PLAYER'S GUIDE to the ASSEED ASSEED ADAM ROY





## PLAYER'S GUIDE 3



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# MIDGARD'S WASTED WEST

No other region on the maps of Midgard inspires more fear and loathing than the western reaches of the continent, commonly known as the Wasted West. Once the height and center of human civilization, this region was brought low by hubris and alien wizardry. For centuries, great wizards and magi battled for control over Midgard's Wasted West and the powerful ley lines there. Now all that remains are the wind-scoured bones of mighty cities and their doomed citizens. Their elegant bridges and beautiful spires are now scarred ruins hiding ancient evils. Tumbling tragedy into nightmare are the unimaginably alien colossi looming over the ruins of empire. Scuttling in their shadows are their gruesome servants, the dust goblins, who loot the vestiges of a once mighty nation.

While goblins pick over the remains of the dead magocracies and use their arcane relics against those who trespass, while Mavrite pilgrims plod cautiously over the Bone Road, seeking the security and blessings of the most holy Seat of Mavros. To the south, haunted dead-eyed giants wander the land, and deadly sentient plants seek to entangle the world in their deadly embrace. Some twisted remainders of civilization linger in this benighted realm. The legacy of the mighty magocracies continues in Bemmea and Maillon. White Knights sally forth from the perfumed streets of Bourgund. Even in far Barsella, the glimmer of a new age of discovery is under way. From across Midgard, the adventurous come, seeking to wrest glory, wealth, and fortune from these deadly wastelands. Most, however, find only dusty death . . . or worse.

## A BRIEF HISTORY OF THE WASTED WEST

The tragic sinking of the island nation of Ankeshel over three millennia ago drowned the first great human civilization under the waves of the Great Western Ocean. The loss of this shining beacon of learning and might led to centuries of dark



barbarism that ended only with the coming of the elves. The barbarian tribes of degenerate humans fell swiftly under the sway of the elvish kings. Under the tutelage of elvish mages, humans climbed out of the darkness and back into the light of civilization, founding many powerful kingdoms.

The mightiest of these was shining Caelmarath of the Western Reaches. Caelmarath reached the zenith of humanity's arcane might over eight hundred years ago, but power began to corrupt the mighty among Caelmarath. In darkened sanctums, hidden from the eldritch sight of their elvish masters, the human mages sought forbidden knowledge. Armed with dark diabolical powers, demonic mages and their tiefling spawn rose up in fierce revolt against their fey masters.

Unable to combat the arcane might of the magocracies, the elves withdrew from mortal lands. Abandoning their mighty kingdoms and shining cities, they escaped to other realms and worlds nearly five centuries ago in a mass migration known as the Great Retreat. The vacuum created by their exit left Caelmarath with no common enemy to fight, and so inhabitants turned upon themselves in the Great Mage Wars. Caelmarath collapsed into nine corrupted realms that bargained with dark, alien beings to gain new and deadly arcane powers that would allow them to exterminate their rivals.

The nine magocracies of splintered Caelmarath vied for control of the ley lines that the elves had left behind them. The most powerful ley line mages continually warped the invisible lines of power in an effort to bend the lines' infinite power to the mages' greedy ends. No single mage asserted full control over a ley line or node, however, before another rival wrested the line or node away.

One of these mages, desperate to devastate his Bemmean rivals, foolishly raised the Isonade, the colossal beast responsible for the sinking of Ankeshel. The Isonade was barely defeated by the combined efforts of the other eight magocracies, but not before it savaged the coastlines of Carnessa, Bemmea, Tintager, and the Arbonesse, destroying whole ports, cities, and coastlines. The Isonade's entry into the war sparked a monstrous arms race, since mages of the competing magocracies escalated from arcane "cold war" into the devastating open Great Mage Wars.

In the chaos of all-out magical warfare, one diabolical mage took advantage of the twisted ley lines to tear a hole in the fabric of reality, bringing forth an alien monster from a realm beyond the stars. The colossal beast destroyed two rival territories before another could be summoned to stop it. This seemingly endless eldritch build-up of beasts continued for decades, with increasingly unstoppable alien monstrosities demolishing whole regions, with each of their monstrous steps withering the lands around them.

Only the combined might of the surviving archmages around sixty years ago saved the world of Midgard from complete annihilation. Lacking the power to abjure the gigantic god-creatures back to the Realms Beyond the Stars, the wizards labored to stop time around the beings, slowing them to glacial speeds. This event is now known as the Great Slumber. The Old Ones were held to a pace of



but a few steps each year. By this point, however, only the magocracy of Allain survived, and all lands east of Allain to the Ironcrags were reduced to a desolate waste, haunted by titanic colossi, twisted beasts, and the grey goblins that emerged from their dark pits and desolate crags to worship and serve the alien monstrosities.

