PLAYER'S GUIDE TO THE

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### **PLAYER'S GUIDE 4**

# PLAYER'S GUIDE TO THE SEVEN ITO THE ITO THE

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# WELCOME TO THE SEPTIME CITIES

# A BRIEF HISTORY OF THE SEVEN CITIES

The ancient elvish Adelian Empire built the wide roads, great buildings, deep harbors, and voluminous granaries of this lush peninsula. The ancient and mighty empire extended to the west and north, as far as the Arbonesse, and included much of the Ironcrags. When the Elven Emperor stepped out of the world and called the Great Retreat, the empire vanished and the Seven Cities suffered worse than most.

Things fell apart quickly: a dozen generals and mages declared themselves emperors, and civil war ran riot. The worship of Mavros grew greatly during this time of strife. Some sages whisper that Mavros engineered the Great Retreat to expand his influence in the south and east. These civil wars have continued for centuries, and though peace treaties are often made, they are as quickly put aside. The rival cities unite only against external threats, such as the Mharoti, and then only as long as it is convenient and profitable.

# THE SEVEN CITIES TODAY

In the Seven Cities, war is embraced and celebrated as nowhere else. The armies of its various republics march every spring, looking for conquest, plunder, and glory. Many warriors come to the cities to take their coin as mercenaries during yearly raids and sieges. A few have seized a general's laurels or a lord's title for their work on the field of battle. The people of the Seven Cities fight because conquest and victory bring honor, glory, and the possibility of great wealth. Only a fool wishes for peace when glory and plunder are waiting just over the border.

# THE AUGUST REPUBLIC OF VALERA

SYMBOL: Seven white towers on a red field RULER: Emperor Loki V and his Regent, Grand Marshall Joderick Kastellan

POPULATION: humans, dwarves, centaurs, minotaurs

Valera, the ancient Adelian capital, is by far the most disciplined and aggressive of the city-states. It has an experienced and disciplined officer corps, ancient elvish secrets, and several Orders of Mavros on its side. The emperor's personal centaur guard, called the Rhoetian Guard, is a fearsome opponent and each member is unwaveringly loyal. The only thing the city lacks is a significant naval presence. Its current ruler, Loki V, is only 13 years old. He does have the wily old campaigner Joderick Kastellan looking over his shoulder, however, and few make the mistake of underestimating Joderick twice.



#### PEOPLE AND PLACES OF VALERA

**THE ADELIAN PALACE:** A fine example of early elvish architecture, the 213 rooms of the Imperial palace feature enormous windows, marble stairwells, and magical lighting that follows the footsteps of anyone walking its hushed halls. With its magic mirrors, hidden shadow doors, and a history of intrigue, seduction, and imperial elvish power, the history

that haunts these mighty halls is still impressive today.

#### The Fist of Mavros:

The Fist is the starting point of the Way of Mavros, a pilgrimage route north to the Seat of Mavros in the Goblin Wastes. Run by militant priests of Mavros, it is a popular mustering point for free companies and other mercenaries.

#### **THE HOUSE OF SWORDS:** This fortresstemple's name is a translation from the

original elvish: It was originally the premier elvish fencing academy of the old Adelian Empire and a center of worship for the Ebon Blades, a sect of Sarastra-worshiping magi. Dedicated to Mavros, now the House of Swords is a Temple-Militant of Mavros, and it guards the southern road to Kammae. This massive fortress has a series of thick, spellbound ramparts protecting a monastery and temple at its stony heart.

# The Grand Theocracy of Kammae

**SYMBOL:** Black field with a silver serpent below three golden moons, and above three golden oak leaves.

- **RULER:** The Resplendent Bride of the Moon, the Oracle Yeneva Podella
- POPULATION: humans, minotaurs, kobolds

The Oracle in Kammae rarely seeks war, but her numerous priests, oracles, paladins, and inquisitors give her a divine hammer with which to smite her foes. Kammae is at odds with Triolo over the chaining of the sea god Nethus, and the Oracle also fears that Capleon has had successful secret treaty negotiations with the Dragon Empire. The city is a fine one, with red-tiled roofs and whitewashed houses, and people learned and pious. Kammae is the only place in the Seven Cities where Mavros is not one of the Great Gods, because the Oracle abhors war and her goddess commands the Oracle to gain strength in more subtle ways than war, conquest, and pillage.

#### PEOPLE AND PLACES OF KAMMAE

THE ORACLE: Known as the Daughter of the Moon, Yeneva Podella is an unmarried woman of middle years who is supremely blessed with divine insight and the sacred gifts of healing and prophecy.

**THE EYELESS:** The inquisitors and paladins of the Moon Goddess are members of a divine order called the Eyeless, answerable only to the Oracle and to no other earthly authority. Their symbol is a blank white eye.

**THE CHAINED TEMPLE:** The Temple of Nethus is guarded at all times by huge minotaurs with great axes and inquisitors with piercing questions. The precise conditions and nature of the god's enslavement are closely held mysteries, shared only among the Oracle's closest allies. The people of Kammae know only that they have a great power among them, and dread the thought of his release through intent or misfortune.

> **THE RINGWOOD:** This large forest cloaks and houses those who oppose the Oracle's omnipresent rule, such as bandits and wild centaurs. Various drakes, dragons, and wyverns also breed there.

The Indolent Island of Missala:

The Valeran Emperors enjoyed luxury and privacy on this small island west of Kammae. Now abandoned, it is home only to banshees, ghosts, and will-o'-wisps. Seeking to loot the old tumbledown palaces

of their treasures, many adventurers alight on the island's benighted shores, but far fewer return. They come,

heedless of danger, because local legends say fortunes of gold, platinum, mithral, orichalcum, jewelry, and magic are buried in vaults beneath the old pleasure palaces.

**Hesppuco:** Kammae is famous for its semi-active volcano. Mt. Hesppuco coughs and spews lava every decade or so and shrouds much of the land around it in rich volcanic ash, making the surrounding hills home to some of the best vineyards in the south. The Smoking Mountain is also said to be home to a great and wily dragon.

# THE GOLDEN BARONY OF CAPLEON

SYMBOL: Three red lions regardant on a golden field. RULER: Baron Raúl Cazagoza

POPULATION: humans, minotaurs, kobolds, dragonkin

Capleon is the financial giant of the Septime cities and a major rival of Triolo and Valera. It currently has a peace treaty with Kammae, but the peace is fragile at best. Wealthy Capleon



seeks a subtler path than open war to gain dominance on the peninsula. The baron seeks to buy new friends, not conquer old enemies. He desires to turn the Mharoti into valuable allies against his Septime rivals, thus using the city's financial prowess to acquire the power that it has failed to win on the battlefield through blunt force.

#### PEOPLE AND PLACES OF CAPLEON

**BARON RAÚL CAZAGOZA:** The portly "Southern Lion" is an extravagant hedonist, and he enjoys his good fortune by throwing festivals, buying ancient artifacts, and inviting famous scholars, bards, warriors, and mages to his court.

**BLOOD OF THE SEA:** This amphitheater was built over seacliff caves and blowholes that are sometimes opened to bring a wash of salt water into the arena to wash away dried blood. This amphitheater is used for bullfights, traditional minotaur warrior rituals, and gladiatorial combats between captured prisoners and beasts. Events are staged weekly or at festival times.

**BRINTARRO, THE "ARSENAL OF CAPLEON"**: A city of great shipyards, Brintarro is a closed city. It is forbidden to outsiders and well-guarded by the baron's most loyal troops and sailors.

# THE ROYAL CANTON OF MELANA

**SYMBOL:** A white upper field, red stripe, and black lower field with three gold stars

**RULERS:** Censor Cirillo Faliero and Censor Vinzlo **POPULATION:** humans, dwarves, kobolds, gearforged

The forested hills of the Canton of Melana sit strategically between the Free Cantons of the Ironcrags, the Magdar Kingdom, the Duchy of Verrayne, the wild White Mountain Marches, and the Republic of Triolo. At the intersection of three trade routes, the City of Melana squats at the feet of the Ironcrag Hills and controls the eastern gateway to the Seven Cities. Melana strives to seize farmlands from Triolo, Friula, and Verrayne every campaign season; it has been less than successful for the last few seasons.

Their lack of success is due in part because Melana's dwarven crossbow and pike troops are justifiably feared, but Melana is notoriously weak in cavalry. Rumors state that the censors are currently in negotiations with Trombei to acquire the stock of warhorses they so desperately lack.

The Canton of Melana is run by two censors, chosen every five years by a small group of electors. The positions of censor have traditionally been split, one being held by a human and the other by a dwarf. The most recent election has created hard feelings among the dwarves, since a human and a kobold were chosen as censors.

#### PEOPLE AND PLACES OF MELANA

**TOLMEZO:** This stilted village sits on the edge of the Malenian marshes. Tolmezo is the first stop on the Floating Roads, a series of wooden causeways attached to stone pillars by steel rings. The causeways float on the marsh surface and are

passable from Tolmezo into Trombei and along Triolo's border in any season or weather. Recently they have become more dangerous since the native lizardfolk have become restive.

**THE SCARLET CITADEL:** The Scarlet Citadel is the castle of Gellert the Gruesome, a fearsome warlock who retains a private army. He swears fealty to the censors scrupulously each year and defends his border against the creatures of the White Forest and the war wagons of the Magdar.

# THE ROYAL COLLECTIONS OF FRIULA

**SYMBOL:** Golden basilisk on a solid black background **RULERS:** The Incunabuli **POPULATION:** humans, dwarves, kobolds, gnomes

When the cataclysm that destroyed Caelmarath shattered the glittering cities of the golden coast, only Friula survived intact. Friula prefers subterfuge and diplomacy to open war, but when war comes, its massive clockwork siege engines and wizards make it a fearsome foe. Fortunately for the city, an assault by land requires a march through lizardfolkinfested marshes and basiliskinhabited hills. So rather than send armies, both Friula and her enemies send out spies. A secret cabal of scholars called the Incunabuli rules Friula. While they jealously guard and grow the city's legendary Great Library, they also compete to expand their own private collections. Entry into the cabal is by invitation only.



#### **PEOPLE AND PLACES OF FRIULA**

**THE GREAT LIBRARY:** Many come to the Friula seeking the Great Library, the largest collection of written works in the Seven Cities. Housed in the Royal Spires and extending deep below ground to the Sacred Scroll Vaults, the number of treatises that can be found here is immense. Books and scrolls on history, alchemy, astrology, demonology, magic, poetry, and theology are all housed here.

**ULSAVUS MENTES:** The Golden Voice is an aging but handsome performer, and the most popular bard in the Amphitheater, mixing fiery rhetoric with epic ballads and comedic poetry. Ulsavus is also the leader of the Friulan Oratorio, a bardic college whose traditions can be traced back to Old Thorn.

**THE AMPHITHEATER:** Elvish masters crafted this massive amphitheater out of the earth and opened it to the sky. The Doom split the amphitheater in two, but simple wooden planks bridge its gaps and performances are still common.

# THE VERDANT REPUBLIC OF TROMBEI

**SYMBOL:** Three golden stalks of wheat on a green field **POPULATION:** humans, dwarves, centaurs

The walled city of Trombei straddles the three major highways to Valera, Triolo, and Melana, dominating trade moving north or south through the Seven Cities. Flanked on either side by impassible marshes, Trombei has leveraged its strategic location and the bounty of its farmlands to become an economic and military powerhouse. It is kept in check only because it battles back and forth with Friula, Melana, Triolo, and Valera nearly every campaign season. This does not daunt Trombei, since its rich granaries and fine warhorse bloodlines give it the strength to wage frequent and relentless campaigns. Trombei is a republic ruled by the Commune, a body composed of representatives (the *compassi*) from all of the 24 guilds as well as 10 seats for landholders. The Commune elects a member biannually to serve as the city's chief administrator and First Speaker.

#### **PEOPLE AND PLACES OF TROMBEI**

**FIRST SPEAKER:** Fallani Vil is the daughter and the niece of previous First Speakers. She is, at a young age, already a consummate leader and at home in the bare-knuckle world of Trombeian politics.

