

Player's Guide to the

PG 5

Rothernian Plains



Pathfinder
ROLEPLAYING GAME COMPATIBLE

MIDGARDTM
Campaign Setting

Player's Guide to the

Rothenian Plains

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Inhabitants of the Rothenian Plains



Life is harsh on the Rothenian Plains, where the landscape is bleak and only the wind is truly free. Throughout the plains' rolling, endless grasslands, bands of Kariv nomads sidle and dance near their gaudy tabors—or wagons—while working their mysterious wanderers' magic. Meanwhile, bands of fierce centaurs and unruly Khazzaki humans seek easy prey, plunder, and glory. And in the tallest grasses lurk the windrunners—the mysterious, wild steppe elves who are steely-eyed archers of the deadliest sort.

The region's few cities—as well fortified as they are—are hostile to the region's numerous nomads but friendly to mercenaries, as protection from the plains' many threats never comes free. Outside of the plains' settlements, robber-barons command the river-roads, and the gnomes of Niemheim make bloody sacrifices to please the Eleven Hells' lords.

Similarly, the mysterious Master of Demon Mountain and his debauched tiefling offspring lie coiled

in wait, playing long games of conspiracy. The huginn raven-folk also wander these lands, trading secrets for gold and more secrets. All the while, Baba Yaga plays khans, kings, and tsars against one another. She becomes their friend for a month or a year and then becomes a bitter foe.

Each spring—or war season, as these hardy folks call it—hordes of humans, elves, and centaurs gallop forth from the endless steppes in renewed quests to wrest gold and glory from the lowlands' cowering cities and petty kings. These war bands and plundering armies fearlessly assault nearly any target, from the dark covens of Morgau to the archers of Perunalia to the Krakovan cavalry. Glory is worth everything to the Rothenian Plains' warriors, even if it costs them their lives.

For those who dare to brave this region, the Rothenian Plains hold untold secrets. In the summers, the scent of wild lavender and thyme wafts from the steppes, and the golden grasses encourage horses to carry

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riders to their glory—or their doom. In the dead of winter, when these lands lie beneath pure-white quilts of snow, few dare to venture far from their sturdy tents and welcoming fires.

The proud peoples of the plains wander the horizon and hold tight to their freedoms with bold hearts, cold steel, and hot magic close at hand. Kariv mysteries, centaur magic, and the finest elvish bows await characters who are strong and daring enough to grasp at destiny in the Rothenian Plains.

Centaur of the Rothenian Plains

Rothenian centaurs are true nomads. They roam free on the hills and high meadows during the summer. In the winter, they return to the lower steppes, where the lure of rustling, banditry, and raiding is strong. Most scholars divide Rothenian centaurs into subgroups, which include the barbarian tribes that live free in the eastern grasslands and those who serve as well-paid shock troops and cavalry in the human wars to the west.

Centaur Alternate Racial Traits

At the GM's discretion, the following centaur racial traits may be used instead of existing racial traits.

Blood-Poison Use: Many centaurs are trained in the use of centaur poisons. These centaurs cannot accidentally poison themselves when applying

centaur poisons to spears, lances, or arrows. This racial trait replaces centaur warrior.

Eat Anything: Centaur tribes must sometimes resort to scavenging, and they eat weeds, vermin, and carrion. Centaurs from these tribes gain a +4 racial bonus on Survival checks when foraging for food and to resist or recover from the sickened or nauseated conditions. This racial trait replaces centaur combat.

Hazar Breed: Despite their hoofed feet, some centaurs are exceptionally fast. These centaurs gain 5 ft. to their speed (making their base speed 45 ft.). This racial trait replaces skilled.

Korfesh Breed: Rather than being fast gallopers, some centaurs are burly and sturdy. When determining encumbrance (*Pathfinder RPG Core Rulebook* Additional Rules), these centaurs are treated as if their Strength is 4 points higher. This racial trait replaces fast speed.

One with the Plains: Some centaurs feel a particularly strong connection to the plains. They gain a +2 racial bonus to all Survival and Knowledge (local) checks made while in the Rothenian Plains. In addition, one of these is a class skill. This racial trait replaces skilled.

Son of Sky, Daughter of Earth: Some centaurs find that their connection to the plains manifests itself in an aptitude for nature and caregiving. These centaurs gain a +2 racial bonus to Heal and Knowledge (nature) checks made in the Rothenian Plains. In addition, one of these is a class skill. This racial trait replaces skilled.

Centaur Racial Traits

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

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

Centaur: Centaurs are humanoids with the centaur subtype.

Large: Centaurs are considered Large creatures. They suffer a –1 racial penalty on AC for size, but they gain a +1 racial bonus to their CMD/CMB.

Fast Speed: Centaurs have a base speed of 40 ft.

Darkvision: Centaurs can see in the dark up to 60 ft.

Centaur Combat: Centaurs gain Run as a bonus feat. They are considered to have Mounted Combat as a bonus feat, but only as a prerequisite to advanced

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

Centaur Warrior: Centaurs gain a +2 racial bonus to Ride checks as well as attack rolls made while charging.

Quadruped: Centaurs gain a +4 racial bonus to their CMD defending against trip combat maneuvers. They also suffer a –4 racial penalty to all Stealth checks due to their size and indelicate hooves.

Skilled: Centaurs gain a +2 racial bonus to all Heal and Craft (bows) checks.

Languages: Centaurs begin play speaking Centaur and the Trade Tongue. Centaurs with high Intelligence scores can also choose from the following: Dwarven, Elven, Gnomish, or Tengu.

Huginn of the Rothenian Plains

The huginn, or raven-folk, are the children of Wotan, God of the Runes, and they are his chosen ones—birdlike, swift, and wise. Female huginn (pronounced HOO-gen) are slightly larger than males; otherwise, their height and build corresponds with that of most humans. Huginn coloration is almost always some variation of black, from dull charcoal to matte black to glossy obsidian to even a rare bluish-black. Some huginn enjoy creating a personal style by bleaching or dying their plumage. Huginns' pointed beaks often vary wildly in color from ivory to yellow to black. Although rare, some huginn beaks are black with a red or red-orange streak.

Huginn are often seen on Midgard's roads as the creatures move from place to place, trading information or helping to hatch plots. Huginn are widely viewed as deceitful spies, informers, thieves, and troublemakers in Midgard. When huginn swear a public or sacred oath, though, they abide by it religiously. Many avoid the Far West, but they are most honored in Nuria Natal, where they serve in the temples of Horus as sworn guardians, assassins, and oracles.

Considered scoundrels and not entirely welcome anywhere, huginn possess a homeland that is rumored to be in Beldestan to the East, on a branch of Wotan's World Tree in the North, or on a high cliff of Horus' hidden temple in the South, depending on which member of the raven-folk you ask and when.



Huginn Racial Traits

+2 Dexterity, +2 Wisdom, and -2 Constitution:

Huginn are fast and observant, but they are relatively fragile.

Huginn: Huginn are humanoids with the huginn subtype.

Medium: Huginn are Medium creatures and receive no bonuses or penalties due to their size.

Normal Speed: Huginn have a base speed of 30 ft.

Senses: Huginn have low-light vision.

Sneaky: Huginn gain a +2 racial bonus on Perception and Stealth checks.

Gifted Linguist: Huginn gain a +4 racial bonus on Linguistics checks.

Sword-trained: Huginn are trained from birth in swordplay. As a result, they are automatically proficient with greatswords, longswords, and short swords.

Natural Weapon: A huginn has a bite attack that deals 1d3 hp piercing damage.

Languages: Huginn begin play speaking Trade Tongue and Huginn Speech. Huginn Speech—a language of caws, keenings, and high-pitched cries—is surprisingly stable, and the huginn of the North can communicate easily with their paler Heru cousins in Nuria Natal. In the North, Huginn Speech is often used as a thieves' cant; these huginn can make a DC 15 Perform check to mask their speech as a bird's song. Huginn with high Intelligence scores can choose any languages they want (except for secret languages, such as Druidic).

The huginn have small settlements in Trollheim, Vidim, Domovogrod, Nuria Natal, and the Dragon Empire—and a tiny one in the Free City of Zobeck. None of these settlements are large, for the feathered huginn are scattered to the winds and have accumulated in the rocky corners of the world. The only significant settlement of huginn in the North is in the Kingdom of Vidim—or the notorious “Kingdom of Ravens”—where a huginn Mistress of Whispers has the ear of the pliable Tsar of Vidim, and where huginn warriors ride side-by-side with the boyar (cavalier-knights) of Vidim.

Huginn Alternate Racial Traits

At the GM's discretion, the following huginn racial traits may be used instead of existing racial traits.

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Edgeborn: While all huginn are comfortable with swords, some are especially talented. These huginn may pick one particular type of sword (longsword, shortsword, kukri, etc.). They receive a +1 racial bonus to confirm critical hits. This racial trait replaces natural weapon.

Gifted Vocalist: Some huginn are particularly nimble and clever when speaking. These huginn gain a +2 to Bluff and Disguise checks made to deceive someone while they are in costume or unseen, as well as when they make Perform (oratory) checks. In addition, Disguise is always a class skill. This racial trait replaces sneaky.

Look at the Shiny: Some huginn are adept at subterfuge and misdirection. These huginn gain a +2 racial bonus to Bluff and Sleight of Hand checks. One of these is always a class skill. This racial trait replaces sneaky.

Wotan-blessed: Some huginn seem to have an instinctive sense for the flow of the fates. Once per day, these huginn may choose to add +1 to a roll in order to make a check or attack a success; the huginn may apply this bonus after the die roll is made. In addition, though, these huginn always possess one eye that is a disconcerting, milky white, giving the huginn a –1 penalty to all ranged attack rolls. This racial trait replaces sneaky.

The Wandering Kariv

The Wandering Realm of the Kariv is the wide swath of land where these nomadic people's wagons roll and where their sheep and ponies graze. Each year, a few great Kariv stand out among the gatherings of the wagons, and these celebrated few are hailed as the Kariv's kings and queens. Karivian "politics" are much like the people's famed dances: They are flashy, boisterous, loud, and often involve violence and steel. Their gatherings are complex and inscrutable to outsiders.

When Kariv individuals vie for power, a bolder, slyer, or more charismatic contender sometimes unseats the current monarch. Victory by youth and strength over the cunning of elders, however, is never assured. Some of the most cherished Kariv tales tell of King Jarek, the graybeard who outwitted his loud, strutting rival, Prince Isak. For his part, Prince Isak was known as a "wise fool," but nonetheless Kariv storytellers love to tell tales about him.

