keen Senses: Subject gains +2 Perception, low-light vision. (APG) Light Blindness: Blind creatures that see in daylight. (ZG)

Rogue's Stab: May sneak attack creatures denied Dexterity bonus to AC. (ZG)

Shadow Shape: Alter the shape of shadows, and cause pain to shadow creatures. (see below)

2ND-LEVEL SHADOWSWORN SPELLS

Conjuration

Dust of Twilight: Black particles extinguish light sources within area. (APG)

Divination

Shadow Sight: See at a distance through an intervening shadow. (see below)

Evocation

Darkness: 20-ft. radius of supernatural shadow. (CR) Protective Penumbra: Shadow protects the target from light. (UM)

Illumination

Shadow Jump: Move through shadows within medium range (100 ft. + 10 ft./level). (ZG) Slither ^M: Become a two-dimensional shadow. (ZG)

Transmutation

Darkvision: See 60 ft. in total darkness. (CR) Silent Combat: Subject of spell is rendered utterly silent. (ZG)

3RD-LEVEL SHADOWSWORN SPELLS

Evocation

Deeper Darkness: Objects shed supernatural shadow in 60-ft. radius. (CR)

Twilight Knife: Floating knife attacks with you. (APG)

Illumination

Compelling Fate^M: View actions through the influence of stars. (ZG)

Orb of Light: Ranged touch attack deals 1d6 hp positive energy/level. (ZG)

Terror ^M: Panic one living creature. (ZG)

Transmutation

- Darkvision, Communal: Divide darkvision benefits between multiple creatures. (UC)
- Ghostbane Dirge: Incorporeal creature takes half damage from nonmagical weapons. (APG)
- Shadow Snare: Animate mundane shadow to entangle. (see below)

4TH-LEVEL SHADOWSWORN SPELLS Illumination

Black Hand: Touch attack deals 1d3 Strength, Dexterity, and Constitution damage. (ZG)

Flickering Fate: Gain +4 Insight bonus to attack rolls by glimpsing foes' future actions. (ZG)

Starfall: Cast up to 3 bolts at different target (1 bolt/level), which deal 3d12 points of damage. (ZG)

Illusion

Shadow Conjuration: Mimics conjuration before 4th level, but only 20% real. (CR)

Shadow Step: Teleport from one shadow to another. (UM)

Necromancy

Shadow Attack: Damage targets through their shadows. (see below) Shadow Projection: Temporarily become a shadow. (APG)

5TH-LEVEL SHADOWSWORN SPELLS

Illumination

Solid Darkness: A cloud of darkness impedes movement and sight. (see below)

Starry Vision^M: See the fate of all creatures up to 4-5-ft squares/ level. (ZG)

Wall of Darkness: Blocks sight and causes damage to those within. (see below)

Illusion

Shadow Evocation: Mimics evocation before 5th level, but only 20% real. (CR)

Transmutation

Shadow Plane Adaptation: Resist harmful effects of negative energy and the Shadow Plane. (see below)

NOTE: An ^M appearing at the end of a spell name denotes a spell with a material component not normally found in a spell component pouch.

Spell descriptions are found in:

(CR) the Pathfinder Roleplaying Game Core Rulebook
(ZG) the Zobeck Gazetteer for the Pathfinder RPG
(APG) the Pathfinder Roleplaying Game Advanced Player's Guide
(UC) the Pathfinder Roleplaying Game Ultimate Combat
(UM) the Pathfinder Roleplaying Game Ultimate Magic

New Shadowsworn Spells

0 Level

Resize Shadow

SCHOOL transmutation; LEVEL shadowsworn 0, sorcerer/wizard 0 CASTING TIME 1 standard action COMPONENTS S RANGE close (25 ft. + 5 ft./2 levels) EFFECT one shadow DURATION 10 minutes/level (D) SAVING THROW Will negates (harmless); SPELL RESISTANCE yes (harmless)

This simple spell changes the size of a natural shadow. A shadow can be distorted to appear as small as 1/10 its normal size or as large as 10 times its normal size. The shape of the shadow is always the same as it was before; only the size is altered. *Resize shadow* has no effect on shadow-based creatures or illusions.

The GM may grant up to +3 or -3 modifiers to Stealth checks based on smaller or larger shadows, depending on the situation.

1st Level

Shadow Shape

SCHOOL transmutation; LEVEL shadowsworn 1, sorcerer/wizard 1 CASTING TIME 1 standard action COMPONENTS S RANGE close (25 ft. + 5 ft./2 levels) EFFECT one shadow

DURATION 10 minutes/level (D)

DURATION TO IIIIIutes/level (D)

SAVING THROW Will negates (harmless); SPELL RESISTANCE yes (harmless)

This spell can be used to change the shape of any shadow, allowing the caster to depict an outline of his choosing accurately. The total area covered by the shadow is unchanged, although if *resize shadow* is cast on the shadow immediately before *shadow shape*, the caster can shape the resized shadow until the duration of the former spell ends.

Shadow shape can cause 1d6 damage/level (maximum 5d6) against any one shadow-based creature or illusion that fails its saving throw.

2nd Level

Shadow Sight

SCHOOL divination [shadow]; LEVEL shadowsworn 2, sorcerer/wizard 2 CASTING TIME 1 standard action COMPONENTS S, M (black tar or oil rubbed on the eyelids) RANGE touch EFFECT one touched creature

DURATION 10 minutes/level (D)

SAVING THROW Will negates (harmless); **SPELL RESISTANCE** yes (harmless)

This spell allows its subject to look into any mundane shadow within 30 feet + 5 feet/caster level and peer out of the same shadow as if he was standing in that shadow looking in any direction he chose. Therefore, he could look into a nearby shadow and see out of another part of that shadow around a corner, beyond an obstacle, behind himself, or at any distance so long as there is an uninterrupted connection between the point in the shadow he's looking into and the point he wants to look out from.

While under the effect of the spell, the subject can shift back and forth between normal vision and shadow sight as a free action.

3rd Level

Shadow Snare

SCHOOL transmutation; LEVEL shadowsworn 3, sorcerer/wizard 3 CASTING TIME 1 standard action COMPONENTS S RANGE medium (100 ft. + 10 ft./level) EFFECT one shadow DURATION 1 round/level (D) SAVING THROW none; SPELL RESISTANCE no

When cast on a natural shadow, this spell transforms it into a long, thick tentacle. The tentacle stays rooted to the object that cast it (or to the point on the wall or floor it originally fell on if there's no direct connection to the casting object), but can extend 5 feet per level to attack an opponent.

The tentacle is intangible. Attempts to physically sever or break it simply pass right through it, while the shadow instantly reforms itself or flows around interposing objects.

When *shadow snare* is cast, the tentacle attacks the target indicated by the caster. A successful touch attack means the shadow has entangled a victim (the tentacle seems quite solid to the victim). An entangled victim suffers -2 to attack rolls and a -4 penalty to effective Dexterity. An entangled spellcaster must make a DC 15 concentration check to cast a spell. Since the animated shadow is considered anchored, it can hold a victim motionless, if the caster so desires. Otherwise, the victim can move at half speed up to the length of the shadow away from the shadow's anchor point. A standard action allows the caster to indicate a new target.

If the victim is attacked by his own shadow, he cannot be held motionless by it, but the penalty to attack rolls is -3 and to effective Dexterity is -6.

Strength and Escape Artist checks (DC 15 + caster's shadowsworn level) can be used to break free of the entanglement.

4th Level

Shadow Attack

SCHOOL necromancy [shadow]; LEVEL shadowsworn 4, sorcerer/wizard 4 CASTING TIME 1 standard action COMPONENTS S RANGE personal TARGET you DURATION 1 round/level (D)

After casting *shadow attack*, a dark nimbus surrounds the caster's hands, and he gains the ability to cause damage to others by attacking their shadows instead of their bodies. His targets' shadows only need to be hit with touch attacks (either with his bare hands or with handheld weapons), and all blows against a shadow inflict normal damage on the shadow's owner. Touch spells such as *black hand* can be transmitted through the target's shadow, but he receives all normal saving throws and spell

resistance benefits to any such magical attacks.

Shadow attack is especially deadly when used in conjunction with other spells, such as *resize shadow* and *shadow shape*, which allow the caster to make an opponent's shadow more accessible to him.

5th Level

Shadow Plane Adaptation

SCHOOL transmutation [shadow]; LEVEL shadowsworn 5 CASTING TIME 1 standard action COMPONENTS V, S RANGE touch TARGET creature touched DURATION 1 hour/level (D) SAVING THROW Will negates (harmless); SPELL RESISTANCE yes (harmless)

Shadow plane adaptation gives the caster immunity to the harmful environmental effects of the Shadow Plane, including cold, darkness, and the confusion the plane causes to those unfamiliar with it. Additionally, he gains immunity to negative energy effects (but the spell does not remove negative levels that the subject has already gained, or their effects).