**ALKMAN THE FAT:** Trombei's most recognizable resident is the enormously obese general Alkman Sar. Once a famous general of the City Cavalry, he is now so grossly overweight that he must travel about in a gilded cart drawn by large draft horses. Although he is still widely admired and beloved for his earlier exploits and conquests in service of the city, nowadays he is more commonly an object of ridicule and the subject of risqué drinking songs.

**THE BRAWLS:** Docks line each side of the Arnesse River as it passes through the heart of Trombei. Those looking for peace and quiet are advised to stay away, since the Brawls are home to every form of vice money can buy.

# THE MARITIME REPUBLIC OF TRIOLO

**SYMBOL:** A green sea serpent biting its tail, top of field silver, bottom scalloped and blue.

RULER: Duke-Admiral Cadua

**POPULATION:** humans, minotaurs, kobolds, gnomes, gearforged

The corsairs of Triolo are notorious throughout the White Sea to the great Western Ocean, since they are fearless sailors, privateers, and pirates. Triolo's wealth of ships keeps her safe from invaders, most particularly the Mharoti armadas. Its people are loyal, proud, and hard-working. Triolo maintains strong trade ties to the north and south, while also raiding Capleon, Valera, and Trombei frequently. On land, it depends on minotaur and dwarven companies for much of its strength.

#### PEOPLE AND PLACES OF TRIOLO

**DUKE-ADMIRAL CADUA, THE GOLDEN HORN** (MINOTAUR): As an impetuous youth, Captain Cadua led a Triolan fleet into a Mharoti trap. Shamed, he was told he would never command a ship again because he did not have the wisdom to lead, even though he had saved many of his ships and sailors from the deadly ambush. Cadua left Triolo to find and win a conqueror's wisdom, but he paid a terrible price. To the Clockwork Oracle, he lost a horn; to the God-Slavers, an eye; and to the Spider Oracle, a hand—all in exchange for their divine insight. A scant five years later, Cadua returned to Triolo, burning with the faith of Mavros and bringing with him a score of ships. Now he is the first minotaur to become the Duke-Admiral of Triolo.

**THE SEWING QUARTER:** The city is notorious for its pirates and their treasures, but it has its courtesans and scholars as well. Both populations live in a single district, called the Sewing Quarter or the Scholar's Quarter; both groups cater to the needs of sailors and their captains. Its courtesans, mapmakers, diviners, and accountants are friends and helpmeets of both corsairs and legitimate merchants.

**ARCHAE, THE SPIDER'S SHRINE:** The quietest and most sacred ground of Triolo is this small, green island, with its marble temple and many caves. Priestess-weavers work day and night here, weaving the sacred words of the goddess Ariadne, who is called Rava in the North. The oracle Alcestis is powerful, as is her sister in Zobeck; they can both see and manipulate the strands of fate. The shrine is neutral ground and a sanctuary in the region, since even Mharoti come to seek powerful prophecies from the Oracle. Some say that ships can find the island only when the Oracle wishes them to find it.

# **THE BORDER STATES**

Although not traditionally considered part of the Seven Cities, Illyria, Kyprion, and Verrayne's fortunes are inextricably linked to those of the Septime Realms. They are pressed on all sides by goblins and dragons, and if these kingdoms fall, the gates to the Seven Cities would open to the ravening hordes.

# THE SERENE ISLE OF KYPRION

SYMBOL: A great double-headed ax, gold on a blue field. RULER: Queen Kitane (minotaur) POPULATION: humans, minotaurs, gearforged

Kyprion is the current homeland of the minotaurs. Pressed sharply by the Dragon Empire, it owes fealty and allegiance to the Maritime Republic of Triolo, and it would have fallen long ago without the Republic's support and its "wall of ships." The capital city Vespas is a great one, with wide avenues and wellpaved streets, as well as lush fields and fragrant fruit groves just outside its walls. Abundant springs and fountains crown the Capitoline Hill, and water cascades down through a series of channels and aqueducts to the crowded markets and rich houses near the capitol city's waterfront.

#### **PEOPLE AND PLACES OF KYPRION**

**THE QUEEN OF KYPRION:** Queen Kitane is a gentle priestess, kind and merciful to her people. The recent rise of a minotaur (Cadua) to lead the Council of the Triolan Republic as Duke-Admiral makes her all the happier.

**PALACE OF THE BULL:** The queen and her consort rule from the Minos Palace at the top of the city's Capitoline Hill. Minos Palace is a structure of enormous, colossal stones and heavy pillars in the style of Nuria-Natal. The palace stands within the Great Labyrinth, and it has sweeping sea vistas, large inner courtyards, and beautiful music. The palace guards, called the Aurochs Order, are all enormous minotaurs, skilled in both magic and combat.

**CHAMIRAS, CITY OF TOMBS:** The loot of a thousand expeditions against the Dragon Empire fills this city's necropolis of the honored dead. Tomb plundering is all too common, so the Necropolis is jealously guarded by minotaur inquisitors and sorcerers. The necropolis, some believe, is a portal to the Underworld. Certainly Chamiras does become very quiet at night.

# THE GRAND DUCHY OF ILLYRIA

**SYMBOL:** White, a griffon green **RULER:** Veristi Terramaine, the White Duchess **POPULATION:** humans, dwarves, minotaurs

Illyria of Old, Land of a Thousand Heroes, once stretched north to the White Mountain Marches Mountains and east into what is now the Dragon Empire. The late Mharoti Sultan, in his last invasion, cleaved Illyria in twain, pushing her behind her shielding mountains. Illyria and her duchess depend on the Seven Cities for aid against the Mharoti, and her entire strategy is based on holding the mountain passes and keeping the new sultana's armies on the far side. The lost lands to the east are a source of perpetual anger and grief, and the Illyrians hope to someday reconquer them. Today Illyria celebrates small victories, such as the capture of the Mharoti Dragon Zhandres. A treasure awaits anyone who can extract truth from the cunning dragon. In Illyria, Mavros is shunned for Perun, the patron of the ancient people who originally settled here, driven to this verdant shore by a violent storm.

#### PEOPLE AND PLACES OF ILLYRIA

**THE WHITE MOUNTAIN MARCHES:** Once this was idyllic Illyrian territory. Now, it is the realm of bandits and monsters. The Marches were a rich source of silver, marble, and iron for Illyria. Only a few heavily guarded mines remain open, and all unwalled villages have been abandoned.

**THE GRIFFONCRAGS MOUNTAINS:** These peaks serve as an important buffer between the Mharoti Empire and Illyria. The great and ancient Anaxi Towers command the highest mountain tops. Once the crowning glory of Illyria's defenses, they were abandoned for centuries. Seven of the eleven towers have recently been reclaimed by the Duchy, fortifying the mountainous border with the Mharoti.

**THE SCION RIDERS OF ILLYRIA:** The first sons and daughters of the great families are bonded with a hippogriff at a young age, and they lead Illyrian units from the skies, clad in gleaming armor of silver and steel.



# THE GREEN DUCHY OF VERRAYNE

**SYMBOL:** A black tower on a white field, with a green curved hill below

**RULER:** His Verdance, Duke Gareth Albrioc, Lord of the Nine Towers

**POPULATION:** humans, dwarves

The gorges and hills of this region are a nearly perfect defensive ground, and they are defended with an iron hand against the chaos of the Goblin Wastes. The goblin tribes that invade from the Wasteland are usually disorganized, but when they unite under a strong leader in an invading horde, they bring all the horrors of the Wastes with them.

#### **PEOPLE AND PLACES OF VERRAYNE**

**DUKE GARETH ALBRIOC:** A seasoned campaigner and cunning commander, the duke is known to be increasingly paranoid about assassination. At least four members of his

"Black Band", seven warriors and sorcerers who claim to be the mightiest heroes in the Seven Cities region, accompany him at all times.

**THE NINE TOWERS:** These nine huge spellbound fortresses are the main line of defense against the terrors of the Goblin Wastes.

**THE CASCADING GARDENS:** The terraced gardens outside his palace are the duke's pride and joy. They are rumored to predate Caelmareth and perhaps have direct ties to the fey realms.

**THE ORDER OF SEEKERS:** The Green Duchy's warrior elite, this order of rangers and fighters are committed to holding the line against the goblins and monsters of the Wastes. Within it, the Black Band serves as the duke's personal bodyguard and his closest confidants. Members of the Seekers are the duke's eyes and ears along the borders of the realm and are its staunchest defenders. Some whisper that they have their own agenda.

# SEPTIME CITY TRAITS & FEATS

# TRAITS

"Everyone thinks the Seven Cities is all about fightin' and sieges. A wise man knows that survivin' in the Seven Sisters is as much about politics and spyin' as it is wavin' a sword and hollerin' like a berserk minotaur. A strong man might win a battle or a shipboardin', but a cunning man—one who knows when to keep his eyes and ears open—is the kind who wins kingdoms."

-Archos Bartoloni, retired corsair, part-time adventurer, and full-time barfly

### **REGIONAL TRAITS**

#### **Academy Graduate (Seven Cities)**

You have studied at the finest philosopher's academies. There you were taught the 37 means of deception and the 8 pillars of truth. It takes more than a simple lie to deceive an academy graduate.

**BENEFIT:** You gain a +1 trait bonus to all Sense Motive checks and all saving throws against illusion.

#### **Child of the Compassi (Trombei)**

You were raised and trained in the rough-andtumble world of Trombeian politics, and you have the sly tongue and ingratiating manner to prove it.

**BENEFIT:** Once per day, if you fail a Diplomacy, Bluff, or Sense Motive check, you may make a second roll. You must accept the result of the second roll.

#### **Deaprian Tamer (Kammae)**

You were raised in Deapri and have a special affinity to hounds and hawks.

**BENEFIT:** You gain a +1 trait bonus to Handle Animal checks and Handle Animal is always a class skill for you. You gain a +2 trait bonus to Handle Animal checks with dogs and birds of prey.

#### Friulan Intriguer (Friula)

In Friula, the wise learn to read faces with the scrutiny that



a scholar might reserve for an ancient tome of lore. The wise also learn to lie with their faces, weaving tall tales without ever speaking a word. You are one who has sparred often with a glance, smile, or raised eyebrow.

**BENEFIT:** You gain a +1 trait bonus to Disguise and Sense Motive checks and one of these skills (your choice) is always a class skill for you.

#### Librarian's Apprentice (Friula)

The number of works in the great library is such that a man would need to live a thousand years to read all that is stored there, and in that thousand years, another thousand years' worth of manuscripts would be collected. Having worked there, you have sampled its many wares and are wiser for having done so.

**BENEFIT:** Choose two areas of Knowledge; you gain a +1 trait bonus to all checks related to these two areas, and one of them is a class skill for you.

#### Lore of Chamiras (Kyprion)

You were raised in the Tomb City of Chamiras, in Kyprion. The living have forgotten many things that the dead remember. The walls of tombs, the tokens of the fallen, and the whispers of restless spirits are all eager to impart lore to those who will listen.

**BENEFIT:** You gain a +1 trait bonus to Knowledge (arcana) and Knowledge (planes) checks and one of these skills (your choice) is always a class skill for you.

#### **Melanian Mingler (Melana)**

What few outsiders understand is that pride of history is just as central to the culture of kobolds and dwarves as it is among the taller races. You were raised in Melana and can innately sense what a kobold is proud of or grasp the more creative aspects of dwarven bookkeeping.

**BENEFIT:** You gain a +2 trait bonus to all Diplomacy and Sense Motive checks when dealing with dwarves or kobolds.

#### Sailor of Triolo (Triolo)

You have been raised around and spent your life upon the open sea, so you have come to feel at home there. Although you have learned how to read its dangers and reap its bounty, you recognize that no mortal can ever be its master.