The Kariv's famed Wander Curse, strangely, is a burden these people seem to bear lightly. After all, are they not beautiful dancers? Does not their laughter echo loudly off the walls of lesser, settled folk? Are they not

the cleverest of horse-traders and the boldest of lovers? To outsiders, all these things are true.

Yet, when the fires die down to glowing coals and the shadows crowd into the narrow corners of their tabors, the Kariv show their darker sides. Kariv lads and lasses drink, whore, and gamble as if they are drunken soldiers expecting to fall in battle. They often take chances and offer dares that seem suicidal to outsiders. They cheat and lie to the *gadscho* ("others," also called *dech* among the Eastern clans) simply because they are not Kariv, or blood-kin. The Kariv believe outsiders are sheep to be fleeced.

The Kariv travel because they must. Before a new season turns, no matter how sweet the pastures or how warm the feather beds of a friendly farmwife, they move on. Some scholars say their curse is from the Green Gods and is the result of a Kariv king's betrayal of an oath to Yarila and Porevit. Others claim that it is the result of a bad bargain struck with Baba Yaga. Perhaps it is both; Kariv storytellers disagree on the details and never discuss them with outsiders.

What is known is that Kariv men and women who do not pull up stakes and move at least a few days' ride every few months become infertile, and as such, their lines end. The oracular matriarchs of the proud Kariv cannot abide the thought of their lineage ending so ignominiously. Vain, doting Kariv fathers and strict, loving Kariv mothers all wish for their children's children to learn the dances, songs, and tales of their proud people. So the Kariv live on the road. They dance, sing, love—and despair.

Kariv Alternate (Human) Racial Traits

At the GM's discretion, the following human racial traits may be used for Kariv characters instead of humans' existing racial traits.

Charm of Isak: Some Kariv are incredibly gifted braggarts. These Kariv add one-half of their level (minimum one) to all Bluff checks. This racial trait replaces skilled.

Cunning of Jarek: Stealing is a fact of life for many Kariv. These Kariv add one-half of their level (minimum one) to all Sleight of Hand checks. This racial trait replaces skilled.

Eyes of Dakat: Many Kariv can size up the worth of trade goods with just a glance. These Kariv add one-half of their level (minimum one) to all Appraise checks. This racial trait replaces skilled.

Fire of Lovari: Some Kariv are naturally talented in the trades. These Kariv add one-half of their level (minimum one) to a Craft or Profession skill of their



choice. This is always a class skill. These Kariv also gain a +1 racial bonus to all saves against damage, spells, and effects with the fire subtype or keyword. This racial trait replaces bonus feat.

Vision of Merceri: Many mysterious Kariv can see deeper into the misty realm of the unknown than others. These Kariv gain a +2 racial bonus to all divination checks, and they may ask one additional question, as applicable. This racial trait replaces bonus feat.

The Khazzaki Raiders

The Rothenian Plains are filled with many other human nomads that are not Kariv, and most are Khazzaki. They are followers of Svarog and Perun; Svarog is their patron, the Giver of Horses, but Perun leads them to war, plunder, and glory. Their “cities” are built from wheels, canvas, rope, and horseflesh. Their temporal master, the Great Khan of the Khazzaki, rules from *Misto Kolis*, or the “City of Wheels.” His nation’s borders stretch wherever the Khazzaki roam, from the Cloudwall foothills to the misty borders of Far Cathay. The riders, tribes, and khans of the Khazzaki are a mixed lot.

They are adventurers and raiders, Kariv and centaur, for anyone who swears fealty to the Khan is welcome in Khazzaki tents. The Khazzaki, despite their meager possessions—perhaps because of them—are known as gracious and welcoming hosts in the depths of winter or even in the midst of roaring war.

The northwestern sections of the Khazzaki plains, which border the Nieder Straits, are known in Khazzaki as Rhos Khurgan, or the “Land of the Red Mounds.” This name reflects the fact that the Khazzaki pour libations of blood and wine over ancient barrows, where they honor their legendary heroes and their patron-god, Svarog.

The southern and easternmost sections of the Rothenian Plains are a larger region where the Khazzaki come to get away from the “settled” region of Rhos Khurgan. The open lands of the Khanate include a few small taiga forests, many rolling hills, gently sweeping rivers, and an endless supply of horse grass. They end at the foothills of the Dragoncoil Mountains, where the Mharoti city of Kaa’nesh is the home of numerous ogres and dragonkin, who both despise and fear the fierce Khazzak raiders and their allies.

Khazzaki Alternate (Human) Racial Traits

At the GM’s discretion, the following human racial traits may be used for Khazzaki characters instead of existing racial traits.



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Centaur Friend: Some Khazzaki are raised among centaurs, and they have gained much wisdom from them. These Khazzaki add one-half of their level (minimum one) to all Heal and Knowledge (nature) checks. This racial trait replaces skilled.

Demon Fighter: A fierce Khazzaki tribe is dedicated to fighting the machinations of the Master of Demon Mountain and Baba Yaga. Members of this tribe add one-half of their level (minimum one) to all melee damage made against native outsiders and creatures of the infernal or abyssal subtypes. This damage is not multiplied with critical hits, charges, or sneak attacks, but it is added after all other bonuses and multipliers. If these Khazzaki are spellcasters, they add the damage to spells that inflict damage against these creatures instead. They also gain a +2 trait bonus to all Bluff and Sense Motive checks made against these types of creatures. This racial trait replaces skilled.

Elf Friend: Some Khazzaki are raised among the windrunner elves, who impart much of their knowledge to these humans. Such Khazzaki add one-half of their level (minimum one) to all Survival and Craft (bows) checks. This racial trait replaces skilled.

Khazzaki Outrider: Certain Khazzaki were born to sit in a saddle. These Khazzaki add one-half of their level (minimum one) to all Ride checks, as well as to all Survival checks made while on the Rothenian Plains or steppes. Ride is always a class skill. This racial trait replaces skilled.

Soul of the Horse: Some Khazzaki have a special bond with the horses and ponies that are the center of their people's culture. These Khazzaki add one-half of their level (minimum one) to all Ride checks, as well as to all Handle Animal checks made for horses, ponies, and other common mounts (such as camels). One of these is always a class skill. This racial trait replaces skilled.

The Windrunner Elves

The windrunner—or dry grass—elves (*kiliikhi* in Elvish) wander the Rothenian Plains alongside large herds of cattle and packs of highly intelligent, trained herding dogs (*gormes*). Rare among the nomadic peoples and almost never seen by outsiders, they are thought by some to be descended from the elves of Sephaya, a mighty elven city abandoned during the Great Retreat. According to this theory, the windrunner elves were the hunters and herdsman of that city, never content to stay in the same pastures for long.

Others say the windrunner elves wandered the plains long before the elven retreat, and that they are of a different lineage entirely—one that originally

migrated west from the mountains of Beldestan or points farther east. This view is supported by the fact that the windrunners have little or nothing to do with the remnants of the Elven Empire. Also, they pay no homage to the Imperatrix of the Grand Duchy or to the River Lords of the Arbonesse.

The windrunner elves are organized into eight tribal clans: Antelope, Dragon, Eagle, Grass, Kite, Spirit, Thunder, and Wind. Each clan has many bloodlines and sublineages of note that are often traced to and named for mighty elven hunters and warriors. Each tribe acknowledges a single chieftain, but the windrunner clans have never acknowledged a great king or queen to rule all the tribes.

All intertribal issues and decisions are handled at the Great Gathering, which is a convocation of tribal leaders that takes place each spring in varying secret locations. At the gathering important trials of criminals and traitors are held, contests of skill and prowess are run, new chieftains are named, and any vendettas against outsiders are called or cancelled.

Windrunner Alternate (Elven) Racial Traits

At the GM's discretion, the following elven racial traits may be used for Windrunner characters instead of existing racial traits.

Aura of Leadership: Some windrunner elves are born to lead. They gain a +2 racial bonus to all Diplomacy and Sense Motive checks. In addition, one of these is always a class skill. This racial trait replaces elven magic.

Elven Cunning: Many windrunner elves are especially adept with devices and magic items. They gain a +2 racial bonus to all Disable Device and Use Magic Device checks. In addition, one of these is always a class skill. This racial trait replaces elven magic.

Kamrusepa's Gift: A few windrunner elves have the goddesses' gift for healing. They gain a +4 racial bonus to all Heal checks, and they may reattempt a failed Heal check once per day. In addition, Heal is always a class skill. This racial trait replaces elven magic and elven immunities.

Wisdom of Wind and Sky: Some windrunner elves are one with the plains and sky. They gain a +2 racial bonus to Handle Animal, Knowledge (nature) and Survival checks. In addition, one is always a class skill. This racial trait replaces elven magic. The following traits are available to characters who hail from the Rothenian Plains.



Rothenian Traits

Combat Traits

Dry Grass Fighter: You gain a +1 trait bonus to your AC when fighting in tall grasses or brambles.

Kindly Rider: You are an altruistic rider, and you gain a +2 trait bonus to all Ride checks made to avoid damage to your mount. Ride is a class skill for you.

Mounted Archer: You were raised among plains hunters and warriors. You gain a +1 trait bonus to all archery damage rolls made while mounted.

Mounted Warrior: You are an unstoppable force when you charge. You gain a +1 trait bonus to all attack rolls made while making a mounted charge. Ride is a class skill for you.

Saddleswift: You can leap on or off the saddle with just a thought. Mounting or dismounting is a swift action for you rather than a move action. Ride is a class skill for you.

Faith Traits

Kamrusepa's Touch: You have been blessed with the goddesses' healing touch. You gain a +4 divine bonus to all Heal checks made to stabilize a dying creature. Heal is a class skill for you.

Ninkash's Joyful Spirit: The happy glow of the goddess surrounds you. You gain a +1 trait bonus to all Diplomacy and Profession (brewer) checks. One of these is a class skill for you.

Porevit's Packmaster: You have a special bond with canines and lupines. You gain a +2 trait bonus to all Handle Animal checks made against creatures of the dog or wolf subtypes. This is a class skill for you.

Svarog's Blessing: You have a special bond with your god's creations. You gain a +2 trait bonus to all Ride and Handle Animal checks made while riding or handling horses. One of these is a class skill for you.

Tilla's Strength: You have the fierce passion of the war god. You gain a +1 trait bonus to your combat maneuver bonus.

Magic Traits

Children of Svarog: You have an arcane bond with your equine brothers. You may cast mount as a spell-like ability once per day (caster level equals character level).

Clear Sky Mind: Growing up on the wide-open plains, you are not easily fooled or surprised. You gain a +1 trait bonus on all Perception checks and savings throws vs. illusions. Perception is a class skill for you.