## THE WASTED WEST TODAY

The Great Slumber is now over six decades in the past, but the aberrations unleashed on the western landscape, especially the Great Old Ones, still wreak havoc on the land, and their taint does not diminish with time. The corrupt magic they inflict upon the world saturates the wastelands. Everywhere skitter the twisted descendants of arcane slaves and magical creatures, preying upon the unwary. Many explorers (the ones who return to tell tales) talk of strange monoliths coruscating with eldritch power and landscapes that defy logic, such as floating mountains and rivers of blood that flow uphill. Travelers also report that the constellations twist and fade as one travels the Wastelands, particularly near the Great Walkers, as if the stars themselves were bending around and away from the mountainous abominations.

Dozens of dust goblin tribes inhabit destroyed towns, while others wander as nomads in the shadow of the Walkers. The grey, dusty dunes between the ruined cities hold manifold dangers of the monstrous sort, from giant scorpions to ravening ghouls. An unknown number of brave explorers and doughty caravans have fallen prey to the ravening beasts and hungry landscape of these Wastelands.

## The Regions and Locales of the Wasted West

Each region or location provides a symbol, ruler, population listing, description, plus several useful details that can add some depth to your character's backstory.

## THE GOBLIN WASTES

**SYMBOL:** None (varies by tribe) **RULER:** Various petty goblin fiefdoms **POPULATION:** Goblins, kobolds, dragonkin, ogrekin

Dust goblin tribes dominate the eastern half of the Western Wastes, so much so that the area is commonly known as the Goblin Wastes. Before the Great Mage Wars and the Fall of the West, goblins were a minor subterranean race, hiding from the ghoulish empires in small labyrinths below the western foothills of the Ironcrags and the Pytonne Mountains. Pushed upward and outward by the expansion of dwarven cantonal holdings to the east, and encouraged by the abandonment of the many shattered and ruined mage cities to the west, the wary goblins emerged from their dark holes and evolved into mighty warrior tribes raiding across the arid Wastelands.

Many of the goblin tribes are nomadic, camping in the twisted shadows of the Great Old Ones, which they worship as mighty gods. Goblin shamans and witches look for divine signs and holy commands in every subtle movement of the alien beasts. These religiously zealous dust goblins live every moment of their short, nasty, and brutish lives ruled by twisted superstition and crazed religious decree, as their mad priests and crazed oracles try to communicate with their colossal malformed "gods" and attempt to interpret their alien desires, usually to their personal benefit and profit.

Not all the tribes are nomadic dervishes, however, following the twisted and slimy tracks of the Walkers in a constant ecstatic ferment. Some tribes are instead scavengers and salvagers who dig deep into the ruins of the fallen mage



cities to recover lost magic artifacts and technology. The crumbling cities and their shattered cellars are now the refuge and home of these industrious tribes, and the tumbledown ruins scoured by war still see much intertribal warfare as goblins fight over old undiscovered treasure troves left behind by long-dead mages. The most cunning among them possess ancient relics of great power. Dust goblins have a great knack for uncovering and re-using powerful artifacts, even ancient *vril* weapons that are dead and inert in the hands of humans. These goblins have reportedly discovered strange incantations that awaken sleeping magic in these ancient weapons. Adventurers would do well to be wary of any goblin wielding strange weapons and alien technologies.

Other goblin-settled ruins that have already been plundered of all their treasures have a semblance of crude civilization. Here daring explorers and adventurers can trade for food and other supplies, such as they exist in the badlands. However, bartering with settled tribes can still be a dangerous endeavor since they also have strange taboos and obscure customs just like their nomadic cousins. With the right price and proper flattery, however, dust goblins have served as helpful resuppliers and wilderness guides.

#### PEOPLE AND PLACES OF THE GOBLIN WASTES

#### **Major Goblin Tribes**

These tribes are so infamous that they are known outside the Wastes, and they have fierce reputations that earn them a grudging respect from their human neighbors.