**BENEFIT:** You gain a +2 trait bonus to all Swim and Survival checks made at sea.

# The Scent of Tea and Spice (Capleon)

You were raised along Teaseller's Row in Capleon, where the word "spice" can mean much more than a dash of black or cyan pepper. Amid the market stalls and back alleys, keeping quiet is a virtue, and if you must speak, dissimulation is much prized.

**BENEFIT:** You gain a +1 trait bonus to Bluff and Stealth checks, and one of these skills (your choice) is always a class skill for you.

#### Scion of Capleon (Capleon)

You are the child of a powerful noble or wealthy merchant. Even as a child you were drilled in the names of your house's allies and rivals. Although each child is expected to earn his or her own keep, the fathers of Capleon know it takes investment to get return. You have therefore been bequeathed a seed you will be expected to make grow into a golden garden.

**BENEFIT:** You gain a +1 trait bonus to Knowledge (nobility) checks and Knowledge (nobility) is always a class skill for you. You also gain a 400 gp starting cash bonus or one masterwork (hereditary) item of equal or lesser value.

#### **Seeker's Apprentice (Verrayne)**

The Order of Seekers takes only the most talented to join its ranks, though they train many more in the essential skills of reading the land. The members of the order do this not only to gain a sense of potential future candidates for membership but also to form lasting bonds and connections to influential families whose patronage helps keep the order well provisioned and well informed.

> **BENEFIT:** You gain a +1 trait bonus to Survival checks, and Survival is always a class skill for you.

#### Septime Trader (Seven Cities)

A good merchant is a friend to anyone with ready coin, and the language of profit is more universal than the language of love. In the Seven Cities and beyond, it pays to treat all races with deference when you are trying to relieve them of excess gold.

**BENEFIT:** You gain a +1 trait bonus to Appraise and Diplomacy checks when dealing with someone of a race different from your own.

#### Septime Voyager (Seven Cities)

You have traveled throughout the Septime region and beyond. A head for languages and the ability to tell a tall tale are essential to traversing a land of shifting borders and allegiances.

**BENEFIT:** You gain a +1 trait bonus to Linguistics and Bluff checks, and one of these skills (your choice) is always a class skill for you.

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#### Sky Rider (Illyria)

You have been trained from a young age to ride a flying mount and have even had one or two flights as an apprentice to a Scion Rider. Once someone has had a taste of it, the ride becomes an experience they will always fear or forever desire. For a few tortured souls it is both.

**BENEFIT:** You gain a +2 trait bonus to Handle Animal and Fly checks with flying mounts, and one of these skills (your choice) is always a class skill for you.

#### Songs of Old Thorn (Friula)

You have studied at the Friulan Oratorio, perhaps for a time under Master Mentes. Few who have not done so understand how demanding and harsh the masters can be, and how few endure it with their dreams unbroken.

**BENEFIT:** You gain a +2 trait bonus to Perform checks for a Perform skill of your choice, and that Perform skill is always a class skill for you.

#### Strength of the Seekers (Verrayne)

You were raised in Verrayne and trained from an early age to recognize and resist mental compulsion. The first thing you learned is that these techniques are far from guaranteed to work.

**BENEFIT:** You gain a +1 trait bonus to saving throws against all mind affecting magic, spells, and effects.

#### **Trombeian Equerry (Trombei)**

You have been raised around, and are trained to ride, the mighty equine stock of Trombei. Some sages say the first centaur was born of a Trombeian rider who wished to never leave the saddle. Most centaurs scoff at the notion, though they do seem to view man and mount as one person rather than two individuals.

**BENEFIT:** You gain a +2 trait bonus to all Ride and Handle Animal checks regarding horses. One of these is always a class skill for you.

#### Valeran Delver (Valera)

Valera has a strong appetite for relics of the Adelian era, and fortunes come to those who can find these treasures. You are an expert at spelunking and exploring subterranean ruins in search of such treasures that remind Valera's elite of the lost glory they feel is theirs to reclaim.

**BENEFIT:** You gain a +1 trait bonus to Knowledge (dungeoneering) and Knowledge (arcana) checks, and one of these skills (your choice) is always a class skill for you.

#### White Mountaineer (Illyria)

You have been raised in and around the White Mountain Marches and, more importantly, survived while doing so. None know whether the rugged terrain, the bandits, or the monsters of the region claim more lives, but each seems to be working hard to claim the honor.

**BENEFIT:** You gain a +2 trait bonus to all Climb and Survival checks in mountainous terrain.

#### **RELIGION TRAITS**

"Now, as I was sayin', boy, 'fore we got tossed down here, each city has its gods, but they ain't the same gods in each city. Up in the Northlands, they have Wotan and Perun and Freya, and down here in the Seven Sisters, they have Mavros and Volund and Sarastra. Down in Nuria-Natal they have Aten-Re, Horus, and Ninkash. Now to hear some of those bookish boyos from Friula tell it, they're all the same three gods wearin' different masks and playing even bigger games on a bigger board than the various petty kings around here are playin'. 'Course, we're still the little pieces in this big game."

> -Archos Bartoloni, heard after lights out in a Malenian oubliette

#### **Blessing of St. Charun**

The Saint of the Dead seems to have marked you for a special purpose. Tombs and graveyards give you a sense of peace, almost as if you have come home from a long journey.

**BENEFIT:** You gain a +1 trait bonus to all saving throws against death effects and necromancy spells.

#### **Cult of the Water Dragon**

You were raised in the faith of Seggotan, the Elemental God of the Sea, and taught to speak the ancient tongues of the sea fathers.

BENEFIT: You gain Draconic and Merian as bonus languages.

#### **Indomitable Faith of Aten**

You were raised in a very conservative faith and you are sure that your god is the One True God while others are only pretenders and upstarts.

**BENEFIT:** You gain a +1 trait bonus to all saving throws against divine magic, spells, or effects as long as they are not from devotees of your own Atenic faith.

#### **Mark of Ariadne**

You were touched by the Southern Incarnation of the Steam Goddess, which gives you a small insight into the rhythm of the universe. In times of great danger, you catch glimpses of the future and can better prepare for what is to come.

**BENEFIT:** You gain a +2 trait bonus to one saving throw per day. It must be announced before the roll is made.

#### **Mark of Ceres**

You were born during the harvest festival and are blessed by the Grain Goddess. The heat of the sun and its life-giving energy flow freely through you.

**BENEFIT:** You gain a +1 trait bonus to all rolls (per roll, not per die, but including smite and other damage rolls) where you are channeling divine energy.

#### Mark of Lada

Touched somehow by the Golden Goddess, you have a natural sense for how to heal the body and an inborn sense of compassion for those who suffer.

**BENEFIT:** You gain a +1 trait bonus to Heal checks and Heal is always a class skill for you.

#### **Mark of Mavros**

Born during a great battle, or mighty storm, or both, those bearing this mark seem to stand taller and gaze more fiercely than those more gently born.

**BENEFIT:** You gain a +2 trait bonus to all Intimidate checks.

#### **Mark of Nethus**

Some say that huge waves signal the birth of those with the mark of Nethus, as if the waves were rising to claim their child. The people of the oceans recognize one of their own and claim you as sibling.

**BENEFIT:** You gain a +2 trait bonus to all Diplomacy and Sense Motive checks involving merfolk.

#### **Mark of Rava**

Those close to Rava's heart can feel the warp and weft of the world's fabric, which grants an intuitive understanding of mundane and magical workings.

**BENEFIT:** You gain a +1 trait bonus to Knowledge (engineering) and Knowledge (arcana) checks, and one of these skills (your choice) is always a class skill for you.

#### **Mark of Thoth-Hermes**

You were raised in Kaptaria, in the worship of Thoth-

Hermes, who opens all roads of knowledge to the willing and open-minded traveler.

**BENEFIT:** Choose three Knowledge skills. These three areas are considered class skills for you.

#### Wisdom of Archae

From Fate's loom, the silken threads of destiny stretch to infinity. Those blessed with the weaver's wisdom can feel the vibrations from those of great power who stir in the cosmic tapestry.

**BENEFIT:** You gain a +1 trait bonus to Knowledge (religion) and Knowledge (planes) checks, and one of these skills (your choice) is always a class skill for you.

#### **RACIAL TRAITS**

"Thank you, yer Lordship ... er, Censorship? I was just tellin' the boy here that kobolds is a very thoughtful race, very thoughtful indeed. Glad we came to an 'understanding' about that 'fine' of yours. We'll just be on our way now, no more trouble to you ..."

—Archos Bartoloni, as heard outside the audience chamber of Vinzlo Koboldson, Second Censor of Malena

#### **Centaur Lore (Centaur)**

Even centaur warriors are taught that all life is magic and all magic is life. The wise are those who learn the ways of both. **BENEFIT:** You gain a +1 trait bonus to Knowledge (arcana) and Knowledge (nature) checks, and one of these skills (your choice) is always a class skill for you.

#### **Slippery Kobold (Kobold)**

There is an old kobold saying, "As long as you are moving, death cannot catch you." It is a lesson you have taken to wholeheartedly.

**BENEFIT:** You gain a +2 trait bonus to all Acrobatics and Escape Artist checks as long as you are not taking 20.



### **COMBAT TRAITS**

"Wha'dya think boy? I think these fine young lads should've brought at least three more of their little friends if they want to have any hope of getting these fat coin purses off us. Why don't you show 'em that two-sword fighting style you learned fighting goblins with the Seekers in Verrayne? Go ahead, I'll jump in . . ."

-Archos Bartoloni, in a back alley of Capleon

#### **Backroom Brawler**

You have always enjoyed a good fight and have a knack for causing pain without doing lasting harm.

**BENEFIT:** When dealing nonlethal damage while unarmed or with an improvised weapon, you may increase your damage by one dice step (1d6 becomes 1d8, etc.). This ability does not stack with the unarmed attack ability of the monk.

#### **Captain of Your Fate**

You believe that achieving greatness is an act of will, not the dictate of destiny. Those who fail lack the necessary desire to succeed.

**BENEFIT:** You gain a +1 trait bonus to all Will saving throws.

#### **Fleet of Foot**

You have always been fast on your feet, which is an excellent trait in a dangerous world that has nasty surprises around every turn. You have also learned to duck first, and figure out why afterward.

BENEFIT: You gain a +1 trait bonus to all Reflex saving throws.

#### **Siege Veteran**

In the Seven Cities, siege warfare has been honed to a fine art. There are few of age in the Septime region have not been in a besieging army or holed up inside city walls during a siege.

BENEFIT: You gain a +1 trait bonus to all Knowledge

(engineering) checks, and if you are on a siege engine crew, you reload in half the normal time.

#### **Survival of the Fit**

You grew up in an environment that was inherently dangerous, whether it was a kobold ghetto or the borderlands of the Wasted West. Food and poison were often in the same dish, and it has made you hardier than the average mortal being.

**BENEFIT:** You gain a +1 trait bonus to all Fortitude saving throws.

### **MAGIC TRAITS**

"What did I tell you, boy? No how matter how old or scary the mage or sorcerer is, I ain't found one yet that liked eight inches of cold Malenian steel through his left eye. Now give old Archos a hand. I think my pants are still on fire from that last spell."

-Archos Bartoloni, in the (former) sanctum of a Friulan battle mage (recently deceased)

#### **Magical Prodigy**

A rare few are born with the power to command magic. Many see this as a great blessing, but others see it as a sign of dark powers. Regardless of whether you embraced your gift, it often comes in handy.

**BENEFIT:** You gain one cantrip or orison that you can up to three times per day. This is in addition to any cantrip or orisons you learn from your class. If it is not a spell you could normally learn or cast, treat your caster level as 1st level a use your Charisma modifier to determine DC.

#### **Student of the Lonely Spire**

You have studied magic at the Lonely Spire, perhaps under the Master of Winds. Only the most talented and disciplined students are given this opportunity.

**BENEFIT:** You gain a +2 trait bonus to all Spellcraft checks.

#### **Touch of the Fey**

You have a fey ancestor and some measure of their power is within you.

**BENEFIT:** You gain a +1 trait bonus to all saving throws against illusion, and you gain +2 bonus to Knowledge (arcana) checks regarding spells of the illusion school.