Hecate's Touch: You were born with white hair and silvery eyes, which indicates the favor of the goddess of moon, monsters, and magic. You gain a +1 trait bonus to all Spellcraft checks. In addition, Spellcraft is a class skill for you.

Mark of Sarastra: You were born with a birthmark resembling the elven goddess of magic's symbol. This birthmark acts as your arcane bonded object and does not take up a slot. It must be on a visible part of your body to function. If the birthmark or body part it is on is cut off, you have effectively lost your arcane bonded object until the damage is repaired or regenerated.

Charioteer of the Sun: The power of light has filled you since the day you were born. You can cast *light* as a spell-like ability once per day (caster level is your character level). You also gain a +1 trait bonus to all saves vs. spells and effects with the darkness keyword or that cause the blind condition.

Religion Traits

Arcane Beast (Yarila): You have a divine gift with beasts and birds. Whenever you gain an animal companion or an arcane bonded creature, they gain a +2 bonus to a single ability score of your choice.

Blade of Perun (Mavros/Perun): You serve the god by bringing victory in war. You gain a +2 trait bonus to all Diplomacy checks related to war and battle (rallying troops, recruiting mercenaries, inflaming a horde, etc.). Diplomacy is a class skill for you.

Hammer of the Black God (Chernovog): You are touched with the fury of the Lord of Night. You gain a +1 trait bonus to all damage rolls made with a hammer or axe. You are automatically proficient with any martial hammer or axe, and you can use it as your holy symbol.

Mark of the Hunter (The Hunter): You have the spear-mark of the Hunter on your face (as a tattoo or birthmark). You may use this as your holy symbol so long as it is visible, and you gain a +1 trait bonus to all Intimidate checks. Intimidate is a class skill for you.

Merchant of Mammon (Mammon): You grew up in the

shrine-stalls of Mammon. You gain a +1 trait bonus to all Appraise and Bluff checks. One of these is a class skill for you.

Servant of the Black Goat (Black Goat): Choose one of the following spells: *bane*, *cause fear*, *curse water*, *doom*. You may cast this spell as a spell-like ability once per day (caster level equals character level).

Social Traits

Child of the Plains: You have traveled widely on the Rothenian Plains and know the ways of its many peoples. You gain a +1 trait bonus to all Diplomacy checks made with centaurs, elves, Kariv, and Khazzaki. Diplomacy is a class skill for you.

Equerry: You have spent your life around horses and

know their ways better than anyone. You gain a +2 trait bonus to all Handle Animal and Heal checks made against horses and other common mounts (such as camels). Ride is a class skill for you.

Master Archer: You have been taught the secret ways of archery by both centaurs and elves. You gain a +1 trait bonus to all archery attack rolls and Craft (bows) checks.

Minion of Demon Mountain: You were raised among the tieflings of Demon Mountain. You gain a +2 trait bonus to all Bluff and Sense Motive checks made against native outsiders and creatures of the infernal or abyssal subtypes. One of these is a class skill for you.

Scion of the Black Goat: You are a hermaphrodite. You gain a +2 trait bonus to Disguise checks. Disguise is a class skill for you.



Rothernian Feats

The following feats are available to those who meet the prerequisites for them.

Bleeding Shot (Combat)

Your ranged attacks bleed your enemies white.

Prerequisite: Dex 13, base attack bonus +5.

Benefit: You may take a –4 penalty on your ranged attack. If your attack hits and does damage, the target must make a Fortitude save (DC 10 + your character level) or suffer 1d4 hp bleeding damage. This damage persists each round until the target successfully saves (a new Fortitude save is allowed once per round on the target's turn) or is healed magically or via the Heal skill. If the attack is successful against the same target more than once in 24 hours, the damage stacks. You may use this feat a number of times per day equal to your Dexterity modifier.

Crippling Shot (Combat)

Your ranged attacks cripple and confound your enemies.

Prerequisite: Dex 13, Bleeding Shot, base attack bonus +7.

Benefit: You may take a –4 penalty on your ranged attack. If you do so and your attack hits and does damage, your target must make Fortitude save (DC 10 + your character level) or you inflict 1d4 Dexterity damage. This ability score damage persists until it is cured via the Heal skill or magically. If Crippling Shot is successful against the same target more than once in 24 hrs., the ability score damage stacks. You may use this feat a number of times per day equal to your Dexterity modifier.

Deadly Shot (Combat)

You can kill your enemies with a single, well-placed ranged attack.

Prerequisite: Dex 17, Bleeding Shot, Crippling Shot, base attack bonus +20.

Benefit: Whenever you score a critical hit with a ranged attack, your opponent must make a Fortitude save (DC 15 + your character level). If the save fails, they die instantly. They can be brought back to life through the usual means, with the usual restrictions (*raise dead*, *reincarnate*, etc.) Using this feat does not provoke an attack of opportunity. You may use this feat a number of times per day equal to your Dexterity modifier.

Greater Overthrow (Combat)

You are supremely skilled at unseating multiple opponents and breaking the line.

Prerequisites: Str 16, Ride 3 ranks, Mounted Combat, Overthrow, Power Attack, Unseat, base attack bonus +5.

Benefit: If you successfully unseat an opponent, you can continue to make overthrow attacks on any adjacent opponent that is within reach until an attack roll fails. You cannot attack an opponent more than once during this attack action.

Overthrow (Combat)

You are skilled at unseating multiple opponents in a charge.

Prerequisites: Str 15, Ride 2 ranks, Mounted Combat, Power Attack, Unseat, base attack bonus +3.

Benefit: If you successfully unseat an opponent using the Unseat feat, you may immediately make a charging attack roll against any other adjacent mounted opponent. If successful, you may immediately attempt to unseat that opponent, as well. You may only make one additional attack and bull rush attempt, and it must be against a second, adjacent opponent. You lose your Dexterity bonus to AC until your next turn.

Pinning Shot (Combat)

The skill and accuracy of your ranged attacks can pin down and impair your enemies.

Prerequisites: Str 13, Dex 13, Bleeding Shot, Crippling Shot, base attack bonus +9.

Benefit: Whenever you score a critical hit with a ranged attack, you can pin your opponent in addition to the normal damage the attack deals. If your confirmation roll exceeds your opponent's CMD, you may pin your target as per the pinned condition. Using this feat does not provoke an attack of opportunity. The opponent's DC to escape the condition (via a combat maneuver or Escape Artist check) is equal to your CMD.

Normal: You must perform a pin combat maneuver to pin an opponent.

Special: You may only apply one of the following feats to this attack roll in addition to the pin attempt: Bleeding Shot, Blinding Shot, Crippling Shot, Sickening Shot, Staggering Shot, or Stunning Shot. You may choose to use this feat after you make your confirmation roll.

Rothenian Archetypes, Bloodline & Witch Hexes

The following archetypes are available to characters who are deeply connected to the Rothenian Plains. Each archetype's required race, ethnicity (if applicable), and class are in parentheses after the archetype's name. At the GM's discretion, characters of other races may have access to these archetypes.

Cloud Render (Centaur Barbarian)

The cloud renders are the berserkers of a centaur horde. While many of their brethren pierce their enemies from afar with yard-long arrow shafts, cloud renders smash enemy lines with furious charges and devastating blows. A cloud render has the following class features.

Race: A cloud render must be a centaur.

Cloud Warrior (Ex): Starting at 2nd level, the cloud render gains Improved Initiative and Diehard as bonus feats even if they do not meet the prerequisites. This ability replaces uncanny dodge.

Strength of Wind (Ex): Starting at 3rd level, while raging, the cloud render immediately loses any fatigued, shaken or sickened conditions. Note this does not include any fatigue from a previous rage. This ability replaces trap sense +1.

Strength of Water (Ex): Starting at 6th level, while raging the cloud render immediately loses any dazed, frightened or staggered conditions. This ability replaces trap sense +2.

Strength of Stone (Ex): Starting at 9th level, while raging the cloud render immediately loses any blinded, deafened, nauseated, paralyzed or stunned conditions. This ability replaces trap sense +3.

Speed of Wind (Ex): Starting at 12th level, the cloud render gains evasion, as per the ranger ability. This ability replaces trap sense +4.

Strength of Sky (Ex): Starting at 14th level, the cloud render gains a +4 bonus to all saves made for poisons and against spells or spell-like effects cast by fey creatures and elves. If the spell or poison does not normally allow a second saving throw for an ongoing condition, the cloud render gains a saving throw each round until he shrugs off the ongoing effect or poison,

or until they run their course, whichever comes first. This ability replaces the indomitable will ability.

Speed of Storm (Ex): Starting at 15th level, the cloud render gains improved evasion, as per the ranger ability. This ability replaces trap sense +5.

Rage of Perun (Ex): Starting at 17th level, when the cloud render rages his morale bonus to Strength and Constitution increase to +8 and his morale bonus to Will saves increases to +6. This ability replaces the tireless rage ability.

Stone Body (Ex): Starting at 18th level, the cloud render becomes immune to all natural diseases, and he gains a +4 bonus to all saves against magical diseases, such as ghoulish fever or mummy rot. This ability replaces trap sense +6.

Might of Perun (Ex): At 20th level, the cloud render adds two to the critical threat range of any melee weapon he is wielding (i.e. the threat range for a falchion becomes 16-20). He also automatically confirms any critical threat. Also, his damage reduction increases to 6/—. This ability replaces the mighty rage ability.

Earth Mother (Centaur Druid)

The earth mothers are the tribal matriarchs of the wild centaur tribes. They use their divine powers of healing and their power over earth, plants, and wildlife to protect their centaur families in times of peace and war. An earth mother has the following class features.

Race: An earth mother must be a centaur.

Master Healer (Su): At 1st level, the earth mother gains a +4 bonus to all Heal checks, and she may reroll a failed Heal check a number of times per day equal to her Wisdom modifier (minimum one). She must take the result of the second roll. This replaces orisons.

Purity of Nature (Su): At 2nd level, the earth mother gains the ability to *detect poison* and *know direction* at will. She also gains the ability to use *purify food and drink* and *stabilize* three times a day each. This replaces the woodland stride ability.





Nature's Command (Su): Starting at 3rd level, and every two levels thereafter, the earth mother gains the following spells as bonus spells: *soften earth and stone* (3rd), *meld into stone* (5th), *stone shape* (7th), *spike stones* (9th), *transmute rock to mud/mud to rock* (11th), *find the path* (13th), *animate plants* (15th), *earthquake* (17th), *shambler* (19th). This replaces the trackless step ability.