If *shadow plane adaptation* is cast when on another plane, it grants resist energy 3 (negative), but no other benefits.

Solid Darkness

SCHOOL illumination (conjuration) [creation]; LEVEL shadowsworn 5, sorcerer/wizard 6 CASTING TIME 1 standard action COMPONENTS V, S RANGE medium (100 ft. + 10 ft./level) EFFECT darkness spreads in a 30-ft. radius DURATION 1 minute/level SAVING THROW none; SPELL RESISTANCE no

A cloud of inky darkness billows out from the point the caster designates. The darkness completely obscures all sight, including darkvision.

A creature within the cloud is considered to have full concealment: attacks suffer a 50% miss chance, and the attacker can't use sight to locate the target.

Solid darkness is so thick that any creature attempting to move through it progresses at 1/10th normal speed (minimum of 5 feet per round, although he cannot take a 5-foot step), and all melee attack and melee damage rolls suffer a –2 penalty. The darkness prevents effective ranged weapon attacks by physical objects, but immaterial magic rays and the like are unaffected. A creature or object that falls into *solid darkness* is slowed, so that each 10 feet of darkness that the creature or object falls through reduces the damage of a fall by 1d6 points, with a minimum damage of 0. For example, if a creature falls 30 feet, then passes through 20 feet of *solid darkness* before striking the ground, the total damage of the fall is 5d6–2d6 (total fall of 50 feet, with 20 feet of the fall being through solid darkness).

Wall of Darkness

SCHOOL illumination (evocation) [shadow]; **LEVEL** shadowsworn 5, sorcerer/wizard 5

CASTING TIME 1 standard action

Components S

RANGE medium (100 ft. + 10 ft./level)
EFFECT wall up to 20 ft. tall and 10 ft. long/level or sphere or hemisphere with a radius up to 5 ft. + 1 ft./level
DURATION concentration plus 1 round/level (D)
SAVING THROW Reflex negates or none plus Fortitude negates (see text); SPELL RESISTANCE yes

A wall of darkness cannot be seen through with any sort of vision, magical or otherwise, including divination spells up to the 5th level. While dimension door and similar spells can bypass the wall, anyone who attempts to physically pass through it immediately sustains 3d6 + 1 hp/caster level (maximum +20) of cold damage and must also make a Fortitude check or take 1 point of Strength damage.

If the spherical or hemispherical construction of the wall is used to entrap a victim, then a Reflex save means he was able to avoid imprisonment.

A *light* spell can weaken a *wall of darkness* (increasing the illumination in the area to dim light, reducing damage sustained by those passing through it to 1d6 +1 hp/caster level, and eliminating the Strength damage), but only for a single round. *Daylight* completely negates a *wall of darkness* for 1 round. *Sunburst* dispels a *wall of darkness*.

A *wall of darkness* can be made permanent with a *permanency* spell.

SORCERER

GHOULISH SORCERER BLOODLINE

Perhaps one of your ancestors was enslaved in the Ghoulish Empire, or was wounded by a darakhul but survived the sickness. However it happened, now you are fortified by that dark power.

CLASS SKILL: Knowledge (Dungeoneering)

BONUS SPELLS: *cause fear* (3rd), *command undead* (5th), *halt undead* (7th), *contagion (ghoul fever)* (9th), *wave of fatigue* (11th), *create undead* (13th), *control undead* (15th), *create greater undead* (17th), *energy drain* (19th)

BONUS FEATS: Combat Casting, Diehard, Endurance, Iron Will, Silent Spell, Skill Focus (Knowledge: dungeoneering), Still Spell, Toughness

BLOODLINE ARCANA: Whenever you cast a spell against a creature with the undead subtype/keyword, increase the DC by 2.

Bloodline Powers

GHOUL TOUCH (SP): At 1st level, you can make a melee touch attack that causes a living creature to become sickened for a number of rounds equal to 1/2 your sorcerer level (minimum 1). If you touch a sickened creature, it becomes nauseated for 1 round if it has fewer levels or Hit Dice than your sorcerer level. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

You also gain darkvision to 30 feet.

RIGOR MORTIS (SU): At 3rd level, you gain resist cold 10, +4 to saving throws against poison, and immunity to disease. Unintelligent undead ignore you unless you attack them. You also gain Stealthy as a bonus feat.

GHOULISH CHILL (SP): At 9th level, you can make a melee touch attack that causes a living creature to become immobilized for a number of rounds equal to 1/2 your sorcerer level (minimum 1—save DC is 10 + your sorcerer level). You can use this ability a number of times per day equal to 3 + your Charisma modifier. Your darkvision also increases to 60 feet.

GHOUL SPITTLE (SP): At 15th level, you gain the ability to spray spittle infected with ghoul fever in a cone-shaped area to a distance of 15 feet three times per day. The spittle causes 1d8 damage, 1 Constitution damage, and 1 Dexterity damage immediately (a Fortitude save against your casting DC negates the score losses). All affected targets that fail their Fortitude saving throws become infected with ghoul fever. (See the *Pathfinder Roleplaying Game Bestiary* for details on ghoul fever.)

DEATH'S GATE (EX): At 20th level, your ghoulish nature becomes fully manifest. You no longer have a pulse or a body temperature. You gain immunity to cold, poison, paralysis, and sleep. Ghouls, ghasts and other intelligent undead consider you one of them unless you attack them.

You also gain the stench ability of ghasts (10-foot-radius, DC 15 Fortitude save negates, sickened for 1d6+4 minutes) and the ability to paralyze elves with your bite.

VAMPIRIC SORCERER BLOODLINE

While you don't experience the hunger of a vampire, you do enjoy the undead might provided by a necrotic taint that entered your bloodline sometime in the past.

CLASS SKILL: Perception

BONUS SPELLS: *chill touch* (3rd), *darkness* (5th), *vampiric touch* (7th), *animate dead* (9th), *blight* (11th), *circle of death* (13th), *finger of death* (15th), *symbol of death* (17th), *power word kill* (19th)

BONUS FEATS: Alertness, Combat Casting, Combat Reflexes, Dodge, Eschew Materials, Extend Spell, Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Silent Spell, Still Spell, Toughness

BLOODLINE ARCANA: Whenever you cast a mind-affecting spell, increase the DC +2.

Bloodline Powers

VAMPIRIC TOUCH (SU): At 1st level, you gain a 1d6 slam attack and your touch causes mortal creatures to bleed. This is as the spell, but affects non-dying creatures (1 hp/round until healed or stabilized by the Heal skill). You can use this ability a number of times per day equal to 3 + your Charisma modifier.

You also gain darkvision to 30 feet.

VAMPIRIC POWER (SU): At 3rd level, you gain DR5/silver, resist cold and electricity 10, you no longer have a reflection in a mirror or cast a shadow, and you can use *beast form II* as a spell-like ability (dire rat, dire bat, or wolf) three times per day.

VAMPIRIC SWARM (SU): At 9th level, you can summon rats, bats, or wolves, as per the Children of the Night special attack in the vampire listing in the *Pathfinder Roleplaying Game Bestiary*.

Your darkvision increases to 60 feet.

VAMPIRIC MIST (SU): At 15th level, you gain the ability to assume gaseous form at will as a standard action (caster level 9th), but can

remain gaseous indefinitely with a fly speed of 20' with perfect maneuverability.

DEATH SUPREME (SU): At 20th level, your vampiric nature becomes fully manifest. You no longer have a pulse or a body temperature. You gain DR10/silver, immunity to poison, paralysis, and sleep attacks, as well as fast healing 2. Undead creatures consider you one of their own unless you attack them. You also gain the slam, blood drain, and domination attacks of a true vampire.

WIZARD

CLOCKWORK SCHOOL

The clockworker focuses on the study of combining magic with machines.

CLOCKWORKER'S CHARM (SU): Whenever you cast an *animate construct* spell, increase the duration by a number of rounds equal to ^{1/2} your wizard level (minimum 1). At 20th level, you can change the duration of *animate construct* spells to permanent. You can have no more than one *animate construct* spell made permanent in this way at one time. If you designate another *animate construct* spell as permanent, the previous spell immediately ends.

REPAIRING TOUCH (SP): As a standard action, you can touch a metal object or construct, sealing up rents and bending steel back into place, repairing it for 1d6 points of damage +1 for every 2 wizard levels you have. You may repair up to 1 pound of metal per wizard level. You can do this a number of times per day equal to 3 + your Intelligence modifier.