#### **SOCIAL TRAITS**

"Listen, boy, everything here in Trombei is about politickin'. These here Trombei folks wake up in the morning talkin' who's up and who's down; they eat politickin' for breakfast, lunch, and supper. They go to bed at night and dream of becomin' the next First Speaker. So if you want those fine horses you been pinin' for, find one of these Speakers and get one to recommend you, or the stabler won't even look at you."

> —Archos Bartoloni, heard outside Horseseller's Row in Trombei

#### **Arcane Dabbler**

You love enchanted items with a passion that borders on obsession. Your mind races with excitement when you handle a new magic toy, and you have a knack for figuring out how they work.

**BENEFIT:** You may use your Intelligence modifier for Use Magic Device checks, instead of Charisma. You gain a +1 trait bonus to Use Magic Device checks, and Use Magic Device is a class skill for you.

#### Artiste

You are a creative spirit and have always loved working with your hands. Others struggle to achieve what seems to come naturally to you.

**BENEFIT:** Choose one Craft skill. You gain a +3 trait bonus to skill checks with that skill; you also gain a +1 trait bonus to all Appraise checks.

#### **Ghetto Urchin**

You were raised in a horrid slum where you learned to take what you need rather than rely on the kindness of strangers, which is something that is in short supply in the Seven Cities. **BENEFIT:** You gain a +2 trait bonus to your Stealth and Sleight of Hand checks when in urban settings.

#### Professional

You have earned a living at an honest trade and know the tricks and practices that separate the amateur from the professional.

**BENEFIT:** Choose one Profession skill. You gain a +3 trait bonus to skill checks with that skill; You also gain a 15% discount on any purchases made related to your profession (i.e. a brewer buying hops, malt or barley).

#### Spy

You have been employed as a spy and are well versed in the art of collecting information. You also have an elaborate network of contacts that keeps information close at hand wherever you go.

**BENEFIT:** When using Diplomacy to gather information, it takes you 5d6 minutes, instead of 1d4 hours. Knowledge (local) is always a class skill for you.

#### Swashbuckler

You have decided that if you are going to fight for a living, you might as well have a sense of style about it. For the experienced swordwielder, the environment is every bit the weapon your blade is.



**BENEFIT:** You gain a +1 trait bonus to Acrobatics and Escape Artist checks, and one of these skills (your choice) is always a class skill for you.

#### Wallflower

You have always avoided garnering too much attention and have a knack for fading into the background. This affords you the opportunity to observe the world around you in ways others often miss.

**BENEFIT:** You gain a +1 trait bonus on Stealth and Perception checks, and one of these skills (your choice) is always a class skill for you.

# FEATS

"Oh sure, any merc' company'll take any manjack that can heft a shield or tote a spear, but the ones that make the real money are the ones that can lead the others. Sergeants and captains that can shout above the din of battle and are obeyed. Those types."

-Archos Bartoloni, heard outside the walls of the Fist of Mavros

# HERITAGE FEATS

A heritage feat represents an ability gained through genetics, cultural upbringing, or childhood event that occurred prior to beginning your adventuring career. Heritage feats can be taken only at first level and, unlike standard feats, can grant supernatural powers, spell like abilities. Additionally, they sometimes have negative consequences as well as benefits. If you are playing with traits, you may substitute all trait selections for a single heritage feat. Prerequisites for heritage feats should typically not include class features, feats, or skills. All bonuses granted by heritage feats should be trait bonuses. Stylistically, heritage feats are often tied to features of a particular campaign setting.

#### **Blessing of the Triple Goddess (Heritage)**

You are a faithful servant of Hecate, the Moon Goddess and your magic changes as she does.

- **BENEFIT:** Your caster level for spells and spell-like abilities is increased by +1 when the moon is full, and it is decreased by -1 when the moon is new. You gain a +2 trait bonus to saving
- throws against effects that cause blindness or darkness.
- **Note:** If playing in a game where the phase of the moon is not known and the adventure does not span a month of game time, we recommend rolling 1d4 with 1 indicating a new moon, 2 a waxing moon, 3 a full moon, and 4 a waning moon.

#### **Blood Mother's Thrall (Heritage)**

You are a bloodbound servant of a red hag or bloodred druid, and you are enthralled to her.

**BENEFIT:** You gain a +2 trait bonus to all saving throws against arcane spells. Add +1 to your caster level for purposes

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of determining spell effects when casting spells with the plant, animal, or blood keywords. You are considered to have a permanent *telepathic link* to your master and carry your master's bloodred mark somewhere on your skin, granting your master a +4 increase to your Will DC when she is scrying you.

#### Blood of the Sea (Heritage)

You have merfolk in your lineage, which allows your lungs to function underwater for a limited time.

**BENEFIT:** You can breathe underwater for up to 30 minutes per day, and when swimming you can move at half your speed. **NORMAL:** You swim at one quarter your normal base speed.

#### **Dark Dreamer (Heritage)**

You were once addicted to the dark drug Requiem and are haunted by the aftereffects.

**BENEFIT:** You can cast *detect undead* as a supernatural ability once per day. The caster level equals your character level for purposes of this feat. You are often disturbed by vivid nightmares that on occasion can be prophetic. The frequency and extent to which they portend the future is at the sole discretion of your GM.

#### Faith of the Twins (Heritage)

You have been touched by the twin gods of the forests, Yarila and Porevit.

#### PREREQUISITE: Wis 13.

**BENEFIT:** You gain *speak with animals* as a supernatural ability once per day. At 13th level or higher, you may substitute *speak with plants* for *speak with animals* when activating the ability. Your caster level equals your character level for purposes of this feat.

#### **Monstrous Heritage (Heritage)**

One of your ancestors was a monstrous humanoid, and you have exceptional vision.

**BENEFIT:** Choose a race of monstrous humanoids when taking this feat (kobold, goblin, minotaur, and so on). You gain darkvision(30 ft.), or add 30 ft. to your current darkvision range, and you count as both your normal race and the chosen race for any effect related to race.

#### **Prisoner of the Anaxi (Heritage)**

You were once held captive in an Anaxi tower by the strange creatures that dwell there. They did something to you before letting you go free.

**BENEFIT:** You gain *see invisibility* as a supernatural ability that you can activate for 1 minute per character level per day. All minutes do not need to be used consecutively.

#### **Ringwood Sylvan (Heritage)**

You were raised in the dark forest of Ringwood and have learned to deal with the creatures there.

**BENEFIT:** You gain Knowledge (local—Ringwood) as a class skill, as well as a +2 trait bonus to all Diplomacy and Sense Motive checks when dealing with centaurs, dragons, kobolds, or other dragon-kin, such as drakes or wyverns.

#### Taint of Hunger (Heritage)

You were attacked by the Devouring Mists of the Wastelands, and survived, but not unchanged. You have learned that you can steal the dying breath of a living creature and use that energy to extend your own life. However, when you are carrying stolen life within you, you fairly bristle with necrotic energy that can be sensed by people and animals.

#### PREREQUISITE: Con 13.

**BENEFIT:** As a standard action, a number of times per day equal to your Constitution modifier, you may touch a dying creature and attempt to steal its life force as a death effect. If the victim fails a Fortitude saving throw (DC 10 + 1/2 your character level+ your Con modifier), it dies and you gain 1d8 temporary hit points per hit die of the creature killed, that last for 1 hour. While the temporary hit points last, you take a -4 penalty to Diplomacy and Handle Animal checks. This effect does not stack with multiple attempts. You must wait for the hour to expire before you to attempt to steal another dying breath, otherwise the attempt will fail and you will gain no benefit from your effort.

#### Touch of Sarastra (Heritage)

The fey goddess has blessed you by making shadows and darkness your allies.

PREREQUISITE: Nonlawful alignment.

**BENEFIT:** You gain a +2 trait bonus to all Stealth checks and to saving throws against effects with the illusion or darkness keywords.

#### **GENERAL FEATS**

"Life in the Seven Sisters ain't all about war, boy. Winnin' wars and makin' a siege come out the way you want is as much what you do between battles as much as what you do during the battles. You can't win a skirmish if your quartermaster ain't secured enough rations. You can't win a battle if your weaponmaster ain't found spears that won't break the first time they poke a steel breastplate. You can't win a war if your armorer has nothing but rusty buckets for helmets. Winnin' a battle ain't about being ready to fight, boy, it's about being ready to win."

> —Archos Bartoloni, overhead during a march south toward Valera

#### **Arcane Hunter**

You have learned to make your magic more potent against a particular type of creature.

**BENEFIT:** Choose a creature type when taking this feat. Creatures of the type you choose take a +2 to saving throws DCs against your spells and spell-like abilities.

#### **Mental Discipline**

You have learned techniques to avoid being deceived by magic. **BENEFIT:** You gain a +2 feat bonus to all saving throws against spells and effects of the charm and illusion schools.



#### **Military Engineer**

You have been trained in the fine art of overcoming enemy fortifications.

**PREREQUISITE:** Knowledge (engineering) 1 rank.

**BENEFIT:** When you operate or help operate a piece of siege equipment, it can be reloaded in half the normal time, receives a +1 to attack rolls, and has its critical threat range is increased by one.

#### **School Mastery**

You have achieved greater power in your chosen school.

PREREQUISITE: Spell Focus.

**BENEFIT:** When taking School Mastery, choose a school of magic in which you have taken a spell focus. You add +1 to your caster level for purposes of determining spell effects in spells of that school.

#### Shake It Off

You can recover quickly from debilitating conditions. **PREREQUISITE:** Endurance.

**BENEFIT:** If you are dazed, nauseated, sickened, staggered, or stunned, you may make a Fortitude saving throw (DC 20) to remove the condition at the beginning of each turn.

#### Swordborn

You were born to hold a sword, whether you learned in back alleys or the finest fencing academy.

**BENEFIT:** Pick any one-handed sword type when choosing this feat. You gain proficiency with that weapon and increase your critical threat range by one when using that weapon (e.g. longsword, rapier, et al).



# SEPTIME CHARACTER OPTIONS

# ARCHETYPES

Not all fighters learn their deadly trade in fancy dueling academies or on military drilling fields. Not all wizards learn their spells in ivory towers. Not all druids learn their skills in gentle groves. Some fighters learn to survive in back-alley sandlots and taproom brawls. Some wizards learn their fiery spells in the middle of sieges and battle. Some druids learn to wildshape into fearsome beasts while battling goblins and Devouring Mist. The Septime archetypes below reflect the rough-and-tumble nature of life —and death —in the Seven Cities.

# BLOODRED DRUID (DRUID ARCHETYPE)

Bloodred druids are the servants of the red hags in Verrayne and are staunch defenders of the green against the depredations of the Wastes. Their methods and magics are extreme, and they can enslave others to their will, but they say it is necessary to do this so that they can fight the depredations of the mages and the Far Realm malevolence that the wizards have unleashed.

- **Of the Blood (Su):** At first level, the druid gains access to the War domain and the Blood subdomain. These abilities replace the nature sense and wild empathy abilities.
- **Tapping the Vein (Ex):** At 2nd level, the druid becomes immune to all bleeding effects; At 9th level the druid becomes immune to ability damage, and at 16th level the druid becomes immune to ability drain. This ability replaces woodland stride.
- Sacrifice (Ex): At 3rd level, the druid can make a touch attack to cause an opponent to bleed, as per the spell in the *Pathfinder Roleplaying Game Core Rulebook*, except that it can affect creatures with positive hit points. This ability replaces trackless step.
- **Greenborn (Su):** At 4th level, the druid gains a +4 bonus to saving throws against all spells and magical effects with the blood, water, plant, animal, or fire keywords, domains, or descriptions. This replaces the resist nature's lure special ability.
- **Seal the Vessel (Su):** At 9th level, the druid gains DR5/-, as all the druid's wounds heal almost instantly. At 13th level this ability increases to DR 10/-, and at 17th level it increases to DR 15/-. This replaces the venom immunity ability.