- THE BLOODY TUSK goblin tribe lives on a huge black slab of slate that floats nearly one hundred feet above the desert floor. When they wish to move their home, they lash it to their dire boars, which they raise for meat, draft animals, and war mounts (especially for the Scarlet Cavaliers). Their chieftain, Cragmaw, is said to be a gigantic goblin the size of a bugbear, who wields a giant magic battle axe from atop an enormous giant dire boar.
- THE BONEWRAITHS craft their weapons and armor out of the cannibalized bones of their great ancestors and respected enemies, co-opting the powers and spirits of the fallen. Their recently unearthed leader is the legendary goblin mummy-king, Dizzerax, whose monomaniacal goal is to conquer the other tribes and unite them under his banner as an unstoppable horde.
- THE GHOST GOBLIN TRIBE counts as many undead as living members in their numbers. Kamelk Twice-Killed, a fearsome undead warrior, leads them. Many of his warriors have followed his example, undergoing deadly combat rituals to rise as zombies, ghouls, or other undead creatures.
- THE SCARLET ROVERS are not so much a tribe as a military order, and they wear the red capes of Mavros. Dangerous and disciplined, many of these well-armed and -armored goblins are experienced soldiers. Led by First Ranger Mavren Maledykto, their numbers are still relatively few and their ultimate goals remain unknown

to all but their bloody war-god. Their abilities as rangers, scouts, and assassins are unquestioned, however, and their services are highly sought after by many parties that seek power and riches in the Wastelands.

#### The Great Old Ones

After the first Great Old Ones made their monstrous strides across Midgard, the other magocracies threatened by alien onslaught felt they had little choice but to summon horrific colossi to defend themselves. Unable to undo the damage the mere presence of the creatures inflicted, the combined arcane might of the surviving archmages could only slow their gait to a few steps a year. Known as the Waste Walkers, Great Old Ones, or Dread Walkers, only a few of their cohort have been catalogued by sages:

- ASHKHARAK-GORTHOGA, THE WARRING BLASPHEMIES: Distant observation reveals two gigantic alien horrors locked in eternal battle. Ashkharak appears as a massive skinless humanoid with multiple leechlike heads; its ghoulish body is ravaged by the toothy tentacles of its gigantic, sluglike nemesis, Gorthoga. The Warring Blasphemies radiate psychic waves of uncontrollable bloodlust that cause wandering scavengers to wage bloody battle in their shadows.
- OROSOHOLOHUX, THE STEALER OF STARS: This malevolent entity is visible only as an overarching shadow that blots the stars from the night sky. Those viewing the dark cloud of Orosoholohux with darkvision report seeing gibbering creatures that leer and taunt from the great shadow's precipices. The strange stars of the Wastelands visible at the edges of the creature's black shroud are warped even further into strange and unknowable patterns that mad sages and goblin oracles scan for visions and prophecies.
- UTHUL-VANGSLAGISH, THE SHRIEKING MOUNTAIN: Wanderers in the Wastes hear the maddening cacophony of this beast long before they see its shuddering, mountainous bulk. From a thousand toothy and drooling orifices, Uthul-Vangslagish bellows a discordant symphony of despair that ranges from sharp piccolo blasts to thrumming booms so low that they can be felt only in the soft parts of the bone. Creatures dwelling too long in its shadow are driven mad by the alien noise.

#### **Unique Plants of the Goblin Wastes**

The arcane research of the ancient Caelmarath mages and the alien energies of the Great Old Ones have created and mutated several types of plant life in the Wastes.

- SARRESH: These large, rubbery bladders are the flying seedpods of enormous plants and can inflate to the size of small houses. Dust goblins know how to harvest the sacs for use as reconnaissance balloons. Grounded sacs also make excellent yurts, though they smell of hot tar and salt.
- **EYEFIELDS:** These plants appear as fields of bluish flowers from a distance. Upon closer viewing, they appear to have small eyelike blossoms. When disturbed by motile creatures,

they twist and sway, then aim mysterious yellow rays at their victims. Dust goblins sometimes plant these "eye flowers" as guardians, warding the entrances to their lairs.

• LIVING PETRIFIED FORESTS: These vast copses of trees are the petrified remains of ancient forests. Long buried, these stone trees have re-emerged from the sand and show a strange kind of stony life. The trees still grow and now sprout leaves of precious metals and semiprecious alloys. As a result, the groves are often farmed by goblin "harvesters," who guard their metallic orchards jealously.

## THE SEAT OF MAVROS

SYMBOL: Red bull on white field RULERS: The Order of Mavros POPULATION: Humans, goblins, minotaurs The Seat of Mavros is the spiritual center of the War God's worship in Midgard. The Seat's current location deep in the Wastelands as well as the efforts one must make to reach it have only heightened its significance as a holy site. Worshipers of Mavros across Midgard are encouraged to complete a pilgrimage to this most holy temple-fortress at least once in their lifetimes. They travel to the shrine to stand in awe and judgment before the Great Forge where Mavros first revealed the secrets of fire and steel to mankind. Here many pilgrims and priests sacrifice shattered shields and broken swords in hopes that the War God will ensure their success in battle and conquest. The pilgrimage also forges bonds of martial brotherhood among the Mavrites: in the pilgrimage, all are truly equal. Only the strong survive, to be reborn into greatness.