Wild Speech (Sp): At 4th level, the earth mother gains the ability to *speak with animals* for two minutes per day per level. The minutes do not need to be consecutive. If not in combat with the earth mother, the animal is assumed to start as friendly. This replaces the resist nature's lure ability.

Floral Speech (Sp): At 6th level, the earth mother gains the ability to *speak with plants* for two minutes per day per level. The minutes do not need to be

consecutive. If not in combat with the earth mother, the plant or plant creature is assumed to start as friendly. This replaces the wild shape (2/day) ability.

One with Nature (Sp): At 9th level, the earth mother gains the ability to *commune with nature* once per day, at her effective caster level. This replaces the venom immunity ability.

Stone Speech (Sp): At 13th level, the earth mother gains the ability to use *stone tell*, as per the spell, for two minutes per day as a spell-like ability. The minutes need not be consecutive. This replaces the thousand faces ability.

Wholeness of Nature (Sp): At 15th level, the earth mother gains the ability to use *heal* once per day as a spell-like ability. However, the healing can be spread across a number of adjacent, touched creatures

equal to the earth mother's Wisdom modifier. This ability also removes a total number of negative levels and drained ability score points equal to the earth mother's Wisdom modifier. (For example, an earth mother with Wisdom 18, and therefore a +4 modifier, could heal one negative level and 3 points of ability score damage total on up to four adjacent creatures she touches. Or, she could heal one point of ability damage on each creature.) This replaces the timeless body ability.

Wholeness of the Tribe (Su): At 18th level, the earth mother gains the ability to use *mass heal* as a spell-like ability once per day. It functions as per the *mass heal* spell, but the healing is capped at one creature per level and 150 hp per creature. In addition, only one negative level and one point of ability score damage can be restored per creature. This replaces the wild shape (8/day) ability.

Holy Spear (Centaur Paladin)

The holy spears are the divine protectors of the centaur nations, and the blessed vanguard of Perun and Svarog. A holy spear has the following class features.

Divine Mercy (Su): At 4th level, the holy spear does not gain spells and instead chooses an additional mercy and gains an additional use of lay on hands. Every four levels, the holy spear gains an additional use of lay on hands and an additional mercy (in addition to their normal paladin's lay on hands uses and mercies at 8th, 12th, 16th and 20th levels).

Divine Bond (Su): At 5th level, the holy spear gains the divine bond ability as normal, and she can choose the weapon bond ability. However, instead of choosing a mount, the holy spear may choose a "groom" (squire) to bond with. The groom is always an elf, gnome, halfling, or tengu, and it begins as a 1st-level ranger with a minimum of two ranks each in Craft (armor, bows and weapons). The groom gains a level for every two levels the holy spear gains. Otherwise, the groom can be summoned the same as a bonded mount (but it does not gain the celestial template or spell resistance).

Should the holy spear's groom die, the holy spear may not summon another groom for 30 days or until she gains another level, whichever comes first. New grooms always begin at 1st level. During the waiting period, the paladin takes a -1 penalty on all weapon attack and damage rolls. The groom may be a secondary PC, an NPC or may be controlled by another player at the GM's discretion.

Holy Circle (Sp): At 11th level, as a full-round action

the holy spear gains the ability to stamp and prance in a circle to create a *magic circle against evil* effect. The spell does not require any material components if it is cast under the open sky. This ability is considered a divine spell effect from the sun domain for purposes of effects and resistances. Otherwise, it functions as a standard magic circle, including the ability to take 10 min. to add an extra layer of protection. The holy spear is able to do this a number of times per day equal to her Wisdom modifier. This replaces the aura of justice ability.

Holy Prison (Sp): At 14th level, the holy spear gains the ability to create a *dimensional lock* spell-like effect as a standard action a number of times per day equal to her Wisdom modifier. This effect may be combined with the holy circle ability. This replaces the aura of faith ability.

Divine Expulsion (Sp): At 17th level, the holy spear gains the ability to expel outsiders from her home plane as a spell-like ability, as per the *banishment* spell. She may improve the ability's chance of success by presenting at least one object or substance that the target hates, fears, or otherwise opposes. For each such object or substance, the holy spear gains a +1 bonus on her caster level check to overcome the target's spell resistance (if any), and the saving throw DC increases by 2. She may do this a number of times per day equal to her Wisdom modifier. This replaces the aura of righteousness ability.

Khazzaki Hussar (Khazzak human fighter)

Khazzaki hussars are the famed cavalry of the Khazzak. Famous for their peerless riding skills and piercing war cries, they are a terror to behold when they sweep off the plains toward a defenseless caravan or town. A Khazzaki hussar has the following class features.

Special: The character must be Khazzaki or have been raised among the Khazzak. Bonus feats listed below are gained even if the hussar does not have all the prerequisites for the feats.

Khazzaki Rider (Ex): At 1st level, the hussar gains Mounted Combat as his bonus feat. He also gains a +2 competence bonus to all Handle Animal checks made against horses, ponies, and other common mounts. This replaces the standard bonus feat for fighters.

Khazzaki Speed (Ex): At 3rd level, the hussar gains Ride-By Attack as a bonus feat. He also gains a +2 bonus to all Survival checks made under the open sky in the Rothenian Plains. This replaces armor training 1.

Khazzaki Fierceness (Ex): At 5th level, the hussar





gains Trample as a bonus feat. This replaces weapon training 1.

Khazzaki Power (Ex): At 6th level, the hussar gains Unseat as a bonus feat. This replaces bravery +2.

Khazzaki Fury (Ex): At 7th level, the hussar gains Spirited Charge as a bonus feat. This replaces armor training 2.

Khazzaki Precision (Ex): At 9th level, the hussar gains Point-Blank Shot as a bonus feat. The bonus this feat provides to ranged weapons doubles to +2 if the hussar is mounted. The hussar also gains a +2 bonus to all Heal checks made against horses, ponies, and other common mounts. This replaces weapon training 2.

Khazzaki Vision (Ex): At 10th level, the hussar gains Far Shot as a bonus feat. The hussar also gains a +2 bonus to all Knowledge (local and nature) checks made under the open sky and on the Rothenian Plains. This replaces bravery +3.

Khazzaki Versatility (Ex): At 17th level, while mounted the hussar gains the ability to move up to his mount's speed and make a single ranged or melee attack at any point during the mount's move. This replaces weapon training 4.

Khazzaki Wind Dance (Ex): At 18th level, if the hussar moves more than 10 ft. while mounted, he gains 20% concealment against all ranged attacks. The hussar also ignores armor penalties or arcane spell failure chance when wearing medium armor or less and when carrying a heavy load or less. This replaces bravery +5.

Shrive (Kariv human Oracle)

Shrives are strange, mutable creatures that are oddly prescient, especially when they have access to drops of their enemies' blood. A shrive has the following class features.

Shrive's Curse (Ex): Shrives are always hermaphroditic (but usually identify as female), and they cannot tell a lie. However, they can lie by omission. They can be double-cursed.

Shrives must discover the following revelations at the levels indicated:

Truth of the Blood (Sp): This revelation must be taken as the shrive's 1st-level revelation. When the shrive puts a drop or more of a target's blood on her tongue, the target is considered to be under a *discern lies* spell-like effect for one hour. The shrive can have truth of the blood effects active on a number of creatures equal to her Wisdom modifier (minimum one).

Runes of Truth (Sp): The red runes tattooed on the shrive's face give her great insight. This revelation must be taken at 1st level. For a number of rounds equal to her level, as a free action the shrive can *see invisibility* as a spell-like ability. The rounds need not be consecutive. At 11th level, the ability becomes equivalent to true seeing. This replaces orisons.

Blood-sworn Oath (Sp): Starting at 4th level, once per day the shrive can cause two or more humanoid creatures to enter into a blood-sworn oath when she takes at least one drop of blood from each or from a representative of a group. If the oath is broken, the oath breaker(s) have star-shaped brands (small blotches that look like black, star-shaped tattoos) appear on their faces to mark them as oath breakers. The rover's burden does not apply to oath breakers, and the Kariv are not required to aid them in any way. To the contrary, the Kariv shun marked oath breakers and often attack them on sight.

The mark can only be removed by the original shrive as a standard action or by *greater restoration*, *limited wish*, *miracle*, or *wish*. *Remove curse* has no effect. Otherwise, treat this mark as a *lesser geas*. This ability replaces the 4th-level mystery spell slot.

Sky Father (Centaur Shaman)

Sky fathers are the patriarchs and protectors of the centaur hordes and the spiritual advisors to their warriors. With their awesome powers over sky and lighting, they bring the power of Perun directly to the aid of their people. A sky father has the following class features.

Race: A sky father must be a centaur.

Strength of Sky (Ex): At 1st level, the sky father is considered to be under a constant *endure elements* effect. At 6th level, the sky father becomes immune to all non-lethal damage from cold below zero degrees and heat above 90 degrees. At 11th level, the sky father becomes immune to lethal damage from cold below -20 degrees and heat above 110 degrees. At 16th level, the sky father gains resistance 5 against cold and fire. At 20th level, the resistances increase to 10, and the sky father can survive on elemental planes without damage. This replaces the nature lore and wild empathy abilities.

Strength of Mind (Su): Starting at 3rd level, the sky father gains a +4 bonus on saving throws against spells, spell-like abilities, and supernatural effects cast by elves and other fey creatures. This does not apply to the penalties while summoning strength of spirit. This replaces the shaman's touch ability.

Sword of Perun (Sp): At 6th level, the sky father can

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conjure a three-foot-long blade of coruscating lightning from his hands as a swift action for two minutes per level per day. The minutes do not need to be consecutive and the blade can be dismissed as a free action, but any partial minutes are lost. The blade's critical range is 18-20/x2, and the sky father is always proficient with it.

Attacks with the sword of lightning are melee attacks. The blade deals 2d8+1/level hp electrical damage. Since the blade is immaterial, the Strength modifier does not apply to any damage rolls. The sword of lightning can ignite combustible materials such as parchment, straw, dry sticks, and cloth.

Spirit Purification (Sp): At 9th level, the sky father can call upon the spirits to purify and hallow a particular site and make it holy. Once per week, the sky father can dance, wave incense, and anoint a particular spot with precious holy oils (at a cost of 500 gp per caster level) over a period of eight hours. This creates a *hallow* effect, as per the spell, except where noted here. This effect resists channeled energy and has a radius of 80 ft. if cast under the open sky on the Rothenian Plains. This ability replaces the spirit dance ability.