**Bloodbind (Sp):** Starting at 13th level, the druid can bind one creature, willingly or unwillingly, to her by dark bloody rites. These rites take a full 24 hours of uninterrupted vigil. If interrupted, the rite fails, but she may try again in another 24 hours. Her bloodbound servant carries her bloodbound mark, gaining the Blood Mother's Thrall Feat. See the entry in the "Heritage Feats" section above for details. The druid can have only one bloodthrall at a time and if she bloodbinds another thrall, her previous thrall is released and may resent her control if it was an unwilling victim. This replaces the thousand faces special ability.

**One with the Blood (Su):** At 15th level, the druid may transform into a blood elemental for 1 minute/level/day (the minutes need not be consecutive). Treat this ability as if using *elemental body IV* to transform into a Huge water elemental. The bloodred druid does not gain the vortex ability. With regards to water mastery, any ground touched by recently spilt blood substitutes for touching water and removes the penalty for touching the ground. This replaces the timeless body ability.

# NETHUSIAN MER-DRUID (DRUID ARCHETYPE)

The followers of Nethus have had a hard time since their protean god was chained in Kammae. They seem not to have lost any potency or powers since the chaining In fact, their powers of divination appear to have increased several-fold. The one thing they have been unable to divine, despite many castings and quests for knowledge, is the key to releasing their deity from his durance vile.

Seablooded (Su): At first level, the druid gains the amphibian subtype: she can breathe as easily underwater as she can on land. She moves at half base speed in the water with a DC 10 Swim check and Swim is always a class skill for her. She also gains the drench extraordinary ability, as per the water elemental entry in the *Pathfinder Bestiary*. These abilities replace the nature sense and wild empathy abilities.

**Seachild (Ex):** At 2nd level, the druid can swim at her base speed with a DC 15 Swim check and gains a +2 bonus to all Stealth, Survival, and Perception checks made while in an aquatic environment. This ability replaces woodland stride.

**Dolphin's Grace (Ex):** At 3rd level, the druid moves through the water as easily as she moves through the air. She is considered to have a swim speed equal to her base speed without a Swim check. She never takes a penalty on movement or for attack rolls or damage rolls for melee combat, ranged combat, or spellcasting under water. She is never considered off-balance while underwater. This ability replaces trackless step.

- **Stormchild (Su):** At 4th level, the druid gains a +4 bonus to saving throws against all spells and magical effects with the aquatic, storm, wind, chaos, water, ice, or air keywords, domains, or descriptions. She take a -2 penalty to saving throws against all spells and magical effects with the earth or fire keyword, domains, or descriptions. This replaces the resist nature's lure special ability.
- Whirlpool Attack (Su): Starting at 9th level, the druid can use the vortex ability, as per the water elemental entry in the *Pathfinder Bestiary*. She may use this ability once per day per four levels of druid class attained. This replaces the venom immunity ability.
- **Summon the Sea (Sp):** Starting at 13th level, once per day, the druid can summon up to 15 HD of water elementals that she can mentally command to attack enemies or otherwise do her bidding. The druid can decide whether to summon five Small elementals or one Huge elemental, and not all 15 HD have to be summoned at the same time. The elementals remain until destroyed, bade to depart, or 3 hours, whichever comes first. There must be a significant source of water nearby to summon the water elementals. In other words, they cannot be summoned in the middle of a dry desert, unless there is a well or oasis nearby. The number of HD that can be summoned is increased by 2 for every two druid levels attained beyond 13th. This replaces the thousand faces ability.

Water Mastery (Ex): At 20th level, the druid gains a +4 bonus to all attack rolls, damage rolls, and saving throws while in or touching a body of water. If the druid is in or touching a large body of sea water (a sea or ocean), she gains +4 to CMB and +4 to the DC of all their spells, spelllike abilities, and supernatural abilities. This replaces the wild shape (at will) ability.

# CLOCKWORK WARRIOR (FIGHTER/GEARFORGEDARCHETYPE)

Some gearforged carry over their bloody ways and skills from their former life. Some become dedicated to a battle or cause that makes them take up arms and take advantage of their new metallic form.

#### Prerequisite: Gearforged

- **Forgeclaws (Ex):** At 2nd level, the clockwork warrior gains the Natural Attack feat and may make a claw attack for 1d6 lethal or nonlethal damage with a successful melee attack. The nature of the damage must be announced before the attack roll is made. This ability replaces bravery.
- **Clockwork Resilience (Ex):** At 3rd level, the clockwork warrior gains a +1 inherent bonus to all saving throws. This bonus increases by 1 for every four levels beyond 3rd. This ability replaces armor training.

Grinding Gears (Ex): At 5rd level, the clockwork warrior



gains a +1 bonus to all natural weapon attack rolls, damage rolls, and grappling rolls. This ability increases by 1 for every four levels beyond the 5th. This replaces weapon training 1.

**Pneumatic Extensions (Ex):** At 9th level, the clockwork warrior gains an extra 5-foot square reach on his attacks. This ability replaces weapon training 2.

- **Forged in Fire (Su):** Starting at 13th level, the clockwork warrior acquires fire and cold resistance 5. This resistance increases to 10 at 18th level. This ability replaces weapon training 3.
- **Shattering Blow (Su):** At 17th level, the clockwork warrior gains Improved Sunder and Improved Disarm with his natural weapons (only). This replaces weapon training 4.
- **Steel Step, Steely Eye (Ex):** Starting at 19th level, the clockwork warrior ignores both difficult terrain and concealment. Cover affects the clockwork warrior's attacks normally (50% miss chance). This replaced armor mastery.
- **Metal Mastery (Ex):** At 20th level, the clockwork warrior must choose his natural weapons for his weapon mastery ability. His critical threat range with his natural weapon increases by one, and he also gains the usual critical hit bonuses associated with weapon mastery.

# HORNED LORD (MINOTAUR/FIGHTER ARCHETYPE)

The Septime minotaur is one of the most feared citizens of the Seven Cities. While mostly, and justifiably, famous as sailors and pirates, they are equally fearsome on land. Some minotaurs specialize in using their natural weapons with a feral cunning that maximize their advantages against the smaller, "pinker" races. These lethal warriors are known as horned lords.

#### Prerequisite: Minotaur

**Mazemind (Ex):** Beginning at 2nd level, the horned lord gains a +1 racial bonus to saving throws against all mind-affecting spells and effects. This bonus increases by +1 for every four levels beyond 2nd. This

ability replaces bravery.

**Hide of the Aurochs (Ex):** At 3rd level, the horned lord gains a +2 natural armor bonus. This bonus increases +1 for every four levels past 3rd. This replaces armor training.

Wrath of the Aurochs (Ex): At 5th level, the horned lord gains a +1 racial bonus to all attack rolls and damage rolls when making a gore attack with his horns. This bonus increases by +1 for every four levels beyond 5th. The minotaur also gains Improved Bull Rush as a bonus feat. This replaces weapon training 1.

Horns of the Aurochs (Ex): At 9th level, the horned lord gains a +4 racial bonus to attack rolls on all charges and a +4 racial bonus to CMB on bull rush maneuvers. The horned lord also does not take a -2 penalty to AC when charging. This ability replaces weapon training 2.

- **Stampede (Ex):** At 13th level, the horned lord gains Improved Overrun and Improved Bull rush as bonus feats. This ability replaces weapon training 3.
- By the Horns (Ex): At 17th level, the horned lord gains Trample as a bonus feat. He may therefore make a gore attack while overrunning an opponent without provoking an attack of opportunity. This ability replaces weapon training 4.

**Bucking Bull (Ex):** At 20th level, the horned lord gains the ability to make a Whirlwind Attack (as the feat, as a full round action) with his horns at his highest BAB. The horned lord makes no other additional attacks that round and cannot make the attack as part of a charge. Each adjacent enemy that is struck by the attack is subject to a Greater Bull Rush (roll just once against the creature with the highest CMD and apply the result to each adjacent opponent). All opponents struck by the attack are also staggered until the end of the horned lord's next turn unless they make a Fortitude saving throw (DC 10 + 1/2the horned lord's character level + his Wisdom modifier). The horned lord makes no move, but may choose to make a single 5-foot step before or after the attack. This ability replaces weapon mastery.

# SEPTIME DUELLER (FIGHTER ARCHETYPE)

The Septime dueller specializes in the streetwise, back-alley style of swordfighting commonly found in the Seven Cities. As much

> brawling and acrobatics as it is formal fencing, it is a crude but formidable style (See the sprawling fights in Richard Lester's "Three Musketeer" films for the appropriate flavor).

**Sly Feint (Ex):** At 2nd level, a Septime dueller gains a +1 bonus to all disarm, trip, and grapple checks. This bonus increases by +1 for every four levels after 2nd. This ability replaces the bravery ability.

Artful Dodging (Ex): At 3rd level, a Septime dueller gains a +1 dodge bonus to AC. This bonus does not apply when the dueller is wearing heavy armor or carrying a heavy load. This bonus increases +1 for every four levels after 3rd. This ability replaces armor training 1, 2, 3, and 4.

Flickering Blade (Ex): At 5th level, a Septime dueller gains a +1 bonus to all melee attack rolls and damage rolls when wielding a sword or an improvised weapon. This bonus increases by +1 for every five levels after 5th. This bonus is lost when wearing heavy armor or carrying a heavy load. This ability replaces weapon training 1.

Swash a Buckle (Ex): At 9th level, a Septime dueller gains a +1 bonus to all Acrobatics checks when using fencing or improvised weapons. If the dueller is carrying medium or heavier armor or load, then she loses this bonus. This bonus increases +1 for every three levels after 9th. This ability replaces weapon training 2. **Dueller's Grace (Ex):** At 13th level, a Septime dueller gains an additional 10 feet per round to her speed. She can take 10 on an Acrobatics check even when distracted, threatened, or flatfooted. Once per day, she can take 20 on an Acrobatics check in the time it takes for a normal check. She can take 20 on one additional Acrobatics check per day for every three levels beyond 13th. If the dueller is carrying medium or heavier armor or carrying a medium or heavier load, she loses this bonus. This ability replaces weapon training 3.

**Flurry of Blades (Ex):** At 17th level, a Septime dueller gains Whirlwind Attack as a bonus feat, even if she doesn't have the prerequisites. This ability replaces weapon training 4.

**Reversal of Fortune (Ex):** At 20th level, when an opponent attacks and misses with a melee attack, she may, as an attack of opportunity, make a disarm maneuver check against the attacker (even if it is not attacking with a weapon). If successful, instead of disarming her opponent she may redirect the attack to another opponent who is within reach of the attacker. Use the same attack roll, including modifiers, when checking to see if the attack hits the second opponent. This ability replaces weapon mastery.

### TRIOLAN CORSAIR (FIGHTER ARCHETYPE)

The Triolan freebooters and privateers are the wolf packs of the Septime Sea, or gallant defenders of the Seven Cities, depending on whom you ask. Not in dispute are their mastery of the waves, their fierceness in battle, and their love of all things glittering and golden.

**Step Lively (Ex):** Beginning at 2nd level, Acrobatics is considered a class skill for the corsair. When on shipboard, and after making a successful Acrobatics check, the corsair can move at full speed on narrow surfaces and uneven ground without falling. While on shipboard, a corsair is never flat-footed and retains any Dexterity bonus to his AC. The corsair also gains a +4 circumstance bonus on Acrobatics checks when swinging from a hanging object (rope, sail, yardarm, chandelier, and so on, with GM's approval). This ability replaces bravery.

**Speed of the Selkie (Ex):** At 3rd level, the corsair gains a +1 dodge bonus to his AC. This bonus increases by +1 for every four levels beyond 3rd. Also, Swim is considered a class skill, and the corsair may swim at his full base speed as a full round action with a successful Swim check and half base speed with a successful check and a move action. The corsair can also hold his breath for a number of rounds equal to three times his Constitution score. All three of these bonuses do not apply when the corsair is wearing medium or heavier armor or carrying a medium or heavier load. All other normal restrictions and adjustments for these abilities apply normally. These abilities replace armor training.