CLOCKWORK BODY (SP): At 8th level, you can change your body into a construct body for a number of rounds per day equal to your wizard level, gaining +2 natural armor, 1d4+1

temporary hp per wizard level, darkvision 60 feet, and construct traits for the duration of the effect. The metal body adds 60 pounds to your existing weight, reducing movement as per full plate (30-feet movement rate becomes 20 feet; 20-feet movement rate becomes 15 feet), and adds a –6 armor check penalty to Dexterity- and Strength-based skills. The metal does not affect arcane casting. At 12th level, the AC bonus increases to +3 and the temporary hit points increase to 1d6+1 per wizard level.

Illumination School

The illuminationist focuses on the study of combining star and shadow magic.

INSIGHT OF THE STARS (SU): The stars provide you glimpses of fate, granting you a +1 insight bonus to initiative. This bonus



increase by +1 for every five wizard levels you have, to a maximum of +5 at 20th level.

ORB OF LIGHT (SP): As a standard action, you can unleash an orb of light targeting any foe within 30 feet as a ranged touch attack. The orb of light deals 1d6 points of positive energy damage +1 for every two wizard levels you have. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

BEND LIGHT (SP): At 8th level, as a swift action, you can bend the light around your body, causing your opponents to suffer a 50% miss chance as if you had total concealment, for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive. This ability otherwise functions as a *displacement* spell.

NEW SKILLS OF THE CROSSROADS

With a profusion of devices and automatons in the city, it seems that many of the citizens do nothing but wind keys, feed boilers, and repair gears all day long. Most Zobeckers know a thing or two about the gearforged and the automatons that surround them, but real skill is required to make a lasting repair beyond the simple restoration of fuel or resetting of a valve.

Several skills are useful here.

Craft (Clockwork)

This skill operates just like any other Craft skill, but because of the complexity of clockwork devices the DCs start at 10 for the most basic items and skyrocket to 40 or higher to create a gearforged. A clockworker can attempt to create a clockwork item in half the normal amount of time by adding +5 to the DC of the desired item.

Disable Device

This skill allows a character to turn off a clockwork device if he knows the method of its construction and has the proper clockworking tools. For a typical household device, this requires a DC 10 check, while larger and more elaborate devices can have DCs of 30 or higher. Each device is made differently and requires a different check; even those that are superficially similar or made by the same clockworker can be very different on the inside, so a check is needed even in these situations. Using Disable Device in this way requires 1 minute.

Clockworks meant to fight, stand sentry, or otherwise thwart rogues and rascals are very difficult to turn off. For a hardened device meant to evade this sort of tampering, the DC is 20 + CR. Attempting such a check provokes attacks of opportunity and requires the disabling character to succeed on a melee attack. No retry is possible once a construct is aware of such an attempt. Using Disable Device to deactivate a clockwork device requires a full-round action.

Knowledge (Architecture and Engineering)

This skill gains new uses in a city where gearforged and other clockwork devices are common, as shown on the following table.

CHECK DC	TASK
5	Determine mode of power for a clockwork device
10	Restore power from springs or boilers to an immobile clockwork device, or shut it down
15	Repair 1d3 hp damage of an automaton
20	Safely shut down a dangerous clockwork device
25	Determine the maker or workshop that built a clockwork
Varies	Disable a clockwork device, such as a steam gate, lift, or bridge

A character with at least 5 ranks in Knowledge (architecture and engineering) gains a +2 synergy bonus on skill checks involving making, repairing, or disabling Zobeck's many constructs.

Use Magic Device

This skill can be helpful in activating an inactive clockwork device, finding its mode of arcane power (if it has one), and determining how much energy remains in its alchemical or arcane weaponry. It is also the skill used when attempting to trigger the power of a disassembled device.

CHECK DC	TASK
20	Activate clockwork
25	Analyze clockwork power source
30	Trigger disabled device

NEW FEATS AND TRAITS OF THE CROSSROADS

FEATS

Affinity With Air

You gain more advantage with the Air Domain. **PREREQUISITE**: Cleric of Perun

BENEFIT: You gain resist electricity 5 at 1st level.

In addition, when you use a Lightning Arc, you deal 1d6 points of electricity damage + 1 point for every cleric level you have and you can use this ability a number of times per day equal to 4 + your Wisdom modifier.

A Firm Word (Combat)

Your commanding voice snaps listeners to attention. **PREREQUISITES:** Heal 4 Ranks, Diplomatic Strike **BENEFIT:** You can awaken anyone rendered unconscious by nonlethal damage, adjusting his accumulated nonlethal damage total to equal 1 hp less than his current hp. A person awoken in this way gains the benefits of the Alertness feat for 1 minute but is shaken afterward for a number of minutes equal to their Constitution modifier (minimum 1).

Bank Shot (Combat)

Cover is no protection.

PREREQUISITE: Precise Shot

BENEFIT: By taking a –4 penalty to your attack, you can bounce a sling stone off a hard object or armored creature to attack a target behind cover or not in your direct line of sight. A hard object is required for this attack.

Battlefield Scavenger (Combat)

You collect a bit of battlefield debris to aid yourself. **PREREQUISITE**: Combat Expertise **BENEFIT**: You may retrieve an unattended item in a square adjacent to you as a swift action.

NORMAL: Picking up an unattended item is a move action.

Bend Spell (Metamagic)

You direct a spell beyond your direct line of sight.

BENEFIT: You bend a spell once within its standard range to target a creature or point not in your direct line of sight (even if partially obscured). You still require line of effect, and that can be bent as well.

A bent spell uses a spell slot one level higher than the spell's actual level.

Blindsided (Combat)

You know how to instantly attack with a concealed weapon. **PREREQUISITE**: Quick Draw

BENEFIT: You can draw a concealed weapon as a free action. **NORMAL**: Drawing a concealed weapon is a standard action.

Blood of Lada

You carry the blood of the Golden Goddess in your veins. **PREREQUISITE**: This feat must be chosen at 1st level. **BENEFIT**: Three times per day, as a spell-like ability, you can make a touch attack to stabilize any living creature that has -1 or fewer hit points, as per the *stabilize* spell.

Blood of Perun

You carry the blood of the Storm God in your veins. **PREREQUISITE**: This feat must be chosen at 1st level. **BENEFIT**: Three times per day, as a spell-like ability, you can make a touch attack that delivers 1d3 electrical damage.

Born in the Saddle

You have a knack for horsemanship and are considered blessed among the Kariv.

PREREQUISITES: Kariv, Ride 4 ranks, must be taken at 1st level

BENEFIT: Any horse you ride gains a +10 ft. circumstance bonus to its speed while you ride it. In addition, you gain a +2 bonus on Ride checks made when on a horse.

Brutal Brawler (Combat)

Nobody's immune to your powerful fists.

PREREQUISITES: Str 15, BAB +4, Diplomatic Strike **BENEFIT:** You can deal nonlethal damage to opponents normally immune to it. Opponents immune to nonlethal damage are never knocked unconscious, but are staggered as long as their nonlethal damage total exceeds their current hp total.

Caruth Practitioner

You are descended from a long line of crab diviners, or you have been taken in and trained by one. You hear the whisper of Mother Crab, and she guides your path. **PREREQUISITES:** Kariv only (typically female), able to cast *charm person* or *charm animal*, oracle, sorcerer, witch, or wizard level 4, minimum 1 rank in Profession (crab diviner), minimum 2 ranks in Craft (alchemy)

BENEFIT: You receive a +2 bonus circumstance to your Animal Handling skill when dealing with crabs and spiders. With 4-9 ranks in Profession (crab diviner), you can use *speak* with animals 1/day (spiders and crabs only) as a spell-like ability as a caster of your character level. With 10+ ranks in Profession (crab diviner), you can cast divination 1/day (only when practicing Caruth) as a spell-like ability at your character level. **SPECIAL**: With 4-9 ranks in Profession (crab diviner), only yesor-no questions may be directed to the crab. With 10+ ranks in Profession (crab diviner), this is effectively equivalent to a divination spell with a base chance of success of 70% + 1% per rank in Profession (crab diviner). Failure means that the future is clouded or that either the client or the crab diviner has displeased Mother Crab, and she is unwilling to part with her truth.

This success rate is halved (rounded down) if a spider is used, and failure means the spider gives a false prophecy.

A crab diviner must use the proper tools: masterwork dagger (302 gp), ivory comb (400 gp), soothing bowl (priceless, usually from the soothsayer's mentor), polished finger bone (priceless, usually from the diviner's deceased mentor's hand), fine gloves (5 gp), ceremonial ash (priceless), and an alchemical concoction of rock salt and powdered silver (25 gp material cost, consumed with each reading, Craft (alchemy) DC 13 to create). A crab diviner, on average, can earn 100 gp per rank in Profession (crab diviner) per reading, although a host of other factors may influence the price.