Spirit Sight (Sp): At 13th level, the sky father can summon spirits of clarity that allow him to see the truth in all things. As a free action, for two rounds per caster level (the rounds need not be consecutive), the sky father can see as if under the effect of a *true seeing* spell. The following exceptions apply: When under the open sky and on the Rothenian Plains, the effect negates concealment caused by magical effects or fog, such as *obscuring mist*, and it reveals all secret doors hidden by mundane means. This replaces the spirit step ability.

Storm of Perun (Sp): At 17th level, the sky father can summon a storm of Perun once per day as a standard action. This spell-like effect functions as a *storm of vengeance* with the following exceptions: The sky father and his allies are not subject to the deafening effects of the spell. The wind and rain effects (concealment, concentration, and movement impaired) are in effect for the entire duration, and the normal damage effects (acid, hail) are replaced by three lightning bolts that deal 6d6 hp damage each round for the effect's entire duration (up to 10 rounds maximum).

Stormraven Bloodline (Huginn Sorcerer)

Some sorcerers claim that they are descended from gods or dragons, but a few huginn sorcerers come from a

carefully bred line of powerful, dexterous, and cunning spellcasters. These sorcerers optimize all the skills and powers that make the huginn unique.

Race: This bloodline is available to huginn characters only.

Class Skill: Disguise.

Bonus Spells: *ventriloquism* (3rd), *misdirection* (5th), *clairaudience/clairvoyance* (7th), *shout* (9th), *false vision* (11th), *chain lightning* (13th), *project image* (15th), *moment of prescience* (17th), *wail of the banshee* (19th).

Bonus Feats: Combat Casting, Deceitful, Defensive Combat Training, Eagle Eyes, Improved Initiative, Lightning Reflexes, Silent Spell.

Bloodline Arcana: Whenever you cast a spell against a creature that is denied its Dexterity bonus to AC, increase that spell's DC by +2.

Bloodline Powers: Like all huginn, you have a natural talent for trickery, information gathering, and swordplay. As your power increases, you discover ever more useful ways to blend your magic with these instinctive talents.

Arcane Bladework (Sp): At 1st level and once every four levels thereafter (5th, 9th, 13th, 17th), you may imbue your sword with a spell as if the sword possessed the *spell storing* ability. The spell must be one level lower (or less) than the highest-level spell you can cast, and no greater than 4th level. Imbuing the weapon consumes a daily use of that level spell (0-level spells still consume a 1st-level spell slot), but the spell is expended only on a successful attack. The imbued weapon loses this property if used by someone else and the use of this power is expended. If a natural 1 is rolled for the imbued weapon, it gains the broken condition until repaired. An attack with an imbued weapon with the broken condition that rolls a 1 destroys the weapon.

Illusory Disguise (Sp): At 3rd level, you may use illusion spells to augment your disguises. By sacrificing a daily use of an illusion spell, you may add a bonus equal to 1 + the sacrificed spell's level to the Disguise check made to conceal your nature. This benefit remains until you actively remove the disguise, or until the next sunrise or sunset—whichever occurs first. This benefit to disguise does not radiate magic, nor can it be eliminated by any effect less than a greater dispel magic spell or spell-like ability.

Know the Weave of Fate (Sp): At 9th level, you may cast *divination* once per day at your caster level. You gain an additional daily *divination* every three levels thereafter (12th, 15th, and 18th). Expending



two daily uses of this power at one time allows you to cast *contact outer plane*, and expending four daily uses allows you to cast *legend lore*. These spells are not considered to be on the huginn's spell list unless the sorcerer adds them by other means.

Stormcrow (Sp): At 15th level, you may cast *wind walk* once per day at your caster level. This spell is not considered to be on your spell list unless you add it by other means.

Eldritch Weaponry (Sp): At 20th level, you may use your arcane bladework ability to imbue your weapon with a spell as if it possessed the *spell storing* ability—however, the spell may be up to one level lower (or less) than the highest level spell you can cast. (This means the spell used is no longer capped at 4th level but at 8th level).

Rothenian Witch Hexes

The following new witch hexes are intended for human witches of Kariv descent. At the GM's discretion, though, they may be available to witches of other ethnicities or races.

Atrophy (Su): Any target within 30 ft. must make a Will save or take a -4 penalty to their Strength for one minute per caster level.

Black Rot (Su): Any target within 30 ft. must make a Will save or become blackened and foul smelling for one minute per caster level. The target's effective Charisma is cut in half.

Cripple (Su): Any creature touched by the witch as a melee touch attack gains a -30 penalty on all Acrobatics checks and their base speed is halved for one round per caster level.

Dullard (Su): Any target within 30 ft. must make a Will save or take a -4 penalty to their Wisdom for one round per caster level.

Fracture (Su): Any mundane object weighing less than 5 lbs. when

touched by the witch gains the broken condition. If the object is held, or worn by another creature, it gains a Fortitude save against this effect with a bonus equal to the wielder's Fortitude save bonus. Touching a held object provokes an attack of opportunity. Magic items are not susceptible to this hex.

Gout (Su): Any target within 30 ft. must make a Will save or have their base speed reduced to 10 ft. per round for one round per caster level.

Simpleton (Su): Any target within 30 ft. must make a Will save or take a -4 penalty to their Intelligence for one round per caster level.

Sloth (Su): Any target within 30 ft. must make a Will save or take a -4 penalty to their Constitution for one minute per caster level.

Stumble (Su): Any target within 30 ft. must make a Will save or take a -4 penalty to their Dexterity for one minute per caster level. DC is equal to 10 + the witch's caster level + her Int modifier.

Suppress Enchantment (Su): Any weapon within 30 ft. that the witch successfully touches with a ranged touch attack gains a -1 penalty on all attack and damage rolls per each caster level the witch possesses. This penalty is in effect for a number of rounds equal to the witch's caster level. Touched weapons receive a Will save with a bonus equal to their wielder's Will save bonus. The DC for this save is 10 + the witch's caster level + her Int modifier.

New Major Hexes

The following new major hexes are available to witches of 10th level and higher whenever they choose a new hex.

Spellthief (Su): Any target within 60 ft. must make a Will save or lose a random prepared spell of 3rd level or lower or spell slot if the target is a spontaneous caster. The spell or spell slot to be lost must be determined randomly.

Ruin (Su): Any mundane object within 60 ft. that weighs less than 15 lbs. is reduced to



dust if the witch successfully touches it with a ranged touch attack. If the object is magical, held, or worn by another creature, it gains Fortitude save with a bonus equal to the wielder's Fortitude save bonus. The DC for this save is equal to 10 + the witch's caster level + her Int modifier.

New Grand Hexes

The following new grand hexes are available to witches of 18th level and higher whenever they choose a new hex.

Black Cloud of Doom (Sp): This hex acts as the spell *storm of vengeance*, but it only affects one creature and it follows them as they move. The storm cannot be dispelled before the end of its duration by *dispel magic* or *greater dispel magic*. Only a *limited wish*, *miracle*, or *wish* spell or effect can dispel it.

Spellblot (Su): Any target within 90 ft. must make a Will save or lose a random prepared spell of 5th level or lower (or a spell slot if the target is a spontaneous caster). The spell or spell slot to be lost must be determined randomly.

Doppelganger (Sp): The witch creates a clone of the target from which it has obtained a sample (hair, nail, flesh, bone, or even feces or urine). The doppelganger has all the memories and abilities of the original creature up to the moment the sample was taken, but it is under the complete control of the witch, and it is considered to have a permanent telepathic link with her. Its alignment matches the witch's alignment. It can be killed normally, or it can be destroyed by a *mage's disjunction* or *wish*. *True seeing* reveals it a duplicate.

Frailty (Su): The target, which must be within 90 ft., loses all damage resistance and immunities. It loses any natural armor bonuses it has and takes a -4 penalty to its Strength, Dexterity, and Constitution

scores. Its speed is reduced by half (minimum 5 ft. per round). This effect last for one round per the witch's caster level.

Ravages of Time (Su): Any target within 90 ft. physically ages three years per the witch's caster level.

Stolen Moments (Su): Any target within 90 ft. is frozen in time—it is immobile and unaware—for 1d4 rounds + one round per the witch's caster level. Affected targets can still be attacked and damaged.



Divine Magic of the Rothenian Plains

There is significant overlap among the pantheons of the various plains nomads. This leads to little religious conflict among sects and clans (except in rare and exceptional circumstances). In fact, it is not unusual to see centaurs, huginn, Kariv, Khazzak, and even windrunner elves giving obeisance side by side at a shrine of Perun or Ninkash. The rare *intiwati* (“religious war or crusade” in Old Elvish) usually occurs due to the desecration of some holy place or person, such as a shrine or holy burial ground. On those rare occasions, the call goes out by messenger and or *holy vision* spells to all true believers that a wrong must be avenged.

New Subdomains

The following subdomains are available to characters whose gods have the appropriate associated domains in their portfolios.

Lightning Subdomain

Associated Domain: Weather.

Replacement Power: The following power replaces the storm burst power of the weather domain.

Lightning Claw (Su): As a standard action, you may make a touch attack that duplicates the effects of *shocking grasp*. Note this may provoke attacks of opportunity if you do not have a compensating feat such as Improved Unarmed Combat. You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st—*entropic* (lightning) *shield*, 2nd—*sound* (thunder) *burst*, 5th—*fickle winds*.

Sky Subdomain

Associated Domain: Air.

Replacement Power: The following power replaces the electricity resistance power of the air domain.

Purity of Air (Su): At 6th level, you gain a +2 divine bonus to all saves against gases and poisons, such as gorgon breath or green dragon breath. At 12th level, the bonus increases to +4. At 20th level, you become immune to all gas and breath attacks as well as all

poisons. You also no longer require air to breathe, so you can survive indefinitely in areas of poisonous atmospheres or no atmosphere (you still need to drink, eat, and sleep).

Replacement Domain Spells: 1st—*alter winds*, 6th—*sirocco*, 9th—*winds of vengeance*.

Divine Spells

The following spells are available to divine spellcasters with ties to the Rothenian Plains. At the GM's discretion, other divine spellcasters may have access to these spells.

BLOODSWORN TASK

School enchantment (compulsion) [language-dependent] [mind-affecting]

Level bard 4, cleric/oracle 3, sorcerer/wizard 4, witch 3

Casting Time one round

Components V, M (blood from each target)

Range close (25 ft. +5 ft./level)

Target one humanoid creature/level

Duration until discharged or dispelled

Saving Throw see text; **Spell Resistance** yes

You bind a number of creatures to a specific task (such as

Centaur Gods: The Great God Perun (the centaurs' creator and patron), Yarila and Porevit (Frey and Freyja), Khors, Lada, Boreas the Hunter.