**Never a Dull Moment (Ex):** At 5th level, the corsair gains Alertness as a bonus feat. This replaces weapon training 1.

Care to Try Again, Milord? (Ex): At 8th level, the corsair

gains Evasion (as the Rogue ability) as a bonus feat. At 16th level, it improves to Improved Evasion. This ability replaces the bonus feat gained at those levels.

They Never Saw it Coming (Ex): At 9th level, the corsair may move up to his speed prior to making a full attack provided he makes an Acrobatics check with a DC of 25. If the check fails, the corsair may make only a single attack or standard action after moving. Note that all relevant shipboard and swinging bonuses from the step lively ability may apply to the roll. This ability replaces weapon training 2.

**Rattle Yer Cage (Ex):** At 13th level, the corsair can attempt to rattle his opponent with an especially fierce attack. Before making a melee attack the corsair declares he is trying to rattle his opponent. If the attack hits, the target is shaken for 2d4 rounds. The corsair can perform this action a number of times per day equal to half his fighter level plus his Wisdom bonus. The corsair also acquires Uncanny Dodge (as the rogue ability) as a bonus feat. This ability replaces weapon training 3.

**Bon Voyage (Ex):** At 17th level, when performing a successful trip attack, the corsair may force his opponent to stumble up to 20 feet in any direction the corsair chooses before the victim falls prone. This movement does not provoke an attack of opportunity from you, but it may provoke them from your allies. If the victim falls in a space containing ropes, underbrush, or other materials deemed appropriate by the GM, it becomes entangled by the materials for 1 round. If the victim stumbles off a precipice, it may make a Reflex saving throw (DC equals the corsair's trip CMB). If successful, it may elect to drop what it is carrying and hang onto the edge of the precipice instead of falling. This ability replaces weapon training 4.

**Catch Me If You Can (Ex):** At 19th level, the corsair gains Improved Uncanny Dodge as a bonus feat (as per the rogue ability). This replaces armor mastery.

Whirlwind of Seggotan (Ex): At 20th level, as a full attack option, the corsair gains the ability to make a Whirlwind Attack, but instead of damaging his opponents, anyone successfully struck by the attack is disarmed and staggered until the end of the corsair's next turn. The corsair may also take the standard Whirlwind Attack feat normally if he meets the prerequisites. This replaces weapon mastery.

### BATTLE MAGE ARCHETYPE (WIZARD ARCHETYPE)

"Them battle wizards, now there's a piece a work, boyo. They can fry yer tenders with a word, make coins explode like a fire-bomb, even make scraps o' metal into flyin' shields. I prefer to stay far away from them nasty little blokes."

—Archos Bartoloni, overheard in a library café in Friula

Weapon and Armor Proficiency: Battle mages are proficient with all siege weapons, including their clockwork versions, and may wear light armor with no somatic penalties. All other weapon and armor proficiencies and penalties remain the same.

Arcane Bond (Sp): A battle mage may choose a small gearforged construct as a familiar or bonded object at 1st level. Examples include a gearforged cat, hawk, or owl, or a shatterpick as a bonded object. All the normal familiar rules apply for these familiars, just substitute gearforged statistics where appropriate: no need to eat, drink, or breathe; immune to disease and poison; still affected by sleep and fatigue effects; and can be affected by mind-affecting spells. See *Kobold Quarterly #16* for more information on gearforged and clockwork constructs.

Martial Skill: At first level, the battle mage may choose one martial weapon proficiency. This proficiency replaces the Scribe Scroll feat.

#### **BATTLE SCHOOL**

Associated School: Evocation

Steelskin (Sp): The battle mage gains a +2 natural armor bonus to his AC for the duration of the current battle. This bonus increases by +1 for every four caster levels he achieves. He can use this ability a number of times per day equal to his Intelligence modifier  $\times 2$ .

**Devastation (Ex):** Whenever the battle mage casts a mass effect spell (*lightning, fireball, cloudkill*), reroll up to three natural 1 results. Take the second result, even if they are natural 1s again. The battle mage may use this ability three times per day.

Spell Grenade: At 4th level or higher, as a standard action, the battle mage may pick up a small rock or piece(s) of metal, such as a handful of coins, and throw them like a grenade. All standard thrown weapon rules apply normally. When the spell grenade reaches its target square, it explodes in a cloud of fire and shrapnel, causing 1d6 piercing and 1d6 fire damage for every two spellcaster levels the battle mage possesses to any creature within a 10 ft. radius of the target square. Reflex saving throws apply normally. It also leaves a cloud of black smoke that generates concealment as per the obscuring mist spell for one round. The cloud covers a 10-ft. radius and does not move. . A gust of wind or other wind spell will break it up immediately. The battle mage may use this ability once

per day for every four spellcaster levels he possesses.

**Electrical Storm:** At 8th level or higher, as a standard action, the battle mage may cause his skin to coruscate with electrical energy. Any opponent within 10 ft. of the battle mage that is wearing metal armor or that strikes him with a natural weapon, (nonranged) touch attack, or a metal weapon takes 2d6 electricity damage for every four spellcaster levels you possess. The battle mage may use this ability three times per day, and it lasts for a number of rounds equal to the battle mage's Intelligence modifier × 2.



#### **ARCANE DISCOVERIES**

**Cogs of War (Ex):** The battle mage has discovered how to make gearforged siege engines that require no crews. They still require the same Profession checks and time to reload, but they use the battle mage's Profession skill instead of a crew member's. If the battle mage does not have siege engineer as a Profession, use 1/2 his caster level plus his Intelligence modifier as the bonus for the check. They all move at 15 ft. per round and can be controlled by anyone the battle mage designates (using a swift action). The engines carry enough ammunition for 12 shots before they must be reloaded by an outside party. They must be repaired and rewound daily, just as other gearforged constructs (4 hours of repair, lubrication, and resetting, or gain a –2 penalty to all attack rolls, damage rolls, and saving throws).

**Stonewrack (Sp):** Whenever the battle mage is using a siege weapon or spell that affects structures, he ignores 2 points of Hardness and deals an extra 2d6 damage for every five levels he has. He must be a 10th level or higher wizard to select this discovery.

# **SORCERER BLOODLINES**

# HAGBLOODED

Your bloodline has the power of the red hags in it, either because of an ancestor's unsavory dalliance or durance vile with a red hag, or because many of your line have been blood mother thralls.

#### Class Skill: Knowledge (nature)

- **Bonus Spells**: *charm person* (3rd), *darkness* (5th), *tiny hut* (7th), *scrying* (9th), *dominate person* (11th), *eyebite* (13th), *greater scrying* (15th), *horrid wilting* (17th), *foresight* (19th)
- Bonus Feats: Alertness, Endurance, Heighten Spell, Iron Will, Skill Focus (Knowledge—arcana), Toughness, Widen Spell
- **Bloodline Arcana:** Whenever a hagblooded sorcerer casts a spell with the plant, blood, flesh, or life keywords, the caster level increases by 2.
- **Bloodline Powers:** The hagblooded sorcerer has the fierceness and iron will of her ancestors, which gives her bonuses in combat and defense.
- Arcane Gift (Sp): At 1st level, the hagblooded sorcerer can use one of the following as a spell-like ability, once per day: *cause fear, chill touch, disguise self, ray of enfeeblement,* or *ventriloquism.*
- **Hag's Hide (Su):** At 3rd level, the sorcerer gains resist cold and fire 5. At 9th level, the sorcerer's resistances increase to 10, and at 15th level, they increase to 15.
- **Oaken Heart (Sp):** At 9th level, the sorcerer gains a +2 inherent bonus to Constitution. This bonus increases to +4 at 13th level and to +6 at 17th level.
- Greenhorde (Sp): At 15th level, the sorcerer can use *monster* summoning VII, three times per day. Casting level equals the

character's spellcaster level. Only creatures with the beast, woodland, fey, or giant subtypes may be summoned.

**Hagseed** (Ex): At 20th level, the sorcerer's hagblooded ancestry becomes manifest. The sorcerer gains a +2 inherent bonus to Strength, Intelligence, and Wisdom. Also, her natural skin tone becomes bright red, giving her a +2 inherent bonus to natural AC.

# MERIAN

Your bloodline has merfolk blood in it, either because of merfolk in your lineage or due to a gift to a powerful ancestor from an ocean deity.

Class Skill: Knowledge (nature)

**Bonus Spells:** *hydraulic push* (3rd), *slipstream* (5th), *aqueous orb* (7th), *black tentacles* (9th), *geyser* (11th), *fluid form* (13th), *vortex* (15th), *seamantle* (17th), *tsunami* (19th)

- **Bonus Feats:** Alertness, Athletics, Empower Spell, Endurance, Skill Focus (Knowledge—nature), Still Spell, Toughness
- **Bloodline Arcana:** Whenever you cast a spell with the cold or weather keywords, the damage is increased by 1d6 on spells that cause damage, or the duration is double on spells that do no damage.
- **Bloodline Powers:** You have the swiftness and grace of your ancestors, which gives you bonuses in combat and defense.
- Ocean's Way (Sp): At 1st level, the sorcerer gains *water walking* as a spell-like ability, usable three times per day at the sorcerer's spellcasting level.
- **Strength of the Deep (Su):** At 3rd level, the sorcerer gains resist cold 5 and a natural AC bonus of +2. At 9th level, the sorcerer's resistance to cold increases to 10, and the natural AC bonus increases to +4. The sorcerer can also swim at his full base speed with a successful Swim check.
- Azure Charm (Sp): At 9th level, the sorcerer gains a +2 inherent bonus to Charisma. This bonus increases to +4 at 13th level and to +6 at 17th level.
- **Sea Soldiery (Sp):** At 15th level, the sorcerer can summon water elementals as per *monster summoning VII*, three times per day. Casting level equals the character's spellcaster level(s).
- **Ocean Body (Ex):** At 20th level, the sorcerer's aquatic nature becomes manifest. The sorcerer gains the amphibious quality, as per the *Pathfinder Bestiary* (can breathe air or water; can make a full move in water with no Swim check).

# MINOTAUR

Your bloodline has the power, cunning, and fury of the minotaur nation coursing through it, either because of a powerful minotaur sorcerer in your lineage or due to a gift to a powerful ancestor from a minotaur deity or ruler.

#### Class Skill: Perception

**Bonus Spells:** *stone fist* (3rd), *share language* (5th), *rage* (7th), *confusion* (9th), *echolocation* (11th), *battlemind link* (13th), *force cage* (15th), *maze* (17th), *imprisonment* (19th)

**Bonus Feats:** Combat Casting, Diehard, Endurance, Enlarge Spell, Extend Spell, Iron Will, Skill Focus (Dungeoneering), Toughness

**Bloodline Arcana:** When the sorcerer casts a mind-affecting spell against a creature, increase the DC by 2.

- **Bloodline Powers:** The fierceness and cunning of the sorcerer's ancestors comes easily to the minotaur blooded, providing bonuses in combat and defense.
- **Pointed Negotiations (Sp):** At 1st level, the sorcerer can grow horns as a free action for one round for every sorcerer level. These horns are treated as a natural weapon, allowing him to make a gore attack as a full attack action using his full base attack bonus. This attack does 1d6 damage (1d4 if he is Small), plus his Strength modifier. At 5th level, the horns are considered a magic weapon for purposes of overcoming DR. At 7th level, the base damage increases to 1d8 (1d6 if he is Small). At 11th level, the horns can be used as flaming horns, adding 1d6 flame damage to each hit. The flame damage is a supernatural ability. The sorcerer also gains darkvision 30 ft.
- **Bull's Hide (Su):** At 3rd level, the sorcerer gains resist cold and fire 5, and a natural AC bonus of +2. At 9th level, his resistance to cold and flame increases to 10, and the natural AC bonus increases to +4.
- Auroch's Strength (Sp): At 9th level, the sorcerer gains a +2 inherent bonus to Strength. This bonus increases to +4 at 13th level, and to +6 at 17th level.
- Masters of the Maze (Sp): At 15th level, the sorcerer can cast *maze* as a spell-like ability three times per day.
- **Taurian Master (Ex):** At 20th level, the sorcerer's brutish nature becomes manifest. The flaming horns become permanent, the sorcerer permanently becomes one size larger, with all the ability bonuses that entails, as well as gaining darkvision 60 ft.