Cheap Shot (Combat)

You'll use any underhanded trick to gain an advantage in combat. **BENEFIT**: When you successfully attack an opponent denied his Dexterity bonus to AC, you inflict bonus damage equal to half your base attack bonus (minimum 1). Do not multiply this damage with a critical hit.

Child of the Wander Curse

The Kariv are said to possess an ill luck that brings misfortune to those around them. You seem to embody this aspect of Kariv culture.

PREREQUISITES: Kariv, must be taken at 1st level

BENEFIT: Once per day, you may choose to activate this ability. When you do so, randomly select a single non-Kariv humanoid opponent within 30 feet hostile toward you or any other Kariv. That opponent takes a -1 penalty on all attack rolls made against any Kariv and a -1 penalty on all saving throws for the remainder of the encounter.

SPECIAL: An opponent robbed, cheated, or attacked by a Kariv is immune to the effects of this feat for that encounter.

You may gain this feat multiple times. Each time you do, you may randomly select one additional opponent affected by the -1 penalty, although those victimized by a Kariv remain immune.

Clan Seer

Your visions are stronger, clearer, and more penetrating than those of your peers.

PREREQUISITES: Kariv, divine spellcaster, must be taken at 1st level

BENEFIT: All non-instantaneous, non-permanent divination spells you cast last an additional 3 rounds.

Collapse Crawler

You've crawled out from your fair share of tight spaces. **PREREQUISITES**: Kobold, Dex 15

BENEFIT: You gain a +4 competence bonus to your Escape Artist checks to move through tight spaces, and your required movement time is halved (5 rounds/30 seconds minimum).

Constructs' Bane

To know your own structure is to know that of the enemy, or at least that of some of them.

PREREQUISITE: Gearforged

BENEFIT: You gain a +2 bonus on your Knowledge (arcana) checks related to constructs, and this skill is a class skill for you. You also gain a +1 bonus on your melee and ranged attacks made against constructs.

SPECIAL: These bonuses stack with the Favored Enemy class feature of the ranger.

Crippling Blows (Combat)

You can cause real damage with your fists and feet. **PREREQUISITE**: Heavy Hitter, any non-good alignment **BENEFIT**: You may choose to deal 1d3 ability damage once per day to the ability score of your choice to an opponent if you render him unconscious with nonlethal damage twice within a 24-hour period. Additionally, you gain a +2 morale bonus to Bluff and Intimidate checks and a -2 penalty to Diplomacy checks against the opponent until the ability damage heals. These bonuses stack with Diplomatic Strike.

Diluted Brewing (Item Creation)

You learned to water down your potions, making them weaker and unpredictable but cheaper to brew.

PREREQUISITE: Brew Potion

BENEFIT: A diluted potion costs 30% less to create than a normal potion but doesn't immediately take effect when consumed.

Effects are delayed 1d6 rounds before activating, and any numeric effects are reduced by -1 per die (minimum of 1).

Diplomatic Strike (Combat)

You can blunt your attacks, even with a sharp weapon. **BENEFIT**: You do not suffer penalties to hit when using a weapon that deals lethal damage to deal nonlethal damage instead.

Additionally, you gain a +2 morale bonus to Bluff and Intimidate checks and a -2 penalty to Diplomacy checks against any opponent rendered unconscious by nonlethal damage dealt by you within the last 24 hours.

Echoes of Former Flesh

Your soul-link to your gearforged chassis is so strong it allows you to interact with magics and effects or take feats as if you were still a member of your original race.

PREREQUISITE: Gearforged

BENEFIT: You retain the racial traits of a human along with your gearforged traits.

Echoes of Lives Past

Your memory gears can draw on distant memories of a flesh-andblood life long past.

PREREQUISITE: Gearforged

BENEFIT: You gain a +1 competence bonus on four skills having Intelligence as their key ability, and the selected skills become class skills for you.

SPECIAL: You can take this feat multiple times. Each time you take this feat, it applies to four new skills having Intelligence as their key ability.

Ever-Vigilant

You are seldom welcome where you travel, thus you're always on the lookout for those who might wish you harm.

PREREQUISITE: Kariv

BENEFIT: You gain a +2 bonus on Spot checks and a +1 bonus on initiative rolls.

Eye Gouge (Combat)

You're skilled at blinding opponents. **PREREQUISITE:** Cheap Shot

REREQUISITE: Cheap Shot

BENEFIT: When you successfully attack an opponent denied his Dexterity bonus to AC, you may leave him blinded for 1d4 rounds. A successful Reflex save negates this. The DC of this Reflex save is 10 + your Dexterity bonus + your base attack bonus.



Follow Through (Combat)

In the moment right after your strike, you clip your enemy with your weapon's hilt, a piece of your armor, or maybe just your elbow or knee.

PREREQUISITES: Dex 13, Str 11

BENEFIT: Once per round as part of a full attack action you may deal an opponent you just hit nonlethal damage equal to your Strength modifier.

From The Crucible

You are highly resistant to heat and fire thanks to the alloys that comprise most of your body.

PREREQUISITES: Gearforged, taken at 1st level as gearforged

BENEFIT: You gain DR 2/fire and a +2 bonus on all saves made against fire-based attacks such as a *fireball*.

Fury of Lhasa-Ankar

Lhasa-Ankar is an angel of vengeance. In return for his aid, you agree to seek out and punish the wicked.

PREREQUISITES: Kariv, you must slay someone in single combat who took the life of an innocent

BENEFIT: You gain a +1 bonus on the first attack roll you make in an encounter against an evil creature. You gain this bonus only once per encounter. You gain this bonus every encounter, even if you face the same evil creature in multiple encounters.

In addition, once per day, while in the process of seeking or punishing a wrongdoer, you may smite evil as a paladin of your level. The bonuses from the smite evil stack with the normal bonus of this feat, if appropriate.

Gearforged Utility

A tool of your trade was reborn with you.

PREREQUISITES: Gearforged, must be taken at 1st level as gearforged

BENEFIT: Choose one piece of your starting equipment, a single weapon, your armor, or a shield. This item is of masterwork quality and was forged as part of your body. As such, its weight does not count against your encumbrance. Because it was designed to fit only you, it performs as if broken when used by any other creature.

NOTE: Because this feat allows a character to start with a masterwork item, the GM's permission is needed before selecting Gearforged Utility.

Gorgeous Gearforged

Your entire body is a unique *objet d'art* thanks to acid etchings, gilding patterns, welding techniques, or other features. **PREREQUISITE**: Gearforged

BENEFIT: You gain a +1 bonus to Charisma-based skills. **SPECIAL**: You can take this feat only once and must invest at least 2,500 gp to enhance your whole appearance.

Graft Clockwork (Item Creation)

You can combine the living with the mechanical. **PREREQUISITES**: 5 ranks Heal, 5 ranks Craft (clockwork) **BENEFIT**: You can create clockwork grafts and apply them to other living creatures and yourself. Creating a graft takes 1 day per 1,000 gp in price (see Clockwork Hand in Chapter 8 of the *Zobeck Gazetteer for Pathfinder*).

Haunted Eyes

Faced with persecution and death many times, your eyes reflect what you have endured, and you are the stronger for it. **PREREQUISITE:** Kariv

BENEFIT: You gain a +2 bonus on saving throws made to resist fear or death effects.

Heavy Hitter (Combat)

You hit hard, even with a weak weapon. **PREREQUISITES**: Str 13, Diplomatic Strike.

BENEFIT: You deal double the usual weapon damage when using a weapon that is normally capable of dealing only nonlethal damage. Without a damage penalty, you can use a weapon that normally deals lethal damage to inflict nonlethal damage with a

Sneak Attack. **NORMAL**: Wielders suffer a -4 penalty when attacking for nonlethal damage with a lethal weapon.

Improved Bank Shot

Your trick shots are as good as your straight ones.

PREREQUISITE: Bank Shot

BENEFIT: You make Bank Shot sling attacks without taking a –4 penalty.

Kariv Trick-Riding

As a skilled Kariv rider, you know several trick-riding maneuvers. **PREREQUISITES**: Kariv, Born in the Saddle or Mounted Combat, Ride 5 ranks

BENEFIT: You may use the following abilities, which expand on what you can do using the Ride skill and which require a successful Ride check to perform. Unless otherwise noted, using them requires a standard action.

Concealed Rider (DC 15): By flattening your body and hanging onto the side of your horse, you gain total concealment from all creatures on the other side of the horse. Any attack or spell effect made against you by creatures against which you have concealment instead target your horse. You may make a Stealth check with a –5 penalty to hide from those against whom you have total concealment and make the horse appear riderless.

If you fail the initial Ride check, you fall from your horse and take 1d6 points of damage.