The Order of Mavros monitors the pilgrimage routes, particularly along the Bone Road, but they do not guard it. The taciturn warriors and clergy of the order ensure that

## BATTLE BLESSINGS OF THE GOD FORGE OF MAVROS

One weapon, shield, piece of armor, or holy symbol brought before the holy forge by a character might be filled with the might and power of the War God Mavros. The GM can choose a blessing from the lists below, or roll randomly. If rolling randomly, the GM can assign a percentile bonus to the roll if the character is a devout Mavrite, a member of the Order, has dedicated a recent victory to Mavros, or has completed a major quest in the god's name. This blessing is given at most once per year, and only after completing the full pilgrimage (no flying or teleporting across the Wastes to the Seat). Greedy characters (and players) who try to "double up" might find their weapons cursed instead of blessed, serving as an object lesson in humility. This war blessing is for holy symbols, armor, and melee weapons only. Mavros considers ranged weapons cowardly.

MAVROS'S BLESSINGS	
NOTHING HAPPENS The character is not worthy or does not need additional blessings at this time.	
HOLY FIRE The weapon is enveloped in flame and deals 2d6 additional fire damage to each successful melee attack for the duration of the character's next combat encounter. A shield or piece of armor is also wreathed in flames and deals 2d6 damage to any enemy that makes a successful melee attack against the character for the duration of the character's next combat encounter. This damage is not multiplied on a critical hit. A blessed holy symbol deals 2d6 fire damage the next time it is used to channel divine energy. Any ally (including the caster) in the burst heals 2d6 additional hit points or gains 2d6 temporary hit points if already at full hit points. In the latter case, the affected character glows with an inner fire equal to torchlight until the temporary points wear off.	
<b>STRENGTH OF MAVROS</b> The next successful melee attack made while using the blessed weapon deals maximum damage. Armor or shields with this blessing minimize damage on the next successful attack made against the character and negate any critical hit result. The next channel energy effect cast through the holy symbol has maximum effect.	
<b>BATTLE BLESSING</b> A normal weapon, armor, or symbol gains the masterwork quality. A masterwork or magic weapon, armor, or symbol gains a +1 divine bonus. If the item is already magical and has one or more special abilities, it becomes possessed by a servitor spirit of the War God and gains intelligence. The spirit can communicate telepathically and can <i>commune</i> (CL 11th) once a month.	

pilgrims who do not survive the journey are collected and burned in burial forges, never allowing their bodies to be left in the hands of goblins, ghouls, or other scavengers. They offer only the barest minimum of food or water to the passing faithful, and in many cases they might make pilgrims fight for their right to enter an oasis of dubious safety.

Outside the mighty redoubts of the massive templefortress, an enormous tent-camp springs from the grey sands, housing all manner of pilgrims and travelers, as well as the hospitallers, merchants, and charlatans that serve and target the pilgrims and their parties. Behind unmarked dusty canvas flaps beckon all the known sorts of earthly pleasures: houses full of lissome servants, raucous beast-fighting pits, and smoky Requiem dens, to mention just a few.

The Seat is a massive edifice shaped from the bedrock of the desert. A gigantic iron crucible and forge occupies the thronelike gap in the monolith where Mavros was said to have first manifested and brought the power of cold steel and cleansing fire to the human race. This eternally burning sacrificial flame acts as a beacon of the faith, beckoning to weary pilgrims from afar and warning off plundering goblins. Here, those who survive the pilgrimage and pay the tithes are allowed by the Mavrite priests to enter the temple-fortress and ascend the giant obsidian steps that lead to the Shrine of the God-Forge. The pilgrims then offer up sundered shields, broken spears, and the brittle bones of fallen enemies as sacrifice to the holy flames. Attending smith-priests have reused the purified metals of the great crucible, reforging the sacrificial iron to be reborn in a new holy symbol or masterwork weapon for the most worthy pilgrims. The Mavrite priesthood also claims that the heat of the God-Forge can grant armor and weapons brought before it extraordinary properties when used in battle by the War God's most faithful servants. Indeed, it is not an uncommon sight to see warriors and clergy of the Order of Mavros fly into battle wielding shining swords and holy icons flickering and roaring with the blessed forge-fires of the War God.

#### PEOPLES AND PLACES OF THE SEAT OF MAVROS

The Shining Temple of Khors: Some say that a small, luminous temple of the Sun God remains hidden in the badlands somewhere beyond the Seat of Mavros. Reports say that during the day the temple shines with restorative radiant energy, and glowing priests of the Sun God serve cool water to visitors within the temple. Various small creatures such as lantern spirits, beatific drakes, and cassisian angels are said to guard the shrine during the day. When night falls, however, the temple becomes an empty ruin: cold, cracked, and haunted by dread spirits of the Wastelands.