# **CAVALIER ORDERS**

The constant warfare and border skirmishes of the Seven Cities spawn many mercenary companies and warrior orders. From the fearsome Seekers holding the borders of Verrayne against madness and death, to the hippogriff-mounted Flying Lancers of Illyria bravely daring the rage of dragons, many brave death for glory. Presented here are two of the better known cavalier orders active in this turbulent region.

# ORDER OF FLYING LANCERS (ILLYRIA)

Sponsored by the Duchy and led by the duchess, the Order of Flying Lancers is the famed guardian of the Illyrian passes against the drakes and wyverns of the Mharoti Empire. Their ranks savaged by the last invasion, they have been rebuilt during the Empire's interregnum at the command of the young duchess. They are the last, best defense against the reptilian predations of the Empire, and the members of the order are ready to give their lives in defense of Illyria and its brave young duchess.

- **Edicts:** The cavalier sworn to this order serves and protects the duchy and the duchess. She must suborn all personal ambitions in favor of her service. She must not accept payment from any party other than the Illyrian crown and its noble families.
- **Challenge:** Whenever a cavalier issues a challenge, she receives a +1 morale bonus to her attack rolls against the target of her challenge. This bonus increases by +1 for every five levels gained by her.
- **Skills:** The cavalier can add Knowledge (local—Illyria) and Knowledge (geography) to her class skills. In addition, when the cavalier makes a Climb or Survival check, she adds a +2 bonus to the roll.

#### **Order Abilities**

**Griffon's Call (Ex):** At 2nd level, the cavalier gains the ability to rally her troops. Once per combat, as a minor action, she can issue a rallying cry that grants all allies within a 60-ft. radius a +2 morale bonus against fear effects and spells. This bonus increases by +1 for every five levels gained by the cavalier. If any ally within the radius is frightened, shaken, or panicked, he can immediately make another saving throw to remove the effect using the morale bonus. The cavalier also does not take the -2 bonus to AC when charging.

**Ride Like the Wind (Ex):** At 8th level, the cavalier ignores the armor check penalty when using the Ride skill, regardless of what creature she is riding. Whenever making a charge attack while mounted, she receives an additional attack roll bonus equal to her Dexterity modifier. She also may choose one of the following bonus feats: Lightning Reflexes, Mobility, Spirited Charge, Trample, or Unseat.

For Illyria! (Ex): At 15th level, the cavalier gains the ability to take retribution against any enemy that strikes an ally. Whenever an enemy strikes an ally who is within 60 ft. of the cavalier, she may, as an immediate action, move up her full movement (not double) and make an attack of opportunity against the enemy. All critical threats are automatically confirmed. The cavalier ends in a space adjacent to the enemy and does not provoke attacks of opportunity for the movement. She can use this ability once per combat.

**Mount (Ex):** Flying Lancers may choose flying mounts (griffons, hippogriffs) as a chosen mount with the GM's permission. All other rules for cavalier's mounts apply normally.

# ORDER OF THE SEPTIME LANCERS

"You can always hear them coming"

- Anonymous Mharoti General

One of the largest and most well-known of cavalier orders in the region is the Septime Lancers. Created by an exiled Mharoti general, it produces cavaliers known for their personal flamboyance and daring tactical maneuvers in battle. Although selfless in service, they are not beyond seeking new ways to increase their personal wealth, prestige, and power. They are known for their colorful uniforms and heraldry, and they go into battle with a cacophony of bards accompanying them, playing brazen battle hymns on bagpipes, longhorns, tympani, and so on.

**Edicts:** The cavalier must honor all the stipulations of any contract he agrees to. He must be loyal to his current patron as long as he is being paid according to his contract.

Challenge: Whenever a cavalier issues a challenge, he receives a +1 dodge bonus to his AC against the target of his challenge. This bonus increases by +1 for every four levels gained by the cavalier.

Skills: A Septime Lancer can add Knowledge (local— Seven Cities) and Acrobatics to his class skills. In addition, when he makes a Ride or Acrobatics check, he can add his Wisdom bonus as well as his Dexterity bonus to the roll.

#### **Order Abilities**

**Slyboots (Ex):** At 2nd level, he gains the ability to maneuver lightly through combat and take the most advantageous position. The cavalier gains the Light Step feat as a bonus feat, even if he does not have the prerequisites. The cavalier also gains the Swap Places feat as a bonus teamwork feat, plus he has the ability to mount or dismount as a free action with no Ride check required.

Harrier Strike (Ex): At 8th level, the Septime Lancer gains the ability to strike an opponent that an ally has impaired. Whenever an ally causes an opponent that the cavalier is threatening to become blinded, confused, dazed, dazzled, deafened, entangled, grappled, panicked, prone, shaken, stunned, or staggered, the the cavalier gains an attack of opportunity against that enemy as a free and immediate action, once per round . The cavalier also gains Outflank as

a bonus teamwork feat.

Insult to Injury (Ex): At 15th level, after making a successful charge attack, the Septime Lancer can make an immediate melee attack of

opportunity against the same opponent. He ends his turn adjacent to the opponent with his melee weapon in his hand. He can make this attack regardless of whether he is mounted or dismounted. He also gains the Quick Draw feat as a bonus feat.

# SPELLS OF THE SEPTIME CITIES

"You see, boy, those battle wizards know a thing or two. Why cut down trees, build a siege engine, and haul it halfway across the landscape just so some yahoo mage's apprentice can burn it down with a first-year fire spell? It's much simpler to conjure one out of the very air! Now keep yer bleedin' head down, or yer like to get it shot off. We'll sneak away after dark."

> —Archos Bartoloni, overhead at a skirmish near the Valeran House of Swords

#### ADELIAN TORCHBEARERS

School conjuration (creation) Level bard/sorcerer/wizard 3 Casting Time 1 standard action Components V, S, M (ruby dust worth 50 gp) Range close (60 ft. + 10 ft. per two levels) Effect 1d6 floating torches Duration 1 hour/2 levels

Saving Throw none; Spell Resistance no Adelian torchbearers combines the some of the effects of continual flame and unseen servant. You conjure 1d6 mindless force servants. Each emits the equivalent of a heatless, smokeless torch. They appear wherever the caster desires within range. The caster can verbally or mentally order the invisible servants to move anywhere with range, otherwise they automatically spread out in a 30-ft.-radius circle, starting behind the caster. The servants emit only torchlight; they may not be commanded to perform other tasks or errands. The spell may be made permanent on a person, place, or object with the use of a permanency spell.

#### **ANIMAL CONTAGION**

School necromancy (evil) Level bard/druid 3, sorcerer/witch/wizard 4 Casting Time 1 standard action Components V, S Target one creature Range close (12 ft. + 2 ft./4 levels) Duration 2 hours + 1 hr./4 levels Saving Throw Will (harmless); Spell Resistance yes (harmless) You compel a Tiny animal to go to a spot you designate within one day's travel. The creature remains there for the remaining duration of the spell. Any humanoid creature that comes within 30 ft. of the animal during that time must make a Fortitude saving throw or contract one of the following diseases: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom (you choose which at the time of casting). The disease sets in immediately; there is no onset period. All other disease effects proceed normally.

#### **BALLISTA OF FORCE**

School evocation Level sorcerer/wizard 7 Casting Time 1 standard action Components V, S, M (500 gp of ruby or diamond dust) Range long (240 ft. + 20 ft./level) Area 1 target/round Duration 1 round/level (D) Saving Throw none; Spell Resistance no This spell creates a glittering ballista made of pure force

that hovers over your head. Once per round during your turn, the ballista fires a spear made of force energy at any opponent in range that you target (as a free action), and it has an attack bonus equal to your level plus Dexterity bonus plus spellcasting ability bonus. If you attempt to fire it at an opponent out of your spell range, the attack fails, but

you can fire again the next round, as long as the duration has not expired.

Each bolt does 3d8+3 damage and has a threat range of 19–20 and a critical multiplier of × 3. As a force effect, the bolts can strike ethereal and incorporeal creatures. Physical attacks cannot damage the ballista, but *break enchantment, dispel magic, disintegrate, a sphere of annihilation*, or the touch of a *rod of cancellation* can destroy it. The ballista's AC is 10 for the touch attack of the rod.

#### BANEWEAPON

School transmutation

Level cleric/druid 5; sorcerer/wizard 5

Casting Time 1 standard action

Components S, M (100 gp of diamond dust or DF) Range touch

**Target** one melee weapon or six normal missiles **Duration** 1 min./level or one use (missile)

Saving Throw none; Spell Resistance no

You grant the *bane* special ability to one item for the spell's duration, or one use on up to six handheld missiles touched

by you. The single type of creature (draconic, undead, and so on) must be chosen at the time of casting. Thus it grants a +2 spell bonus to attack rolls with the weapon, an additional 2d6 damage, which is not multiplied with criticals. It also confirms all critical threats automatically.

#### CRUMBLEWALL

School evocation Level sorcerer/wizard 9 Casting Time 1 standard action Components V, S, M Range 100 ft. Area cone-shaped burst Duration instantaneous

Saving Throw special (see text); Spell Resistance no This arcane siege spell is similar in nature to earthquake, but it is specifically designed to topple large masonry structures: castles, fortifications, temples, and so on. The spell creates a running fissure in the earth, which expands and deepens as it approaches its target. Any creature caught in the cone's area of effect must make a DC 25 Reflex save to avoid falling into the 20-ft. deep chasm and taking 2d6 damage. Structures in the area of effect take  $2d4 \times 100$  damage. This damage is not halved as object damage, and it is not reduced by hardness. If the damage exceeds the hit points of the masonry or stone structure, then the structure collapses. Anyone standing on the collapsing structure or within a distance of it equaling the height of the structure takes 9d6 damage with a DC 15 Reflex save for half damage. Anyone failing the saving throw is considered pinned beneath rubble, per the earthquake spell.

#### DETECT DRACONIC CREATURE

School divination Level druid/ranger/sorcerer/wizard 2 Casting Time 1 standard action Components V, S, F (draconic scale or tooth) Range 60 ft.

**Duration** concentration, up to 5 min./level **Saving Throw** none; **Spell Resistance** no You can detect the presence of draconic creatures, even if disguised, glamoured with illusions, or polymorphed. The information revealed depends on how long you study a particular area or subject.

*1st Round:* You detect only the presence or absence of draconic creatures.

*2nd Round:* You detect the number of draconic creatures in the area of affect and know which one is the most powerful (HD or CR).

*3rd Round*: You detect the strength (HD or CR) of each draconic creature and its location. If the creatures are in line of sight, you can make a Knowledge (arcana or dungeoneering) check to determine race and type. The true form of a disguised draconic creature appears to you as a faint outline.

#### LION'S COURAGE

School transmutation Level cleric/druid/sorcerer/wizard 5 Casting Time 1 standard action Components V, S, M (lion tooth or hair) Range touch Effect one creature Duration 10 min./level

#### Saving Throw none; Spell Resistance no

This spell makes the target immune to a dragon's *frightful presence*, and they cannot be shaken or frightened. The target also gains a +4 bonus to saving throws against all other fear effects and spells

#### **OF TWO MINDS**

School abjuration Level sorcerer/witch/wizard 4 Casting Time 1 standard action Components V, S Target one creature Range close (12 ft. + 2 ft./4 levels) Duration 4 hours + 1 hr./4 levels Saving Throw Will (harmless); Spell Resistance Yes (harmless) This spell generates random preconscious thoughts in the creature targeted (it can be the caster). The target creature is unaware of the thoughts, but to anyone attempting to read the mind of the creature, what they hear sounds like gibberish or static. This spell grants a DC 15 + caster level check against any divination spell that doesn't normally grant a saving throw, such as *locate creature*, and it grants a +4 resistance bonus to divination spells that do allow a saving throw, such as *detect thoughts*. The spell also grants a +2 resistance bonus to saving throws against all mind-affecting spells and effects. The spell does not grant any bonus or resistance against *limited wish, miracle*, or *wish* spells when they are used to scry on or otherwise gain information about the target of the spell.