Stirrup-Hang (DC 20): By leaving one leg in a stirrup and hooking the other under the horse, you can reach out from the side of the horse and grab objects or people, extending your reach by 5 feet. If you grab another person's hand, the other person can swing up onto the saddle with you if he succeeds on a DC 15 Acrobatics check.

If you fail the initial Ride check or your target fails his Acrobatics check, you must immediately make another DC 20 Ride check or fall from the horse and take 1d6 points of damage.

Running Remount (DC 25): With a successful Ride check, you can time a leap from your horse to match your horse's gallop and, while maintaining a hold on the saddle, bounce in time to

the gallop and retake your saddle. Using this maneuver, you may make another Ride check, adding a dodge bonus to your AC equal to 1/10th this Ride check result.

If you fail the initial Ride check you fall from your horse and take 1d6 points of damage.

Kobold Trap Crafter

You conceive and install traps in the Kobold Ghetto of Zobeck **PREREQUISITE**: Kobold

BENEFIT: You gain a +4 circumstance bonus on your Craft (alchemy), Craft (carpentry), Craft (stonemasonry), and Craft (traps) skills dealing with traps inside the Kobold Ghetto. You get only a +2 circumstance bonus elsewhere.

Krinomancy

You are a shrive and can determine falsehoods, both spoken and written, made by anyone whose blood you have tasted. On the other hand, you, yourself, cannot lie.

PREREQUISITES: Kariv, Wis 15, must be taken at 1st level **BENEFIT:** You can detect with absolute accuracy any lie told to you or written in your presence by someone whose blood you have tasted within the last year. In effect, you under a constant *discern lies* effect, but it only applies to creatures whose blood you have ingested. This ability does not protect you from any consequence of ingesting a creature's blood (for example, if a creature's blood is poisonous, you suffer the full effects of exposure).

The amount of blood required is minimal, but you cannot ingest it along with any other substance and must be able to taste it for the ability to function. The creature need not willingly give up its blood for you to use it.

SPECIAL: You are incapable of lying, but you may refrain from speaking or leave out parts of the truth that do not turn the truth into a falsehood.

All shrives are hermaphrodites, but many identify more closely with one sex or the other.

Little Nipper

You gain a bite attack. **PREREQUISITES**: Kobold, must be taken at 1st level **BENEFIT**: You gain a bite attack that deals 1d4 +Str modifier.

Low Blow (Combat)

You are a sneaky combatant, skilled at delivering blows beneath the belt.

PREREQUISITE: Cheap Shot

BENEFIT: When you successfully attack an opponent denied his Dexterity bonus to AC, you leave him nauseated for 1d4 rounds. A successful Fortitude save negates this. The DC of this Fortitude save is 10 + your Strength bonus + the damage inflicted.

Martyr of Grajava

Grajava was once a penitent dwarf maiden who died a martyr. Like her, you seek to alleviate the suffering of others. **PREREQUISITES:** Kariv, you must have saved someone from certain death

BENEFIT: Whenever you make a skill check or attack roll to aid another, you gain a +2 bonus on the check or roll.

In addition, after the first time each day you take damage in combat, you gain the ability to lay on hands one time, as a paladin of your level. This can only heal a creature with fewer Hit Dice than you.

Mechanical Universe

You see all the gears and mechanisms of the world as so many challenges.

PREREQUISITE: Gearforged

BENEFIT: You gain a +2 bonus on two of the following skills, chosen in advance: Craft (locks), Craft (traps; mechanical only), Disable Device, Knowledge (engineering), Profession (architect), Profession (engineer), and Profession (siege engineer) checks. **SPECIAL**: You can gain Mechanical Universe multiple times. Each time you take the feat, it applies to two different skills from the list above.

Perform Spell

You are adept at secretly weaving spellcasting into musical performances.

PREREQUISITES: 8 ranks Perform, bardic performance class feature

BENEFIT: You may attempt to disguise your spellcasting as part of a musical performance. You must make an opposed Perform skill check; observers may notice the spellcasting if they make a successful Perception roll against your Perform. If they have 5 or more ranks in Spellcraft, they gain a +2 circumstance bonus to this check. If successful, they notice the casting.

Attacks of opportunity, defensive casting and the rest apply. If not, the source of the spell is not traced back to you—and a spell without a visible form may not be noticed at all.

Polymath

You are learned and wise in many disciplines. **PREREQUISITES:** Int 13+, Wis 13+

BENEFIT: All Knowledge skills are considered class skills for you, and you receive a +1 trait bonus to all Knowledge rolls.

Quiet Spell (Metamagic)

You can cause your spell effects to make no sound whatsoever. **BENEFIT**: A quiet spell is only audible to its targets, or makes no sound if it has no targets. A quiet spell takes up a spell slot one level higher than the spell's actual level.

Run the Ghetto's Gauntlet

You are from the Kobold Ghetto and can easily navigate across a trap-filled terrain.

PREREQUISITES: Kobold, born and raised in the Ghetto **BENEFIT:** You gain a +2 circumstance bonus on your Disable Device and Perception checks made in relation to traps **SPECIAL:** If you also have the feat Kobold Trap Crafter, you gain a +4 circumstance bonus instead.

Rust-Proof Armor

Your body constantly exudes an alchemical oil that acts as an anti-corrosive.

PREREQUISITES: Gearforged, must be taken at 1st level as gearforged

- **BENEFIT:** You gain DR 5/acid and a +2 circumstance bonus on your Escape Artist checks. If you are targeted by a rust monster's antennae or a *rusting grasp* spell, the damage of the attack is reduced by 1d6 hit points.
- **SPECIAL**: Trackers get a +2 circumstance bonus on their Survival checks to find you.

Sacrifice Weapon (Combat)

Your strikes are harder and more vicious, at the cost of your weapon's integrity.

PREREQUISITE: Power Attack

BENEFIT: When you declare you are using this feat, you gain a +2 to your next attack, its damage, and its roll to confirm a critical if you threaten one, but your weapon gains the broken condition. If your weapon already has the broken condition, it is instead destroyed.

Sacrifice Weapon, Greater (Combat)

The larger your weapons are, the more pieces you have to put into people.

PREREQUISITE: Improved Sacrifice Weapon

BENEFIT: Immediately after making an attack using Improved Sacrifice Weapon, you may make a Reflex save (DC 10 + the damage you dealt with the last use of Improved Sacrifice Weapon) to save your weapon. If you succeed, the weapon is not destroyed but retains the broken condition, and it may again be used with Improved Sacrifice Weapon. However, its damage dice are reduced by two steps until repaired. If the weapon's damage dice are reduced to less than 1d4, the weapon is still destroyed.

Sacrifice Weapon, Improved (Combat)

You snap off your weapon's blade inside your opponent, then destroy the hilt by driving its pommel through his head. **PREREQUISITES:** BAB +4, Sacrifice Weapon

BENEFIT: When you successfully use the Sacrifice Weapon feat in an attack, you continue to gain the benefits of that feat if you use the same weapon in your next attack; except that the bonus to damage and roll to confirm a critical are increased by an additional +2 (maximum +4). Your weapon retains the broken condition, and if this attack hits, your weapon is destroyed. If you miss with this weapon or do not use it for your next attack, you lose the benefit of this feat.

Self-Mechanic

Your diligence when it comes to daily maintenance pays off. **PREREQUISITE**: Gearforged

BENEFIT: You gain a number of temporary hit points equal to your level after an uninterrupted daily repair period. You can also use a Knowledge (engineering) check in place of a Heal check when you try to repair yourself or another gearforged.

Sling Anything (Combat)

You can use any on-hand item as a sling projectile. **BENEFIT:** You suffer no penalties when slinging any improvised ammunition. You receive a +1 circumstance attack or defense bonus when slinging splash weapons.



Supplicant of Abraxas

Your quest for forbidden lore and things best left unknown led you into the service of Abraxas, the Whispering Lord. **PREREQUISITES:** Kariv, Linguistics 1 rank, you must divulge a secret to cause harm to someone in your family or clan **BENEFIT:** Choose Knowledge (arcana) or Knowledge (religion) at the time this feat is taken. You gain a +2 bonus on all checks for that skill.

In addition, once per day you can make a Linguistics check with a DC equal to 10 + 1/2 your level. If successful, you gain the following spell-like ability for the next 24 hours: 1/day—*deeper darkness*. The caster level equals one-half your level.

Svarog's Chosen

Svarog grants you abilities to protect and guide your people. **PREREQUISITES:** Kariv, must be taken at 1st level **BENEFIT:** You gain the following spell-like abilities (CL 1st): 1/day—alarm, create water, guidance.

Swift Bypass

You are skilled at disabling traps.