**THE SALT FORTRESS:** Rumors abound in the pilgrim camps of a strange and mystical fortress said to exist in an area of salt flats deep in the heart of the Goblin Wastes. This misshapen redoubt is reportedly made entirely of hardened salt crystals and salt bricks, and it serves as the lair of the Mistress of Salt, a desiccated but mighty "salt lich." THE LOST TOWER: The Obsidian Tower of the Fulgurate Society was the final redoubt of the archmages who came together to stop the ravages of the Great Old Ones, and who enchanted the giant alien monstrosities into the Great Slumber. The stories say, however, that one of their own betrayed them to his true alien masters at the moment of their triumph. So instead of banishing them forever, the Waste Walkers were merely slowed; the Tower, with all its mages inside, was brought low and torn from the face of Midgard. Some say it was banished to the lands of Shadow or Fey; others claim that it was sucked into the bowels of the earth. A few sages believe that it disappeared into the dream-dimension of Leng, or another extra-dimensional prison, where it can be glimpsed briefly out of the corner of a searcher's eye. Many bold and powerful adventurers have traveled to the Wastes in search of the Lost Tower, and none have yet found it. Some seek to plunder its alleged mighty magical treasures; others seek to rescue any Fulgurate mages who might still be trapped in the accursed tower, hoping to help the mages finish the work of banishing the giant Waste Walkers forever.

### THE GRAND MAGOCRACY OF ALLAIN

**SYMBOL:** A nine-star sigil on a black field **RULERS:** The Ninemage Council **POPULATION:** Humans, tieflings, halflings, dwarves, minotaurs

In the aftermath of the Great Mage Wars, the only kingdom still standing was the Magocracy of Allain. The holdings of the last magocracy are vast, stretching to the east to the gleaming city of Bourgund, reaching north to fey-plagued Tintager, flowing west to Maillon's swamps, and crowned by the shining jewel of Bemmea. In its final victory, Allain won back the convergence of Western ley lines. The lines' paths spiked to this isolated capital, a city teeming with hard-won magical might. Travelers report the overwhelming concentration of magic in the very air can be sensed like the actinic ozone smell that precedes a thunderstorm.

Even common folk here carry an unusually acute knowledge of magic and the arcane arts. The population here is acclimated to various arcane effects and presences, such as invisible servants, ephemeral illusions, and other strange feats of magic. Magic is both more powerful, and more mundane, in Allain.

Nine archmages of unfathomable power and arcane lineages rule here. In the puissant capital of Bemmea, within the Spire Perilous, the archmages of the Ninemage council court and scheme and plot in an ancient dance of arcane rules, obscure laws, and mysterious rituals.

Outside the cities, however, life for the average citizen is much the same as anywhere in Midgard. Farmland is fertile west of the Leukos River, though farming communities are smaller than other regions, given a population that is recuperating from the genocidal wars that happened within living memory.

#### Bemmea

The Spired City, famed capital of Allain, sits perched high atop an isolated granite island. It is connected to the mainland by a narrow peninsula, and entry into the city is controlled by the nine archmages' whims. By the standards of most Midgard cities, Bemmea towers to near-impossible heights, the entirety of the city's bulk resting on a small, semicircular tor of bedrock, with ivory-colored towers stacked high toward the clouds. Soaring bridges connecting lofty spires and the occasional animated carriage or flying carpet help mages make their way through the city. The characteristic ozone scent of Allain is noticeably stronger here due to the concentrated nexus of ley lines, and the arcane energy in the air stings the nostrils of newly arrived visitors.

The slender peninsula on which the city sits is all that remains of a larger city of ancient origin; the remainder of this sprawling metropolis was smashed and drowned by the monstrous Isonade hundreds of years ago. The remains of some of the drowned towers still protrude from the waves lapping around contemporary Bemmea, making poor harboring for ships (those that travel by sea, that is). A surprising number



of half-ruined towers and their submerged lower chambers are still in use by the local mages and are connected to the central city by invisible bridges made of permanent force spells, cunning pneumatic tunnels, and hidden magical portals.

Casual visitors are discouraged in many parts of the city, and those without spellcasting ability are refused scornfully. Those who visit with ill-advised intentions soon discover that the city rises up against external threats. Furious water elementals emerge from pools and fountains, and roaring earth elementals rumble up from the rune-covered streets to subdue lawbreakers. When visitors are told that "every torch is watching," it is not far from the truth.