Huginn Gods: Wotan, Loki, Yarila and Porevit, Rava (Ariadne), Hecate (Sarastra), Ninkash (Lada), The Hunter, Mammon, Marena.

Kariv Gods: Svarog (the Karivs' creator and patron), Hecate, Ninkash, Perun, Yarila and Porevit.

Khazzaki Gods: Svarog (Volund, the Kazzaks' creator and patron), Loki, Perun, Yarila and Porevit, and Veles.

Windrunner Gods: Teshub the Thunderer (Perun), Ellel the Wise (Wotan), Kamrusepa the Kind (Lada), Tilla the Bull of War (Mavros), and Yarila and Porevit.

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“protect the castle,” or “never leave the paladin’s side”) by tasting their blood and speaking the task’s detail. The task can be as simple or as complex and open-ended as you wish, although you cannot compel a creature to kill itself or perform acts that would result in certain death. If the target has not given any blood (willingly or unwillingly), they are allowed a Will saving throw. If the targets are not in range of the spell, it simply fails for that target.

If the target fails to keep to the term of the binding task, it loses one random ability score point per day. This spell effect cannot reduce any ability score below three. Any ability score losses are restored within 24 hrs. if the target resumes the task.

If the target blatantly disregards the task (e.g. killing the person they are sworn to protect, breaking a peace they swore to keep), they are immediately affected by a *feblemind* effect that lasts for 1d10 days. Only an *atonement*, *heal*, *limited wish*, *mage’s disjunction*, *miracle*, *restoration*, or *wish* spell can dispel this effect.

HOLY VISION

School enchantment (compulsion) [language-dependent] [mind-affecting];

Level cleric/oracle 7, druid 7, witch 6

Casting Time one minute

Components V, S, F (DF)

Range unlimited

Target one living creature

Duration see text

Saving Throw none;

Spell Resistance yes

A *holy vision* functions as the *dream* spell, but you appear in the target’s dream as a holy or unholy messenger (angel, demon, deva, etc.) of your choice, and you can cast a *geas/quest* spell upon the target while in their dream. Creatures who don’t sleep or don’t dream cannot be affected by this spell.

If you are evil aligned, this spell receives the evil descriptor. If you are good aligned, this spell receives the good descriptor. If you are neutral, you may choose which descriptor to assign this spell. Once you have chosen the spell’s descriptor, you may not change it.

SUMMON CELESTIAL MOUNTS

School conjuration (summoning); **Level** cleric/oracle 4, druid 4, witch 5

Casting Time one round

Components V, S, DF

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

Duration 4 hours/level (D)

Effect 2 celestial mounts for every 4 levels

Saving Throw none; **Spell Resistance** no

As per the *summon mounts* spell (see page 21), save for the changes noted above. All of the summoned mounts have the celestial template, as well.

Religious Practices of the Rothenian Plains

Much like their gods, there is significant overlap in the religious practices of the plains tribes. Small shrines to the gods litter the plains. Often, these shrines are not much more than piled stones covered with sacrifices that are burned or simply exposed to the air. A DC 15 Knowledge (local or religion) check will reveal which deity (or deities) the shrine honors.

Often, there are holy grounds at grottos, small valleys, secluded meadows, or nearly inaccessible mountaintops. Holy ground can be where a god’s avatar once set foot on the Material Plane, or where a great battle was won, or the site of a great miracle. These larger holy sites may contain monoliths inscribed with runes that explain the holy nature of the area—and warn potential despoilers against disrespecting these hallowed grounds. A DC 15

Knowledge (history) or Linguistics check will allow PCs to read the local runes.

Most plains tribes burn their dead and scatter the ashes into the fierce winds of the steppes. Some Kariv and windrunner tribes, however, expose their holy dead to the elements. For example, the Kariv place their honored dead in elaborate, trapped wooden structures (where treasures are rumored to lie, prompting significant tomb raiding).

Some windrunner clans place their revered dead in special kites that are flown from the tops of mountains in the eternal holy winds. To trespass in—or worse, to desecrate these holy grounds by tomb robbing—is a violation punishable by torture and death, and it can lead to generational vendettas and curses.



Arcane Magic of the Rothenian Plains

The following spells are available to arcane casters with ties to the Rothenian Plains. At the GM's discretion, other arcane spellcasters may have access to these spells.

BLACK DOG CURSE

School necromancy [evil]; **Level** sorcerer/wizard 4, witch 3

Casting Time one standard action

Components V, S, M (black dog fur or a wolf's eye gem)

Range 30 ft.

Target one creature

Duration one minute/level

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

If the target fails a Will save, it takes a -2 penalty on all attack rolls, damage rolls, saving throws, ability checks, and skill checks for the duration of the spell. Note the target takes a -4 penalty on these rolls if using them against Black Gnash, which according to Kariv legend is an immense black dog that feasts on souls.

CHARM OF SECRETS

School enchantment (charm) [mind-affecting]; **Level** sorcerer/wizard 5, witch 4

Casting Time one round

Components V, S, M (lock of hair)

Range touch

Target creature touched

Duration permanent

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

This spell causes the target to become unable to divulge one or more secrets without paying a terrible price. You may name one secret for every four levels that you possess; the target cannot reveal these secrets upon pain of death.

If the target willingly or unwillingly divulges the secret(s) named, they take 10 hp damage per your level unless they make a successful Fortitude saving throw. In this case, the target takes only 4d4 hp damage +1 point per your level. Even if the save is successful, the damage may be lethal.

HERD PLAGUE

School conjuration (summoning); **Level** sorcerer/wizard 5, witch 4

Casting Time one round

Components V, S, F (DF)

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

Target up to two creatures per level, within the spell radius
Area 20-ft radius

Duration one round/level (D)

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

This spell is like a *contagion* spell, but it only affects herd animals such as horses, cows, and centaurs. Using this kind of magic against a clan or a tribe's herds is a crime punishable by severe torture and death. Only the most black-hearted and ruthless of witches dare to use it.

SUMMON BLACK GNASH

School conjuration (summoning); **Level** sorcerer/wizard 8, witch 7

Casting Time one round

Components V, S, F (DF)

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

Effect summons Black Gnash (unique Nessian warhound—CR11)

Duration one round/level (D)

Saving Throw none; **Spell Resistance** no

This spell summons a unique Nessian warhound (*Pathfinder Bestiary*) named Black Gnash. Treat it as a Nessian warhound with the following exceptions: Black Gnash is immune to fire, cold, and acid, and it is immune to all spells 3rd level and below. Any creature killed by Black Gnash has its soul devoured and cannot be *raised*, *resurrected*, or *reincarnated*.

SUMMON MOUNTS

School conjuration (summoning); **Level** sorcerer/wizard 3, witch 4

Casting Time one round

Components V, S, M (tuft of horse hair)

Range close (25 ft. + 5 per two caster levels)

Effect three mounts for every three levels

Duration six hrs./level (D)

Saving Throw none; **Spell Resistance** no

This functions as the *mount* spell, but you can summon three mounts for every three levels you possess (to a maximum of 18 mounts).

Magic Items & Weapons

Magic Weapons

The following magic items have ties to the Rothenian Plains and may be easier to find or purchase in the region.

BEAR CLOAK

Aura moderate transmutation; **CL** 8th
Slot shoulders; **Price** 8,250 gp; **Weight** 4 lbs.

DESCRIPTION

This thick bear-fur cloak provides cold resistance 10 when worn, and it allows the wearer to *polymorph* into a brown bear once per day as a standard action. All armor and equipment become part of the wearer's new form and are non-functional. The wearer may shift into bear form once per day but may remain in that form indefinitely. The wearer may shift back as a standard action. If the wearer is killed in bear form, he or she reverts back to their original shape. Whenever the wearer shift forms, he or she heals 1d6 hp lethal damage and all non-lethal damage. The wearer also loses any fatigued condition that affects them. An exhausted condition becomes fatigued.

CONSTRUCTION

Requirements Craft Wondrous Item, *endure elements*, *beast shape II*; **Cost** 4,125 gp

FIRE POWDERS

Aura faint evocation; **CL** 1st
Slot none; **Price** 50 gp; **Weight** 1/10 lb.

DESCRIPTION

The Kariv have been known to use special black and yellow powders to create smoke and spark effects. The black powder creates a large puff of smoke when it is lit or thrown in a fire, similar to a puff of smoke's effect. The yellow powder creates a large shower of sparks when lit or thrown in a fire, similar in effect to a daze's effect. Fire powders are typically used for dramatic effect during dances, rituals, or for daring escapes.

REQUIREMENTS

Requirements Craft Magic Arms and Armor, *puff of smoke*, *daze*; **Cost** 25 gp

GHULSTONE PENDANT

Aura faint abjuration; **CL** 9th

Slot neck; **Price** 12,500; **Weight** —

DESCRIPTION

Made from a black crystal found only in the darkest depths of the Ghoul Imperium, this pendant grants a +4 arcane bonus to all saves vs. mind-affecting spells and effects, such as *fear*, *charm*, and *sleep*. It also grants the wearer immunity to all possession effects, such as *ghostly possession* and *magic jar*. The pendant must be worn around the neck and near the heart to be effective.

CONSTRUCTION

Requirements Craft Wondrous Item, *resistance*, *owl's wisdom*; **Cost** 6,250 gp

GLAMOUR RINGS

Aura moderate illusion; **CL** 5th
Slot ring; **Price** 9,800 gp; **Weight** —

DESCRIPTION

Also known as "visage rings," these distinctive rings are made from twisted loops of gold and onyx. They are always found in pairs (a single ring is useless magically, but it is still valuable as jewelry).

When worn by two humanoid creatures, the creatures can switch visages and appearances, but they cannot switch clothes or equipment. Only creatures within one size category of each other can use this ability (e.g. a halfling cannot exchange visages with a hill giant). Note that the effect is illusory (similar to a *disguise self* spell), so the wearers do not gain any advantage of a new size category or the abilities of the creature he or she is emulating. If a ring is removed from either hand, the glamor is removed from both creatures immediately. Even if either one or both of the creatures are unconscious or asleep, the effect can be started or ended by putting on or removing one or both of the rings.

CONSTRUCTION

Requirements Craft Wondrous Item, *alter self*; **Cost** 4,900 gp

KAMRUSEPA'S EVER-FULL BOWL

Aura faint transmutation; **CL** 5th
Slot —; **Price** 4,500 gp; **Weight** 2 lbs.