PREREQUISITES: Kobold, trapfinding class feature

BENEFIT: You may disable and bypass simple devices and normal locks as a standard action and complex devices as a full-round action.

NORMAL: Disabling simple devices and locks takes a full-round action and doing so to complex devices takes 1d4 to 2d4 rounds.

Tall Tail (Combat)

You can trip an enemy with your tail. **PREREQUISITE**: Kobold **BENEFIT**: You can attempt to trip an adjacent opponent with your tail in place of a melee attack.

Tithe of Mammon

You seek wealth by whatever means possible, paying homage to Mammon, the Gilded Lord of Avarice.

PREREQUISITES: Kariv, you must acquire at least 300 gp from one person through illegal means

BENEFIT: You gain a +2 bonus on Sleight of Hands checks and a +1 bonus on Appraise checks.

In addition, once per day, you can tithe at least 150 gp of coins, gems, or jewelry acquired through illegal means to Mammon to gain a +1 profane bonus on all attack rolls for 24 hours. **SPECIAL**: You must at all times openly wear jewelry you acquired through illegal means worth at least 150 gp or else lose all benefits of this feat. If you remove this jewelry or it is taken from you, you must illegally acquire different jewelry worth at least 150 gp and openly wear it for at least 24 hours to regain the feat's benefits.

Underhanded Strike (Combat)

Your cheap shots are lethal.

PREREQUISITES: Cheap Shot, base attack bonus +6 **BENEFIT:** When you successfully attack an opponent denied his Dexterity bonus to AC, your attack is considered a critical threat regardless of your die roll.

Urban Spell (Metamagic)

You can modify the damage caused by your spells so they only damage living things.

BENEFIT: An urban spell does no damage to non-living objects. An urban spell takes up a spell slot one level higher than the spell's actual level.

War Daughter

Regardless of your role in society, you know something about war. **PREREQUISITE**: Perunalian woman

BENEFIT: You are proficient with light armor and shields, except the tower shield, and are proficient with four martial weapons of your choice. You gain a +4 circumstance bonus on Profession (soldier) checks and this skill is a class skill for you.

TRAITS

COMBAT TRAITS

Butcher's Son

Not every adventurer comes from an inspiring background. You arose from common stock, but you always ate well, and it shows. Plus you've seen a lot of blood. You gain a +1 trait bonus to your Fortitude save.

Callous Thug

Others were hard on you growing up, and now you make it hard on others. You deal additional damage equal to half your Strength modifier (round up, minimum 1) when inflicting nonlethal damage. This damage is added to the final total and not multiplied on a critical hit. This is a trait-based bonus.

RACE TRAITS

Adamant (Gearforged)

Your crafters made your body more resilient than normal. You gain a +1 bonus to AC.

Friends in Low Places (Kobold)

You grew up in the Kobold Ghetto and know your way around the

Docks. You gain a +1 trait bonus to Diplomacy checks to gather knowledge when in the Kobold Ghetto or Docks area of Zobeck.

Hidden Compartment (Gearforged)

Your body has a secret compartment and you can discretely access it. You can hide an object no bigger than a dagger or wand and gain a +4 circumstance bonus on your Sleight of Hand checks when you draw it from the compartment.

REGIONAL TRAITS

Alley Wise, Ghetto Smart (Zobeck)

You spent your youth in the darker parts of Zobeck, near the Kobold Ghetto. You start play with Draconic as a bonus language and you receive a +2 trait bonus on Diplomacy checks with kobolds. Diplomacy is a class skill for you.

Amazonian Archer (Perunalia)

As a woman of Perunalia, you've held a bow in your hand since you could stand. You gain a +1 trait bonus to ranged attacks with bows. The bow is always a class-allowed weapon for you. This applies to regular and composite versions of the longbow and shortbow.

Amazonian Artisan (Perunalia)

The art of crafting is in your blood. You gain a +1 trait bonus to Craft (bows), Craft (jewelry), and Craft (weapons) checks. Craft (bows, jewelry, and weapons) are class skills for you.

Arcane Apprentice (Zobeck)

You spent time as an apprentice of the Arcane Collegium. Your studies have provided you insight into the fabric of magic. You gain a +1 trait bonus to Knowledge (arcana) and a +1 trait bonus to either Craft (clockwork) or Spellcraft (chosen at the time you gain this trait).

Black Knight (Magdar)

You served as a black knight and are known as a dangerous and fearsome opponent. You gain a +1 trait bonus on Intimidate and Diplomacy checks.

Black Marketeer (Zobeck)

You satisfy the hunger for items that even a trade city like Zobeck finds distasteful. You gain a +1 trait bonus to initiative, and to Appraise and Profession (black marketeer) checks to always stay one step ahead of the authorities.

Cartways Explorer (Zobeck)

You once met lovers or attended secret gatherings in the galleries and tunnels of the Cartways. You gain a +1 trait bonus to both Knowledge (dungeoneering) checks and Knowledge (local) checks involving the Cartways. Knowledge (dungeoneering) is a class skill for you.

Catacomb Crawler (Morgau and Doresh)

Burial places located underground - like catacombs and crypts -

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withhold no secrets from you. You gain a +2 bonus on Knowledge (dungeoneering) and Knowledge (religion) checks.

Chivalrous (Magdar Kingdom)

You were raised on tales of Khors' heroic knights and valiant clerics, and you try to emulate their great deeds. You gain a +1 trait bonus on Diplomacy and Knowledge (history) checks.

Clockworker Apprentice (Zobeck)

You tried life as an apprentice in the Clockworker's Guild. While the guild didn't suit you, you learned the craft. You gain a +1 trait bonus to Disable Device checks involving clockworks and to Craft (clockwork) checks. Disable Device is a class skill for you. This bonus stacks with Clockwork Scholar.

Clothed in a Shroud (Morgau and Doresh)

You have learned to adopt a low profile while living amongst undead by emulating them. You gain a +2 competence bonus on your Bluff and Disguise checks when you imitate an undead creature. These bonuses stack with those of the Deceitful feat.

Court-Born (Magdar)

You know how to behave in the presence of the nobility. You gain a +1 bonus on your Diplomacy and Knowledge (nobility) checks.

Crossroads-Born (Zobeck)

Being a center of trade, Zobeck attracts all sorts, and you've rubbed shoulders with a number of unusual travelers. You begin play speaking one additional language of your choice.

Downhill Charge (Magdar)

Like the other knights and soldiers of the Magdar Kingdom, you're trained to make charges from the rolling hills of your country. When you charge from a higher position, you can move up to three times your speed and attack during the action.

Former Cultist (Zobeck)

You spent some misguided time in one of Zobeck's darker cults. While you've left the cult, you kept your interest in things Man Was Not Meant To Know. You gain a +1 trait bonus to Knowledge (planes) checks and Knowledge (planes) is a class skill for you.

Holy Heart (Morgau and Doresh)

A special blessing has been bestowed on you: undisturbed death. When you die, you can't be animated as an undead and can't become an undead spawn regardless of the circumstances of your death. You cannot acquire an undead template, nor can you have the ghoulish, undead, or vampiric sorcerer bloodlines. You are, though, still subject to *raise dead, reincarnation*, and *resurrection* spells.

Holy Source of Life (Morgau and Doresh)

Holy water is a precious weapon not to be wasted. You gain a +1 bonus to your ranged touch attacks when you use thrown holy

water, and always deal maximum damage (8 points) when you hit your target.

Imperial Experience (Any Crossroads)

A chance encounter with members of the Ghoul Imperium left a mark on you. You gain a +1 trait bonus to Knowledge (religion) and Knowledge (local) checks involving the Empire. Knowledge (religion) is a class skill for you.

Learned Daughter (Perunalia)

You have studied at the Perunalian Academies of Learning. You receive a +1 trait bonus to Knowledge (engineering), Knowledge (geography), and Knowledge (history).

Legion of Lions (Perunalia)

You were trained from a very young age to fight side-by-side with your sister Perunalian soldiers. You gain a +1 dodge bonus to Reflex saves and AC when adjacent to at least two other allies. You do not provoke attacks of opportunity when moving through a threatened square if that square is occupied or adjacent to an ally.

Muscle (Zobeck)

You've spent long hours working for a Zobeckan crime lord, as a guard, bouncer, or low-level enforcer. You're adept at frightening away people and gain a +2 trait bonus on Intimidate checks. Intimidate is a class skill for you.

One of Ours (Zobeck)

You performed simple tasks for one of Zobeck's gangs, such as unloading wagons or rowing a boat. Afterwards, you celebrated with the gang in a public place. You gain +1 to Diplomacy (gather information) checks and +1 to Intimidate. Intimidate is a class skill for you.