#### Bourgund

The "Perfumed City" is a dramatic contrast to the rest of the Wastelands. Shining Bourgund and its surrounding counties are remarkable, abutting the Wastelands with nary a scorched field or crumbling wall to hint at its violent history during the Great Mage Wars. The borders and walls of Bourgund are zealously guarded by the famed White Knights of Bourgund. Within the city, the White Knights serve as enforcers of order: "Order is an art in Bourgund," as the local saying goes. The knights jealously secure important caravans along the trade routes to Barsella, Verrayne, and elsewhere, so the sale of Bourgund's perfumes and the mithral from Bourgund's local mines continue to swell the counties' coffers.

The true power that lies behind the White Knights dwells within the secluded tower of Mageholme. Bound within its walls are more than ten-score theurgists, oathsworn in service to the White Knights and Bourgund. Those who dare to fight the White Knights see their blows turned aside magically, the knights empowered with hastening magics, and the knights' wounds magically healed right before their eyes. The knights rarely have to travel themselves, simply appearing where they are needed. Scrying wizards teleport them into battle—these wizards never stop watching the badlands.

Outside the city's tall, shining walls, the gigantic rotting corpse of Zhergthoth the Fallen desiccates in the searing desert winds, well within sight of the city. The stench and odor of the dead Great Old One is the one sign of decay the Bourgundese cannot completely blot out by mundane or magical means, giving rise to the omnipresent perfumes manufactured and used by the city's populace. The fragrances manufactured within the city are unrivaled for their strength, longevity, and alluring odors. The irony is not lost on the foreign buyers that flock to the city for these perfumes: The world's finest luxury items comes from a citizenry that dwells alongside foulness of the worst sort.

The most exclusive district of Bourgund is therefore the "Bouquet District." This district's crowded and crooked streets hold both small fragrance shops as well as large perfume emporiums. Halflings are common in this district, being highly sought-after in the perfumery trade due to their sensitive noses, attention to detail, and skill with alembic preparations. Merchants and crafters here also produce the tools of the fragrance industry, including delicate glass bottles, magical censers, and even small personal accessories such as



rings with minute secret compartments. Some have noted cynically that these secret spaces work as well for deadly poisons as they do for delicate perfumes.

#### Maillon

In the time before the Great Mage Wars, Bemmea was noted for its famed alchemical market where travelers from across the breadth of Midgard could acquire all manner of powerful potions and exotic elixirs. As the popularity of the markets grew, however, so too did the stench from the brewers and distillers, and a toxic pall hung low on Bemmean streets like an oppressive shroud. The Ninemage Council decided this would not stand and voted in secret council to expel the stinking market and its effusive proprietors. They did so in typical Bemmean fashion by teleporting the entire alchemy district (buildings, alchemists, and all) into the nearby coastal marshlands.

The alchemists looked up from their alembic constructs and shrugged, finding that the swamps contained all manner of exotic specimens and a wealth of raw materials for their alchemical compositions. Apprentice alchemists now wander the swamps on high wooden stilts and in spell-laced gondolas, collecting strange plants and animals to obtain their essences for rare potions and elixirs.

With room to flourish and materials to spare, the alchemists of Maillon have become a fruitful and prosperous people, if malodorous. The displaced alchemists and merchants have created a chaotic network of precarious bridges and catwalks to connect the ever-growing jumble of workshops and homes that continue to spread across the swamp's murky waters. Many of the city's newer buildings are old wooden merchant ships poled, dragged inland, and then anchored by rugged stilts into the muck of the swamps.

Perhaps nowhere else on Midgard does the phrase "let the buyer beware" ring truer than in the tented stalls and crowded booths of Maillon's Great Bottle Market. Sprawling boardwalks traverse this maze of tangled shops and tents, where buyers can find some reputable alchemists, as well as a wealth of dabblers, scoundrels, and snake-oil peddlers selling "wondrous potions at a reasonable price" one day, and gone the next.

#### Tintager

This forbidding fortress-city of fiery shadows is a Feyward, the last of a number of ancient spellbound outposts marking the border between the magocracies of Caelmarath and the elves of the Arbonesse along the Leukos River. Concentric stony walls mark centuries of fortification spreading out from the original stone tower. This wounded reach of Allain has never recovered from the mages' wars with the elves. Tintager commands a cratered and devastated "no-elves land" between the nations of human and fey. The city's entire purpose is to guard against the historical elvish

threat to Allain's sovereignty, but today, the only aggressors visible to outsiders are the hard-hearted humans huddled behind Tintager's thick portals of cold iron and massive redoubts of spellbound stones.

The human defenders, known as Feywardens, are always on high alert from a threat that apparently hasn't manifested for decades, yet still looms large in the minds of the city's fierce protectors. Tense preparation for arcane battle hovers like a dark cloud over the benighted city, and visitors oft remark that the defenders and soldiery act as if the enemy is already at the city gates.