DESCRIPTION

These large stone bowls are always cool to the touch. They hold up to one quart of water. When placed



upon the ground, they draw clean, fresh water from the surrounding earth and air, refilling in one hour. In especially arid environments, it can take up to eight hours to refill a bowl, at the GM's discretion. The bowl will only fill to the top and never overflows or spills, even if it is tipped over, but it creatures can drink from it very easily. Any creature that drinks at least one pint of the water from the bowl (this can be done as a standard action) is immediately cured of any fatigued, exhausted, dazed, or stunned condition.

CONSTRUCTION

Requirements Craft Wondrous Item, *create food and water*; **Cost** 2,250 gp

LADA'S PRAYER BEADS

Aura faint abjuration; **CL** 5th

Slot —; **Price** 1,500/4,500 gp (see text); **Weight** —

DESCRIPTION

These prayer beads can be made from any common material (crystals, wooden beads, semi-precious stones, etc.), but at least one of them must have personal significance to the owner (e.g. a stone taken from a parent's or a child's grave, a bead spattered with an enemy's blood, etc.). It must then be specially blessed by a cleric of Lada.

The beads only work for the item's original owner. If it changes hands (parent to child), the new owner must add a special bead, which must be re-blessed by a cleric of Lada. Such a re-blessing often occurs during rites of passage among many plains tribes.

If the proper owner says a prayer to Lada while "tolling" (counting or fingering) the beads for one minute, they gain the effects of a *resistance* spell for 2d4 minutes. These beads typically cost 1,500 gp. Some especially ancient and powerful prayer beads that have been passed down for generations also grant a *protection from evil* effect simultaneously. Both effects have a 2d8 minute duration. This greater version of the item costs 4,500 gp.

CONSTRUCTION

Requirements Craft Wondrous Item, *resistance* or *bless* (*protection from evil*); **Cost** 750/2,500 gp (see text)

SPIRIT STAKES

Aura strong abjuration; **CL** 12th

Slot —; **Price** 26,000 gp; **Weight** 16 lbs.

DESCRIPTION

These three-foot-long posts or pegs are inscribed

with Kariv runes and knotted with enchanted silks. When the sticks are planted in the ground in a pentagram-shaped pattern and when specially blessed strings connect each stick, once per day they can create a *magic circle against evil*. The circle may be created up to a 100-ft. radius, and it lasts for up to 12 hrs. (sunup to sundown, or vice versa).

If the string is broken or one or more sticks are pulled out of the ground, the effect is dispelled. It cannot be used



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again for 24 hrs. or until the string is repaired, whichever is longer. Note that evil creatures cannot touch or directly attack the sticks or string, but they can indirectly damage them, by, for example, starting a cattle stampede.

These pentagrams are used by Kariv to protect their wagon encampments from evil and summoned creatures. The use of spirit sticks among the Kariv have become especially prevalent since the rise of the Master of Demon Mountain.

CONSTRUCTION

Requirements Craft Wondrous Item, *protection from evil*, *magic circle*; **Cost** 13,000

WOLF CLOAK

Aura moderate transmutation; **CL** 8th
Slot shoulders; **Price** 8,250 gp; **Weight** 4 lbs.

DESCRIPTION

This thick wolf-fur cloak provides resist cold 10 when worn, and it allows the wearer to *polymorph* into a dire wolf once per day as a standard action. All armor and equipment become part of the wearer's new form and are non-functional. The wearer may shift into wolf form once per day, but he or she may remain in that form indefinitely. The wearer may shift back as a standard action. If killed in wolf form, the wearer reverts back to his or her original shape. Whenever the wearer shifts forms, he or she heals 1d6 hp lethal damage and all non-lethal damage. The wearer also loses any fatigued condition that affects them. An exhausted condition becomes fatigued.

CONSTRUCTION

Requirements Craft Wondrous Item, *endure elements*, *beast shape II*; **Cost** 4,125 gp

Magic Weapons

The primary weapons on the Rothenian Plains are bows and arrows, so it is no surprise that the region produces a few special arrows rarely found anywhere else.

ARROW, REEKING

Aura faint evocation; **CL** 5th
Slot none; **Price** 697 gp; **Weight** 1/10 lb.

DESCRIPTION

This +1 *arrow* is enchanted with a *stinking cloud* spell,

which is released on impact (Fortitude DC 11).

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *stinking cloud*; **Cost** 350 gp

ARROW, SCREAMING

Aura faint evocation; **CL** 3rd
Slot none; **Price** 297 gp; **Weight** 1/10 lb.

DESCRIPTION

Any creature hit by this +1 *arrow*—or any creature adjacent to the square it strikes—must make a DC 15 Fortitude save or be stunned for one round by the noise the arrow emits.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *sound burst*; **Cost** 150 gp

ARROW, SIEGE

Aura faint transmutation; **CL** 3rd
Slot none; **Price** 297 gp; **Weight** 1/10 lb.

DESCRIPTION

This +1 *arrow* softens earth and warps wood when it strikes a structure (as *warp wood*). If enough of these arrows strike a berm, wall, or barricade, they can cause it to collapse.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *warp wood*; **Cost** 150 gp

ARROW, SIGNAL

Aura faint evocation; **CL** 3rd
Slot none; **Price** 132 gp; **Weight** 1/10 lb.

DESCRIPTION

This +1 *arrow* has a flare spell cast upon it that is activated after it has travelled 100 ft. It is used to confound enemy lines or archers, and its light can be used at night to signal a raid or location.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *warp wood*; **Cost** 70 gp



Weapons & Gear of the Plains

Weapons

Rothenian Plains natives have developed the following weapons. At the GM's discretion, they are available to characters hailing from or adventuring in the region.

Bolas, Windrunner: These weighted loops of rope can do 1d4 hp nonlethal damage and can be used to make a ranged trip attack. If the attack succeeds, the victim gains the pinned condition.

Centaur Nets: A centaur net is a large net with rope loops on the sides that are used as handles. Two centaurs typically hold the net. If the centaurs charge on either side of an opponent with the net between them (one readies an action triggered by the second one), one may make a touch attack against the opponent with a +4 bonus (+2 for flanking, +2 for equipment bonus). If the attack succeeds, the victim is entangled. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty on Dexterity, it can move at only half speed, and it cannot charge or run.

If the attackers control the net by succeeding on an opposed Strength check while holding it, the entangled creature is knocked prone and can move only within the net. If the entangled creature attempts to cast a spell, it must make a concentration check (DC 15 + the spell's level) or be unable to cast the

spell. When either net wielder takes a movement action with a net that holds a creature, the caught creature takes 1d6 hp bludgeoning damage each round that it is dragged, and it drops any held items. The centaurs may make this attack against three Medium or smaller opponents in a row. The net's maximum capacity is three.

Longbow, Taurian: These seven- or eight-ft. long recurve bows are meant for use by centaurs. No other creatures can make them. Centaurs that discover any other creature using a Taurian bow usually attack the offending creature. They are made of layered woods, sinew, and horn and have a draw of at least 200 lbs. For this reason, their four-foot-long arrows have exceptional range and penetrating power, and they are able to punch through even the thickest armor. You must be over six ft. tall with Strength 16 or higher to wield a Taurian longbow.

Poniard Sword: A larger version of the rat poniard found in the Crossroads region, this standard-looking longsword or rapier has a concealed, spring-loaded poniard in its hilt, which quickly extends when the hilt is gripped in a particular way (a swift action). When the poniard is revealed in a combat round, it can be used for a rogue's sneak attack in that same round. The sword can be used as a one-handed double

Table 8-1: Rothenian Weapons

Martial Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Poniard Sword+	40 gp	1d6	1d8	19/x2	—	4 lbs.	Slashing	—
+ Once extended, a double weapon that permits a sneak attack.								
Exotic Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Bolas, Windrunner	50 gp	1d4	1d4	x2	30 ft.	4 lbs.	Bludgeoning	—
Longbow, Taurian	250 gp	1d10	2d6	x3	130 ft.	6 lbs.	Piercing	—
Net, Centaur*	60 gp	1d6/round	1d8/round	x2	N/A	18 lbs.	Bludgeoning	—
Sundering Whip**	701 gp	1d4	1d6	x3	N/A	5 lbs.	Slashing	—

* Requires two attackers.

** disarm, reach (15 ft.), sunder, trip

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weapon once extended, with all the usual restrictions and penalties. The poniard can be used against a grappling opponent normally. Kariv of a crueller bent have been known to poison the secondary blade.

Sundering Whip: Some cunning Kariv affix diamond powder along the length of their heavy bullwhips. This creates a lethal weapon that affects armored opponents and can sunder opponents' weapons, armor, and shields.

Taurian Strength Bows: This masterwork recurve longbow is between five-and-a-half and six-and-a-half feet tall when strung. It is the specialty weapon of centaur and minotaur archers, and it is made with a combination of bone, yew, horn, and sinew. The arrows themselves can be over three feet long and weigh one pound each. A wielder must be at least six feet tall and have Strength 12 or higher to wield these exotic weapons.

These heirloom weapons are handed down from one generation of warriors to the next, and the most famous have name names, histories, and magical powers acquired over many years.

Each bow requires a minimum Strength score (12, 14, 16, 18, and so forth), called the bow's pull, before archers can wield it. When the wielder successfully attacks with it, add a damage modifier equal to the bow's Strength score requirement (unlike normal bows).

For example, a Rothenian centaur archer with Strength 21 using an 18 pull longbow would deal +4 damage. If the bow had a 20 pull rating, he would do +5 damage. If the archer only had Strength 16 he could not use the bow at all. Non-proficiency penalties with this exotic weapon apply normally.

Unlike normal masterwork enhancement bonuses, these damage modifiers can stack with magical bonuses and can be multiplied by critical or feat effects.

Gear

The Rothenian Plains' inhabitants have developed the following poisons, equipment, and gear, which may be available to characters in that region or hailing from it.

Poisons

BLOODSICK POISON

Type poison, contact; **Save** Fortitude DC 18

Onset 1 min.; **Frequency** 1/min. for six min.

Initial Effect 1 Con drain; **Secondary Effect** 1d2 Con damage **Cure** 2 consecutive saves

Though most think of centaur blood sickness as a disease, it is a special poison made with centaur blood and infusions of harmful spirits. Its ability to reduce movement of a target makes it especially valuable for capturing prey or prisoners.

DRAGON'S BLOOD

Type poison, injury; **Save** Fortitude DC 19

Frequency 1/round for six rounds

Initial Effect 1 Str drain; **Secondary Effect** 1d2 Str damage **Cure** 1 save

This poison is common among the Kariv, who infuse it with foul earth and the blood of stillborn foals. Since it requires a secret shrive curse known to none but the Kariv, only the Kariv can create it and they rarely sell it.