#### **RAISE UNDEAD HOST**

School necromancy Level sorcerer/witch/wizard 9 Casting Time 30 minutes Components V, S, M (an onyx gem worth 1,000 gp) Range medium (200 ft. + 10 ft./level) Area (250 ft. radius + 5 ft./level) Saving Throw none; Spell Resistance no

**Special** Must be cast on the site of a great battle or slaughter within the last 500 years

This spell causes skeletons or zombies (your choice) to burst out of the ground and obey your commands to follow, guard an area, or attack opponents, as per the *animate dead* spell. All undead created have a +1 profane bonus to attack rolls, damage rolls, and saving throws, as well as +1 hit point per HD, as per the *desecrate* spell. You can create undead totaling 8 HD per caster level. No matter how many times you cast the spell, you can control only a number of undead equal to 16 HD per caster level. Any excess undead become uncontrolled, but do not become hostile to you, merely following their last orders until suborned or commanded by another necromancer or cleric. You choose which undead are released. Any undead controlled by using the Command Undead feat do not count toward these totals.

#### SPIRIT OF THE ILLYRIAN RAM

School transmutation Level bard/druid/sorcerer/wizard 4 Casting Time 1 standard action Components V, S, M (piece of goat bone or horn) Range touch Effect one creature Duration 10 min./level Saving Throw none; Spell Resistance no This spell makes the target lighter and nimble of foot. The target gains a +4 spell bonus to Acrobatics and Climb check

target gains a +4 spell bonus to Acrobatics and Climb checks. The target also doubles distance results on Jump checks and ignores armor penalties.



#### Wallwalk

School transmutation Level ranger/sorcerer/wizard 3 Casting Time 1 standard action Components V, S Range touch Duration 30 min./level (D) Saving Throw none; Spell Resistance no

This spell creates an invisible passage through wooden or plaster walls, but not through metal or stone. The portal is a 3-ft. wide by 6-ft. tall opening. It is 2-ft. plus 1 ft. per 3 caster levels deep. If the wall's thickness is more than the depth of the passage created, the spell creates a niche or short tunnel. If additional depth is available, it can create passages through more walls, ceilings, or floors. Several *wallwalk* spells can create multiple openings or deeper tunnels. The portal cannot be seen but can be detected by other senses such as touch, sound, and smell. When the spell ends, any creatures in a passage are ejected out the nearest opening.

#### Waters of Eternity

School divination Level cleric/druid 3 Casting Time 5 min. Components V, S, M (bowl of sea water) Range personal Target you Duration 1 hr./2 levels

#### Saving Throw none; Spell Resistance no

Worshipers of Seggotan use *waters of eternity* to gain a look into the future. Staring into a bowl of salt water grants the spellcaster 1d6 brief (less than 5 second), soundless visions of the near future. If salt water is used, then the spell grants visions of what is likely to happen within the next 72 hours. If seawater was scooped into the bowl directly from the sea within the last hour, the caster can see 2d4 visions that go up to one week into the future.

# SEPTIME MAGIC ITEMS

#### **AMULET OF NETHUS**

AURA strong evocation; CL 17th SLOT neck; PRICE 65,000 gp; WEIGHT —

#### Description

This ancient bronze medallion engraved with elvish runes has an amber centerpiece that has clouds swirling within it when examined closely. When the wearer touches the stone, he can activate one of the following spell effects, each once per day: *alter winds, cloak of winds, hydraulic push, river of wind,* and *slipstream.* The following spell effects can be evoked once per week: *sirocco* and *seamantle.* The following spell effects can be evoked once per month: *winds of vengeance* and *world wave.* 

#### Construction

**REQUIREMENTS** Craft Wondrous Item, alter winds, cloak of winds, hydraulic push, slipstream, river of wind, seamantle, sirocco, winds of vengeance, world wave; **Cost** 32,500 gp

#### **ASSASSIN GLOVES**

AURA strong conjuration (teleportation); CL 2nd SLOT hands; PRICE 2,000 gp; WEIGHT —

#### Description

These black leather gloves appear unremarkable until worn. The wearer can see an otherwise invisible glyph on the back of the right glove. When the wearer holds out her right hand and pronounces the glyph aloud, the masterwork dagger paired with the gloves is teleported out of its sheath from anywhere in the same plane into the wearer's hand as a swift action. If the wearer says the keyword again, the dagger returns to its scabbard.

#### Construction

**REQUIREMENTS** Craft Wondrous Item, prestidigitation; **COST** 1,000 gp

#### **AUROCHS BRACERS**

AURA strong transmutation; CL 9th SLOT arms; PRICE 24,000 gp; WEIGHT 6 lbs.

#### Description

These brass bracers have the graven image of a bull's head on them. When put on, the wearer gains a +2 bonus to Strength, a natural AC bonus of +2, and the Improved Bull Rush feat (no prerequisites required), as long as they are both worn.

#### Construction

**REQUIREMENTS** Craft Wondrous Item, beast shape, bull's strength, mage armor; **COST**: 12,000 gp

#### **AUROCHS GREAT AXE**

AURA strong evocation; CL 4th SLOT none; PRICE 12,000 gp; WEIGHT 16 lbs.

#### Description

This huge +2 great axe is traditionally forged by minotaur sorcerers and has tips shaped to look like bull horns. It is so heavy that it requires a minimum 13 Strength and proficiency to wield properly. Three times per day, as a standard action, the wielder can point the horns at an opponent within 30 ft. of her and subject that opponent to a Bull Rush maneuver, even though she is not touching the target. The CMB for the maneuver is equal to the wielder's character level plus her Intelligence, Wisdom, or Charisma modifier, whichever is highest. This does not provoke an attack of opportunity. Except for size and weight, this axe otherwise functions as a great axe.

#### Construction

**REQUIREMENTS** Craft Magic Arms and Armor, *hydraulic push*; **Cost** 6,000 gp

#### **DIMENSIONAL NET**

AURA strong abjuration; CL 8th SLOT none; PRICE 18,000 gp; WEIGHT 6 lbs.

#### Description

Woven from the hair of otherworldly creatures, this shimmering emerald green net is used to subdue, capture, or kill monsters of the outsider or aberration subtypes. They are most commonly found in use in areas bordering the Wasted West, such as Verrayne or Bemmea. If a creature is successfully entangled with the net, it is considered to be under the effect of a dimensional anchor spell (DC 24) as well as a *slow* spell (DC 18). The normal rules and penalties for being entangled in a net apply as well. The net has a hardness of 10 and 36 hit points; it requires a successful DC 35 Escape Artist or DC 40 Strength check to escape or break free of the net.

#### Construction

**REQUIREMENTS** Craft Magic Arms and Armor, *dimensional anchor*, *slow*; **Cost** 9,000 gp

#### **GHOULBANE ROD**

AURA moderate necromancy; CL 7th SLOT None; PRICE: 35,000 gp; WEIGHT 4 lbs.

#### Description

This rod is indistinguishable from a knobbed +1 club, except for the activation glyphs along the side, which can be read with read magic, comprehend languages, or a DC 25 Knowledge (arcana) check. When the rod is planted in the ground and the primary keyword pronounced, the rod detects any undead within 120 ft. of it for up to 4 hours once per day. When undead are detected, the rod begins to emit a low moaning wail (that can be heard within 30 ft.) to alert the possessor and her companions. When the second keyword is pronounced, the rod begins to emit a sickly blue ghoulbane light for 10 minutes once per day (equivalent to torchlight) that has the effect of ray of enfeeblement on any undead that come within 30 ft. of the rod, and *slow* on any ghouls that come within the 30-ft. radius (the two effects stack for ghouls). The 4 hours and 10 minutes need not be consecutive, and the effect can be dismissed with a second pronouncement of the appropriate keyword.

#### Construction

**REQUIREMENTS** Craft Magic Arms and Armor, *detect undead*, *light*, *magic mouth*, *ray of enfeeblement*, *slow*; **COST** 17,500 gp

#### **GREENWEAL STAFF**

AURA strong transmutation; CL 15th SLOT none; PRICE 72,000 gp; WEIGHT 5 lbs.

#### Description

The greenweal staff is also known as a Staff of Ceres. These staves are made from a piece of stout oak, usually with a large ruby set in a cap or knob. The staff allows use of the following spells:

- detect animal or plant (1 charge)
- tree shape/warp wood/wood shape (1 charge each)
- plant growth (2 charges)
- changestaff (3 charges)
- control plants (3 charges)
- move earth/rampart (3 charges each)
- snake staff (3 charges)

Once per month, the user can use 5 charges to create a *greenweal* spell-like effect. Any one herd, field, orchard, or grove touched by the staff is cured of any diseases present and becomes hale and hearty, producing the maximum amount of healthy food during the next season. The pasture, field, or grove is also under the effects of a *consecrate* spell until the next season turns.

#### Construction

**REQUIREMENTS** Craft Staff, beast shape, changestaff, consecrate, control plants, cure disease, detect animal or

plant, move earth, plant growth, rampart, snake staff, tree shape, warp wood, wood shape; **Cost** 36,000 gp

#### LIBRARIAN'S ROBE

AURA strong enchantment; CL 11th SLOT body; PRICE 32,000 gp; WEIGHT 1 lb.

#### Description

This unassuming embroidered brown robe conceals a wealth of powers. It has many small pockets along the front of the belt line and concealed in the voluminous sleeves. These extradimensional pockets function as a *bag of holding*, with all the normal powers and restrictions of that item. The wearer can also activate these spell-like effects at will: *comprehend languages* and *erase*. The following spell effects can be evoked once per day: *detect secret doors, identify, unseen servant, arcane lock, locate object, knock,* and *make whole.* The following spell effects can be evoked once per week: *illusory script* and *secret page.* The following spell effects can be evoked once per month: *fabricate* and *mnemonic enhancer.* 

#### Construction

**REQUIREMENTS** Craft Wondrous Item, arcane lock, comprehend languages, erase, detect secret doors, fabricate, identify, illusory script, knock, locate object, make whole, mnemonic enhancer, secret chest, secret page, unseen servant; **Cost** 16,000 gp

#### SHOES OF THE HORNED CORSAIR

AURA strong evocation; CL 7th SLOT feet; PRICE 19,000 gp; WEIGHT 6 lbs.

#### Description

Only a humanoid with hooved feet can wear these high quality brass shoes, and they need only be worn on two of four feet, if applicable. If both shoes are worn, the wearer may use both *water breathing* at will and *water walk* once per day.

#### Construction

**REQUIREMENTS** Craft Wondrous Item, *water breathing*, *water walk*; **COST** 9,500 gp

#### TALKING TABLETS

AURA strong enchantment; CL 8th

SLOT none; PRICE 8,000 gp; WEIGHT 4 lbs. each

#### Description

These enchanted brass tablets have small gold styli chained to them by small silver chains. Seven times per day, the possessors of each tablet can write a message of up to 140 words. This message will appear instantly on the other tablet, as long as they are both on the same plane.

#### Construction

**REQUIREMENTS** Craft Wondrous Item, *message*; **COST** 4,000 gp

#### **TRIDENT OF NETHUS**

AURA strong various; CL 8th SLOT none; PRICE 16,000 gp; WEIGHT 8 lbs.

#### Description

This enchanted trident appears to have a shaft made of straightened driftwood and tines made from hardened green ghostlight coral. It is a +*2 sharkbane* weapon, and the wielder

can also use each of the following powers once per day: *dancing lights, daze, flare, light, and ray of frost.* 

#### Construction

**REQUIREMENTS** Craft Magic Arms and Armor, *dancing lights, daze, flare, light, ray of frost;* **COST** 8,000 gp

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