Within these walls, all who come to serve and protect Tintager's ancient stones are accepted, and Tintager's forces shelter many of Allain's outcast mages, summoners, and fleshwarpers. Even condemned scrivener mages are pardoned and sent to the front lines to protect Tintager from its elusive and apparently invisible enemies. The Senior Wardens send raiding parties into the Arbonesse frequently, seeking to test elvish defenses and to hunt and log the forest.



- 5. Gladitorial Pits
- 6. Sputterwick Alley

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PG 3

#### Cassadega

The ancient Ankeshelians flourished as the first race of humankind to gain true civilization, mainly through their mastery of the arcane science known only as *vril*. All too soon, the monstrous Isonade, Queen of Krakens, was summoned to sink the great island nation beneath the chill waves of the Western Ocean.

For untold years, the ruins of old Ankeshel slept beneath the waves, waiting silently to be reawakened. Eventually, the coastlines of Allain and the Arbonesse were altered by the elemental magic of the Bemmeans and an attack of the reawakened Isonade during the Mage Wars. The changes in sea levels and coastlines raised some strangely intact districts of the ancient ruins to the surface of the sea and exposed them to the sunlight of a new millennium. A Tintager sea patrol first came upon this ancient site near the mouth of the Leukos River over eighty years ago, and soon hundreds of scholars, sages, students, and burly excavation workers settled among the ruins under the watchful gaze of the Feywardens' steely eyes. This modern settlement, called Cassadega, sprung up on and around the ruins themselves, a driftwood town built on ancient stone and orichalcum foundations.

Not long after Ankeshel's rediscovery, rumors and speculation spread of the lost secrets and powerful magic being extracted from the ruins. Soon the sleepy little scholarly community exploded into a boom town with a massive influx of looters, speculators, and opportunistic merchants looking to pillage the alleged riches and lost knowledge within it, or at least make a few gold off the searchers themselves. *Vril* is only one of the many hidden treasures of Cassadega. Searchers have also found whole storerooms filled with gold, jewelry, and rare and indestructible orichalcum alloy.

#### PEOPLE AND LOCATIONS OF ALLAIN

#### The Grifyn and the Kimera

This ancient Bemmean tavern and fighting hall is frequented by conjurers and summoners of all stripes, who nightly combat summoned creatures and eidolons against one another in the tavern's central gladiatorial pit. Many gold pieces, potions, and scrolls change hands after each match, though lately the competition has been completely dominated by a talented minotaur sorcerer named Helfghast.

#### **The Red Door Market**

Bemmea's most notorious market of enchanted items is found behind a single red door that changes location every day. If buyers can find the elusive door and get past the portal's fiendish guardian, they can enter an extra-dimensional bazaar of the bizarre and wondrous, run by a strangely charming and chatty arch-lich, Osvaud the Off-White.

#### The Hounds of Allain

The inquisitors and cavaliers who guard the shining towers



and darker interests of the Spire Perilous are members of a secretive order commonly known as the Hounds of Allain. Arch-Inquisitor Benjin Groble leads them. The Arch-Inquisitor and the Hounds are answerable only to the Ninemage Council and no other mortal authority. Their symbol is a white dogshead on a black field surrounded by nine gold star sigils.

#### **The Scroll Mage**

The life of a Bemmean apprentice-mage is surprisingly boring. Each one spends many dreary years in dusty libraries poring over musty tomes and rarely uses the vast knowledge acquired by research. There are exceptions of course: Jacen the Paper Master brings his apprentices and lectures to busy Bemmean street corners, awing casual onlookers with his mastery of lifelike paper constructs and scroll golems.

#### **Magic Pill Merchant**

Not all within the Bottle Market of Maillon are unscrupulous, and a number of alchemists do reputable work—if a buyer can find them within the winding maze of stalls and the endless cacophony of snake-oil hawkers. Chani Four-Fires is one such chymist. She has perfected a unique method of turning healing potions into small flavored lozenges that won't shatter or spill with an unlucky fall or blow.

## THE HAUNTED LANDS OF THE GIANTS

SYMBOL: Giant's Skull

**RULERS:** None (various petty giant fiefdoms) **POPULATION:** Stone giants, hill giants, taiga giants, goblins

The arid moors and hinterlands below the Pytonne Mountains that creep south toward the Great Wall and the Gardens of Carnessa host the crumbling remains of the fallen

cities of Midgard's giants. At one time a proud civilization of architects and shapers, they were enslaved by their own venal rulers to become the slave laborers that built the cities of the human magocracies. Now, transient tribes of hill and stone giants wander the stony, scrub-shrouded lands, burdened by the lingering ghosts that haunt their descendants.