Table 8-2: Gear Costs

Item	Weight	Cost
Bloodsick Poison	1lb.	300 gp
Dragon's Blood	1lb.	1,00 gp
Kariv Climbing Cymbals	1lb.	70 gp
Kariv Sashes	2 lbs.	35 gp
Kariv Strangling Scarves	2 lbs.	355 gp
Puzzle Boxes	2 lbs.	550 gp
Ridegrass	1 lbs.	175 gp
Sbitten (Raven Wine)	2 lbs.	65 gp

Equipment

Kariv Climbing Cymbals: Used for rapid percussive accompaniment, these finger cymbals are commonly used in Kariv dances. When smeared with the gummy sap of the guar tree, however, they become sticky suction cups useful for climbing walls and other smooth surfaces. Kariv climbing cymbals provide a +2 equipment bonus to all Climb rolls for 10 min.

Kariv Sashes: The Kariv are known for wearing colorful sashes, but many non-Kariv do not realize these garments serve utilitarian purposes, as well. In fact, they can conceal small messages and scrolls as well as small, flat knives and lock-pick sets. The sashes can also be knotted to make small ropes for climbing or for tying up portals or prisoners. Sashes can have coins sewn or knotted on them, which look





and sound impressive when twirling and shimmying during Kariv dances—and make, an effective sap for silencing guards and quieting kidnap victims.

Kariv Strangling Scarves: These innocuous-looking scarves have cunning wires worked into them that allow the scarves to be cast at opponents and extended with a 10-ft. reach that allows grapple attacks. Instead of pinning, the Kariv may choose to strangle the opponent (See the suffocation rules in the *Pathfinder RPG Core Rulebook*). The victim may break this strangle the same as it would break a grapple. It is not unusual for one Kariv to pin the opponent with a scarf, while the other strangles. The victim can decide which grapple to break first. As always, these grapple attacks provoke attacks of opportunity, unless the Kariv has a compensating feat. This is considered an exotic weapon for proficiency.

Puzzle Boxes: Many Kariv clans are known for their woodworking, and in particular for the intricate puzzle boxes and boxes with concealed compartments that they make. A Perception check is required to find a box's secret panel, and a Disable Device roll is required to unlock a puzzle box or a locked secret panel. (DCs typically range from 15 to 30, depending

on the cost and intricacy of the puzzle box). These boxes are popular with minotaur customers, especially the sliding maze puzzle boxes.

Ridegrass: Centaurs dose themselves with painkilling, hypnotic ridegrass before long journeys without pauses for food or sleep. Ridegrass has no effect whatever on two-legged creatures, but equine creatures such as horses, mules, oxen, griffons, hippogriffs, and pegasi can also benefit from it, gaining a +4 bonus to Constitution checks (required for nonstop journeys, which are considered forced marches) for a day after consumption. Ridegrass also allows equine creations to hustle without ill effect for four hours.

Sbitten: Also called the “wine of the raven,” this potent drink has a particular medicinal value. Drinking a single cup of sbitten provides the drinker with a +1 equipment bonus on Fortitude checks against cold and exposure, and it subtracts 1d4 hp nonlethal damage incurred by such conditions for one hour.

Steppe Pears: These flowering plants are rare, and they have only a passing similarity to true pears. They don't taste very good but they are nourishing and contain water. Two are equivalent to a day's rations.

Rothenian Beasts of Burden

The Plainfolk prize several unique breeds of horses, ponies, and hounds. A few of these are listed below.

Gormes

This large, almost pony-sized steppes dog is prized by the windrunner elves. It has a preternatural intelligence in its eyes.

Gormes

CR 3

XP 800

NG Medium magical beast

INIT +6; SENSES darkvision 60 ft., scent; Perception +6

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

HP 33 (4d10+8)

FORT +3, REF +6, WILL +6

OFFENSE

SPEED 40 ft.

MELEE bite +7 (2d6+4 plus trip)

SPECIAL ATTACKS trip, nip

STATISTICS

STR 17, DEX 15, CON 15, INT 6, WIS 12, CHA 14

BASE ATK +4; CMB +7; CMD 19 (23 vs. trip)

FEATS Improved Initiative, Toughness

SKILLS Acrobatics +10, Perception +6, Stealth +6, Survival +6

LANGUAGES Elvish, Trade Tongue (cannot speak)

ECOLOGY

Environment any

Organization solitary, pair, or pack (6–11)

Treasure incidental

SPECIAL ABILITIES

Trip (Ex) A gormes can attempt to trip its opponent as a free action without provoking an attack of opportunity if it hits with the specified attack. If the attempt fails, the hound is not tripped in return.

Nip (Ex) A gormes can, instead of making a normal bite

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attack, make a nipping attack that herds its target in a particular direction. The hound makes a standard feint attempt, and if it succeeds, the gormes can choose to move the opponent 5 ft. in any direction. The hound does not take a penalty for nipping or herding a creature of animal intelligence.

horse, Plains

This lean but hardy looking horse looks ready for a fight or for speedy flight.

Plains Horse

CR 2

XP 600

N Large animal

INIT +2; SENSES low-light vision, scent; Perception +3

DEFENSE

AC 10, touch 10, flat-footed 9 (+1 Dex, -1 size)

HP 15 (2d8+6)

FORT +6, REF +4, WILL +1

OFFENSE

SPEED 50 ft.

MELEE 2 hooves (1d4+1); bite (1d4)

SPACE 10 ft.; Reach 5 ft.

STATISTICS

STR 17, DEX 12, CON 17, INT 2, WIS 11, CHA 7

BASE ATK +1; CMB +5; CMD 17 (21 vs. trip)

FEATS Endurance, Run

SKILLS Perception +3

SQ combat trained, cropper

ECOLOGY

Environment temperate plains

Organization solitary, pair, or herd (3-30)

Treasure incidental (NPC gear)

SPECIAL ABILITIES

Combat Trained (Ex) All plains horses are combat trained from birth, and they can be commanded by

a rider to use their hoof and/or bite attacks with a successful DC 15 Handle Animal check. As a verbal or stirrup command, this is considered a swift action in combat.

Cropper (Ex) Unlike larger lowland horses, plains horses have been bred to sustain themselves on the long grasses, short grains, nettles, and plain pears of the steppes. Thus they are self-feeding so long as they have access to grasses or other simple greens.

horse, Spirit

This regal horse boasts a shimmering coat and a knowing stare. Its shoulders are as tall as a full-grown man.

Spirit Horse

CR 7

XP 1,800

N Large magical beast

INIT +7; SENSES low-light vision; Perception +9

DEFENSE

AC 18, touch 13, flat-footed 14 (+4 Dex, +5 natural, -1 size)

HP 49 (7d10+10)

FORT +7, REF +9, WILL +8

IMMUNE electricity; RESIST cold 10

OFFENSE

SPEED 60 ft.

MELEE bite +19 (1d8+6), 4 hooves +17 (1d8+3)

SPACE 10 ft.; Reach 5 ft.

SPECIAL ATTACKS powerful charge (hooves, 2d8+9), trample (1d8+6, DC 21)

SPELL-LIKE ABILITIES (CL 11th; concentration +9)

At will—*air walk*

STATISTICS

STR 17, DEX 17, CON 18, INT 12, WIS 16, CHA 14

BASE ATK +10; CMB +18; CMD 28 (42 vs. trip)

FEATS Endurance, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Run

SKILLS Acrobatics +18 (+38 when jumping), Perception +9, Swim +9

LANGUAGES Auran, Elvish, Trade Tongue (cannot speak)

ECOLOGY

Environment cold mountains

Organization solitary, pair, or herd (3-10)

Treasure none

Spirit horses are a legendary breed of magical horses. Most spirit horses have shining white coats and long, shining golden manes and tails, although occasionally a foal is born with a jet-black coat or a shimmering silver coat. Spirit horses sometimes display magical abilities—such as spellcasting or breath weapons—beyond those

Table 9-1: Rothenian Beasts

Beast	Weight	Cost
Gormes (Fey Hounds)	65 lbs.	3,350*
Plains Horse	650 lbs.	175
Steppes Pony	375 lbs.	65
Spirit Horse	600 lbs.	12,500*

*Not normally available for sale—see creature text for details

of their more normal kin. A typical spirit horse stands over six feet tall at the shoulder, measures six to eight feet long, and weighs upward of 1,100 lbs.

According to various legends, spirit horses are descended from the legendary Sleipner, steed of Wotan, were brought to Midgard by elves, or were somehow related to the dragon horses of the south. Regardless, spirit horses are exceptionally rare, even on the Rothenian Plains, but they can be found in any area with a wide horizon as they gallop across the plains and sky at will.

While spirit horses cannot actually fly, they are able to walk on air as easily as on land, and they spend much of their time galloping across the skies. Spirit horses are highly prized as steeds. As intelligent magical

beasts, though, they cannot be trained using the Handle Animal skill. Although they cannot speak, spirit horses understand Auran, Elvish, and the Trade Tongue. Any adventurer who wishes to use a spirit horse as a mount must convince the creature to serve using Diplomacy, Intimidate, or other means.

Riding a spirit horse requires no equipment other than a normal saddle, and spirit horses are capable combat mounts by nature. A rider does not need to make a Ride check to control a spirit horse in battle, but he must make a Ride check to attack in the same round that the spirit horse attacks. A spirit horse can carry 400 lbs. as a light load, 800 lbs. as a medium load, and 1,200 lbs as a heavy load.



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Pony, Steppes

This short, sturdy pony has thick hooves and a long, shaggy mane.

Steppes Pony

CR 2

XP 400

N Medium animal

INIT +1; SENSES low-light vision, scent; Perception +6

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

HP 13 (2d8+4)

FORT +5, REF +5, WILL +0

OFFENSE

SPEED 40 ft.

MELEE 2 hooves (1d3)

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STATISTICS

STR 13, DEX 14, CON 14, INT 2, WIS 11, CHA 4

BASE ATK +1; CMB +2; CMD 13 (17 vs. trip)

FEATS Endurance, Run

SKILLS Perception +6

SQ combat trained, cropper (see plains horse, above)

ECOLOGY

Environment temperate plains

Organization solitary, pair, or herd (3–30)

Treasure incidental (NPC gear)

Plains ponies are a smaller breed of plains horse better suited to halflings, gnomes, and human children as mounts. They are also trained from birth for combat and can survive indefinitely on the tough grasses and greens of the steppes. They stand three to four feet tall and weigh about 600 lbs.

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