Partners in Crime (Zobeck)

You maintain a small circle of close collaborators – just not too close. A group of three to five co-conspirators willingly work with you on nearly any job. They aren't followers or henchmen, but you can count on them to follow the Thieves' Code, to help out in a pinch, and to keep your secrets – for the most part. (Prerequisite: Thick as Thieves)

Raised on the Argent (Zobeck, Perunalia)

You grew up around the River Argent, and you are comfortable on all sorts of watercraft. You gain a +1 trait bonus to both Acrobatics checks for balance and Profession (sailor) checks. Acrobatics is a class skill for you.

Regal Daughter (Perunalia)

You inherited your mother's title and know much about court and political intrigues in Perunalia. You gain a +1 trait bonus on your Diplomacy, Knowledge (nobility), and Sense Motive checks.

Riot Rouser (Zobeck)

Bar brawls, political protests, and street fights are seldom man-toman. You learned how to start and finish them. You gain a +1 trait bonus to Bluff and Intimidate checks when influencing a crowd. Either Bluff or Intimidate (your choice when the trait is taken) is a class skill for you.

Squire of the Griffon Knights (Zobeck)

You either are a Griffon Knight or spent considerable time training to be one. Your eyes are keen and your riding skills are advanced. You gain a +1 trait bonus to Perception and a +1 trait bonus to your Ride. Ride is a class skill for you.

Thick as Thieves (Zobeck)

You spend a lot of social time with criminal elements. You gain a +1 bonus to Bluff checks and a +1 bonus to Knowledge (local) checks. Any government authority figure you interact with has a starting demeanor of unfriendly rather than indifferent.

Trade Daughter (Perunalia)

Your family plied the trade routes with you in tow, and you learned the game of trade. You gain a +1 trait bonus to all Appraise, Bluff, and Sense Motive checks related to trade.



Trained in the Old Ways (Zobeck or Morgau and Doresh)

Born and bred in the Margreve Forest, you know the old ways of that place. You gain a +1 trait bonus to both Knowledge (nature) checks and Survival checks involving the Margreve. Survival is a class skill for you.

Vigilante (Zobeck)

You are a former member or associate of the Spyglass Guild, trained in skullduggery. You gain a +1 trait bonus to Perception or Stealth. Stealth is a class skill for you.

Wagon Warrior (Magdar)

A lifetime on the wagons has taught you how to use them to good effect. When you fight from a war wagon, you gain a +1 circumstance bonus on both your melee and ranged attacks. The melee bonus provided by this feat stacks with the +1 attack roll modifier gained when the attacker is on higher ground, if applicable.

War Wagon Teamster (Magdar)

You drive a war wagon and must keep the vehicle functional and the animals that haul it in good health. You gain a +2 circumstance bonus on the following skills: Craft (carpentry), Craft (leatherworking), Handle Animal, Heal (draft animals only), and Profession (driver) checks related to war wagons and their animals.

White Knight (Magdar)

You have traveled the world as a knight-errand in search of adventure. You gain a +2 trait bonus to one of the following: Knowledge (geography), Knowledge (local), or Knowledge (nobility) checks. Your chosen skill (picked when you take this trait) is a class skill for you.

RELIGION TRAITS

All Flesh Fails (Marena)

You are a member of the Cult of Marena. Your sensuality attracts others, providing a +1 trait bonus to Diplomacy. Your vast knowledge of the flesh grants a +1 trait bonus to Healing checks. Healing and Diplomacy are class skills for you.

Anvil Pilgrim (Volund)

You are dedicated to your craft. Choose one of the following skills at the time the trait is taken: Craft (armor), Craft (weapons), or Craft (blacksmith). You gain a +2 trait bonus to the selected skill, and it is a class skill for you.

Clockwork Scholar (Rava)

You are a hard-working follower of the Gear Goddess. You gain a +2 trait bonus to Diplomacy checks with gearforged and constructs. Gain a +1 trait bonus to Profession (scribe) or to any one Craft skill (chosen when the trait is taken).

Cultist of St. Charon

You dedicated yourself to the destruction of undead. You gain +1 to all attacks and damage against undead. Knowledge (religion) is a class skill for you.

Devotee of St. Helba

The exorcist of House Stross has taught you of freedom, nobility, and the dangers of devils. Choose two of the following skills: Escape Artist, Knowledge (nobility), and Knowledge (the Planes). You gain a +1 trait bonus to those two skills and one is always a class skill for you.

Devotee of St. Piran

Your service to the King of Kobolds has familiarized you with his domain. You gain the the Stonecunning trait (found in the dwarf racial description in the *Pathfinder Roleplaying Game Core Rulebook*), but only in areas of natural, unworked stone, such as in caves or mines. If you already have the Stonecunning trait, increase its range by 5 feet.

Green Harvester (Porevit and Yarila)

You participate in the harvest every year. You gain a +1 trait bonus to Knowledge (nature) and Profession (farmer) checks. One of these skills (your choice) is a class skill for you.

Mark of Rava

You can feel the warp and weft of the world's fabric, and understand both its mundane and magical workings. You gain a +1 trait bonus to Knowledge (engineering) and Knowledge (arcana) checks, and one of these skills (your choice) is a class skill for you.

Merciful Patron (Lada)

You trained at Lada's healing school. You gain a +1 trait bonus to Heal checks and begin play with a masterwork healer's kit. Heal is a class skill for you.

Red Bull (Perun)

You yearn for action and keep your martial skills honed. You gain a +1 trait bonus to initiative and a +1 trait bonus to starting hit points.

EQUIPMENT

DWARVEN WEAPONS

In addition to the urgrosh and dwarven waraxe, dwarves of the Cantons and far north developed two other specialized weapons: the Nordmansch greataxe and Tijino poleax. They also adopted the estoc, a weapon developed in Vael Turog and Balinor.

Estoc

A hand-and-a-half weapon designed to pierce heavy armor and sharpened only at its tip, an estoc looks like a 4-foot long sword, sometimes with a second crossguard to optimize leverage and maximize hand protection. It is said to have been used first by the knights of Vael Turog and Balinor against the elves, but now is used by dwarven mercenaries and human knights who expect to fight other heavily armored warriors. Its anti-armor properties make it popular with monster hunters and dragon slayers as well.

Nordmansch Greataxe

The Nordmansch greataxe likely originated with the foresters and lumberjacks of the Ordenn Forest, who found a secret way of making axe heads they continue to keep secret. The Nordmansch now make more axes than their woodsmen really need.

The Nordmansch greataxe is a two-handed weapon built to sunder other weapons. Its edge is hardened especially for this purpose, and its haft is set with trapping prongs to catch and hold a foe's weapon.

If the wielder has the Improved Sunder feat, the Nordmansch greataxe provides a +2 circumstance bonus on all sunder attempts, in addition to the usual +4 for using a two-handed slashing weapon in a sunder attempt.

Tijino Poleax

The Tijino poleax bears a long axe blade in front, with a long, looping backhook designed to unhorse riders. The Tijino poleax has reach; users can strike opponents 10 feet away with it, but cannot use it against adjacent foes.

When a Tijino poleax strikes a mounted rider, the rider must immediately make a DC 25 Ride check or fall from his mount. Even

Dwarven Weapons

Martial Melee Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Туре	Special	
Poleax, Tijino*	25 gp	2d4	2d6	×3		12 lbs.	Slashing	two-handed	
Exotic Melee Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Туре	Special	
Estoc	40 gp	1d8	1d10	×2	Ē	3 lbs.	Piercing	armor-piercing, hand-and- a-half	
Greataxe, Nordmansch	50 gp	1d10	1d12	×3	-	8 lbs.	Slashing	two-handed	

* Reach weapon

ARMOR-PIERCING: When you wield an armor-piercing weapon in two hands, you may treat an opponent's armor bonus or natural armor bonus as if it were 1 lower (to a minimum of a +0 AC bonus).

HAND-AND-A-HALF: Hand-and-a-half weapons are too large to use in one hand without special training, making them exotic weapons. You may also use one as if it were a two-handed martial weapon.

if he succeeds, he suffers a -5 penalty on all other Ride checks until the beginning of his next turn.

A Tijino poleax can be used to make trip attacks. If the wielder is tripped during his own trip attempt, he can drop the Tijino poleax to avoid being tripped.

GANG WEAPONS

The various gangs and criminal rings have access to fine weaponry in a city as filled with forges as Zobeck, and they have invented some odd weapons of their own.

Kariv Switchpikes

The Kariv are notorious for developing and using a type of telescoping spear, up to 3 feet long when collapsed. Also called spikes, these metal rods can be used as large switchblades; one end unsheathes a spring-loaded blade with a simple twist, allowing the rod to be used as a shortspear, an unexpected and deadly blade in close quarters. By twisting the opposite end, the rod fully telescopes and becomes an even deadlier weapon, somewhat like a longspear.

These switchpikes are easily concealed and are thus perfect for less-than-legal Kariv activities. "Got spiked" has become a common slang term in the poorer areas of Zobeck, referring to the Kariv tendency to stab first in any disagreement and ask questions later.

Young Kariv men (who like to show off) often use an especially large version of the pike. These are usually not terribly effective in tight city streets, but it is a matter of status and looks, so functionality rarely enters into it.

Use of the switchpike requires an Exotic Weapon Proficiency.

Kobold Picks

Kobold mining picks find a surprising amount of use outside the silver mines of the Margreve Forest, as they are small, sharp, and rather quiet.

While some consider them inferior weapons because of the unbalanced weight (an advantage while mining), they have compensating virtues.

Their ubiquity means that killers who use them are untraceable; there are thousands of the things in every mining camp. Human and dwarven thugs sometimes leave a kobold pick at the scene of a murder, to throw the Watch off the scent.

Rat Poniard

These parrying daggers are made for very small hands and are said to have first been made for the Mouse King's court, although they have since become common eating utensils among kobolds. Many have hollow handles to allow them to deliver poison, providing a +2 equipment bonus to poison checks.

Spyglass Scorcher

This odd weapon requires a large supply of alchemical fire, which is projected from a nozzle and hose that connects to a glass or ceramic jar. The Spyglass Guild has one as a gift from the Collegium's alchemists, but few others even know what it does, and it is rarely used within the city walls except in urgent cases. Using it requires two hands, and it can be filled with up to five 1-round bursts of an especially volatile alchemical fire. Unlike throwing a vial of alchemical fire, though, the nozzle makes it easier to direct the flames, and only a touch attack is required to hit.

A full fuel charge costs 150 gp and consists of five bursts. Refilling the tank requires two full-round actions.

The nozzle and hose can be used as an improvised club. The ceramic tank, though, can be easily broken. It has hardness 2 and 4 hit points, and if it's shattered, the wearer takes all damage from whatever alchemical fire remains within the tank as a single attack.

MUNDANE ITEMS

Alchemical Smoke Bomb

This fist-size ceramic orb contains a mixture of volatile chemicals that, on contact with air, forms a dense smoke that covers a 10-foot square area. This smoke blocks vision beyond 5 feet, blocks line of sight, and grants concealment. Specialized versions of smoke bombs exist that include poisonous or acidic fumes. Smoke bombs can be thrown with a range increment of 10 feet. **PRICE:** 12 gp

Clockwork Caltrops

Clockwork caltrops resemble and work like regular caltrops with the following exceptions. A 2-pound bag of clockwork caltrops covers a 10-foot square area because they hop and move about erratically for 5 rounds once activated. Because of their

Gang Weapons

Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Туре	Special
Switchpike, blade	120 gp	1d4	1d6	19-20, ×2	-	10 lbs.	Slashing	-
Switchpike, telescoped*	_	1d6	1d8	×3	-	-248	Piercing	two-handed
Kobold Pick	12 gp	1d6	1d8	×4	-	4 lbs.	Piercing	two-handed
Rat Poniard	4 gp	1d2 (T)	1d3 (S)	18-20, ×3	_	1 lb.	Piercing	_
Spyglass Scorcher	1,250 gp +fuel	2d6+1d6 next round	12	×2	10 ft.	12 lbs.	Fire	two-handed
* A fully extended switchpike is a reach weapon, and it can be braced to deal double damage against a charging opponent.								

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movement, a creature must move at quarter speed or less to pick its way through a bed of clockwork caltrops without risking injury. Clockwork caltrops can be wound as part of a move action as long as the user has one hand free to shake their bag vigorously. **PRICE**: 25 gp

NARCOTICS

The following narcotics can be purchased on the black market or in back alleys and tavern back rooms.

Akiri Blossom

TYPE poison (drug), ingested; SAVE Fortitude DC 13 ONSET 1 minute; FREQUENCY — ADDICTION Fortitude DC 12; WITHDRAWAL –1 to all Int- and Wis-based skills EFFECT Subject dreams awake for 4d6 minutes; CURE two consecutive saves

PRICE 20 gp

A bitter-sweet hallucinogenic powder mixed into teas or other beverages. Once you ingest akiri blossom, you drift off into a dream state while awake. If you have the ability to foresee the future (e.g., if you have the Caruth Practitioner feat), you gain bonuses equivalent to +4 Insight on any skills-based checks in regard to divining or +20% to any divination percentage-based rolls to your ability while under the drug's effects. If not, there is a 10% chance of viewing a dream of relevance to your future (the GM should make this roll in secret), although some type of dream takes place regardless.

When the dreams wear off, you experience euphoria for 30 minutes thereafter.

Akiri blossom is the drug of choice for the Kariv, who use it in many of their rituals. Wealthy non-Kariv partake of it as well, and it has a strong presence in many of the salons.

CONSTRUCTION

REQUIREMENTS Craft (alchemy), akiri flower blossoms; **Cost** 10 gp

Requiem

Requiem is a potent and highly addictive drug, giving users visions of the dead. It comes in two varieties: clay and bliss.

Requiem Clay

TYPE poison (drug), inhaled; **SAVE** Fortitude **DC** 13 **ONSET** 1 minute; **FREQUENCY** —

ADDICTION Fortitude DC 13 +1/question asked;

WITHDRAWAL cumulative –2 penalty to all saving throws, attacks, ability checks, and skill checks

EFFECT speak with dead, nonlethal damage, see text; **CURE** remove disease, heal, or two consecutive saves

PRICE 750 gp

Made from death's head mushrooms and various other unsavory components, this potent and highly addictive euphoric drug gives users visions of the dead. (Unwilling users can make a DC 13 save to avoid effects.)

Upon smoking requiem clay, you summon the spirit of a single deceased person that you personally knew in life. The spirit's image is visible, and its voice can be heard in whispers, but it cannot touch you.

You are granted the benefits of a *speak with dead* spell and may ask 10 questions. The spirit cannot refuse to answer your questions, but it may attempt to deceive using Bluff. The spirit receives a +3 bonus to any Bluff checks.

Afterwards, you suffer 2 hp of nonlethal damage per question asked and must make a Fortitude save (DC 13 +1/question asked) or become addicted to the drug. Once addicted, each week that requiem clay is not smoked, you suffer a cumulative -2 penalty to all saving throws, attacks rolls, ability checks, and skill checks. Smoking either requiem bliss or requiem clay eliminates all accumulated penalties from abstaining. Breaking the addiction requires a *remove disease* or *heal* spell or abstaining at least two weeks with a DC 20 Will save at the end of each week. Two consecutive successful saving throws are necessary to break the addiction through abstinence.

CONSTRUCTION

REQUIREMENTS Craft (alchemy), cremated ashes of a sentient being, *speak with dead*; Cost 375 gp

Requiem Bliss

TYPE poison (drug), inhaled; **SAVE** Fortitude **DC** 15 **ONSET** 1 minute; **FREQUENCY** —

ADDICTION Fortitude **DC** 15 + 1/question asked;

WITHDRAWAL cumulative –3 penalty to all saving throws, attack rolls, ability checks, and skill checks

EFFECT *speak with dead, contact other plane*, nonlethal damage, see text; **CURE** *remove disease, heal*, or three consecutive saves **PRICE** 4,500 gp

Made from death's head mushrooms and various other unsavory components, this more potent and addictive form of the requiem drug gives users visions of the dead. (Unwilling users can make a DC 15 save to avoid effects.)

By smoking requiem bliss, you summon the spirit of a single deceased person whose name you know. The spirit takes on the physical characteristics it had in life and may actually touch you, though it may not harm you.

You are granted the benefits of a *speak with dead* spell (CL 10th), and the spirit may not lie. Additionally, you are simultaneously granted the benefit of the *contact other plane* spell (Outer Plane, greater deity option), as the summoned spirit consults with others and relates information about a single question that would otherwise be unknown to it.

Afterwards, you suffer 3 hp of nonlethal damage per question asked and must make a Fortitude save (DC 15 +1/question asked) or become addicted to the drug. Once addicted, each week that requiem bliss is not smoked, you suffer a cumulative -3 penalty to all saving throws, attack rolls, ability checks, and skill checks. Smoking either requiem bliss or requiem clay eliminates all accumulated penalties from abstaining. Breaking the addiction requires a *remove disease* or *heal* spell or abstaining for at least three weeks with a DC 20 Will save at the end of each week. Three consecutive successful saving throws are necessary to break the addiction through abstinence.

CONSTRUCTION

REQUIREMENTS Craft (alchemy), cremated ashes of a sentient being, crushed pearl, *speak with dead, contact other plane*; **Cost** 2,250 gp

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