Restless undead giants rise up to walk the land and harry the living, pursuing strange goals and staking out barren territory as their own.

When the hulking undead rise, the souls of those same undead giants return to haunt their living descendants. These shades lurk about their living kin, their ectoplasmic forms haunting them and driving them to destroy or otherwise settle their wandering undead bodies. This haunting plague is known as the Great Restlessness.

These oppressive hauntings drain the vigor of the living giants, who appear morose, sullen, pale, and jaundiced. Many travelers mistake them for their titanic undead ancestors that afflict the realm. Only the rare and powerful taiga giants have escaped the fates of their cousins and have channeled the spirits of the dead to make them into a weapon, instead of a curse.

The tumbledown remains of vast and glorious giant cities still exist here, but now they are shattered shells, filled with squatters camps, bandit tribes, and the riotous undead. The haunted giants pick through the decaying buildings for relics and reminders of their glorious past and noble heritage, searching for some clue that might hold the key to lifting their curse of ancestral hauntings.

#### **CITIES OF THE HAUNTED LANDS**

#### **Great Andarre**

This enormous former capital city of the stone giants is in ruins now, sad and tragic evidence of their sudden fall from noble sovereignty into vile servitude. Remnants of its former glory are still distinct in the shattered stubs of elegant. Stone bridges and towers used to soar hundreds of feet above the ground. Elsewhere explorers can find bits of marble runes inlaid in gracefully curving shaped granite walls that lack a single seam or piece of mortar, but are now smashed into rows of endless rubble. One can find, if one looks hard enough, the cracked and crumbling stone-shaped playgrounds meant for stone giant children, now abandoned to dust and despair.

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#### Cassilon

If anything is more tragic than the fall of Great Andarre, it is the loss of Cassilon and all her wondrous and intricate woodworks, as well as the craftsgiants that made them. Once the lumber and woodworking capital of the known world, Cassilon and her hill giant woodcrafters were known far and wide for working miracles with wood, bamboo, and wicker, just as the giants of Great Andarre were the famed masters of stone shaping. Cassilon was once a grand city of towering wooden lodges that showed no sign of axe or adze, filled with refined bamboo furniture and sculptures, all connected by elegant wicker bridges with scenes of daily giantish life and hunting worked into their strong yet subtle weaves. Cassilonese hill giants were found as woodworkers and carpenters in places as far away as Nuria-Natal and the Dragon Empire. Many were also employed in the booming shipyards of Barsella. Some enormous barques were built for a burgeoning giantish navy before the Great Mage Wars and the Great Restlessness. One of these enormous galleys can still be found, run aground and repurposed as a brothel, in the swampy pleasure districts of Maillon.

Now very little of their graceful and refined handiwork remains to be seen. Most of it has gone into the flames of squatter's fires. Some claim that hill giants evaded their ancestral curse by fleeing abroad to far lands in the north and the mythic lands east of the Dragon Empire, even west across the Great Ocean, but if any return, they are immediately subject to the haunting curse of their tragic and fallen nation.

#### Trenorra

This walled redoubt is the only significant human settlement south of the Pytonnes. A curious and dangerous frontier town, it is situated above a series of abandoned goblin mines. The outpost was founded shortly before the Great Restlessness, only to be surrounded by hostile undead giants, which makes travel to or from this mountain stockade difficult, if not deadly. Hill and stone giants freed from their ancestral haunts are more common here than anywhere else in the giant lands, especially those that seek to avoid the power-mongering of their taiga cousins. Here, giants live side by side with humans in buildings and facilities scaled for both species.

#### **Barsella**

Isolated geographically from the magocracies, Barsella has long squatted at the edge of the Western Ocean, making it known as the "City at the End of the World." Barsella is the only semblance of civilization this far west, and barely that, since it is built on a foundation of piracy. This free city is ruled by a plutonic council of old piratical families who see value in the mysteries of the Western Ocean and the wealth that might be drawn from it. These corsairs-turned-oligarchs are cunning rulers, and wily enough to remain beneath the notice of the Ninemage Council. "Avoid the attention of powerful wizards" is a common byword here.

The city is now home to adventurers, explorers, sailors, merchants, and charlatans of all stripes, often all at the same time. Many arrive in Barsella's busy port to organize expeditions west across the seas or east into the Haunted Lands and the Wastelands. The locals make sure that very little coin that *arrives* with these travelers is wasted by *leaving* with them as they plunge willfully into the wilds, most likely never to return.

Here, nothing changes hands without the oligarchs getting their more-than-fair share. Taxes and fees are levied heavily on adventuring gear, bulk supplies, feed, cordage, docking, ship repairs, and anything else that can be bought, sold, traded, or bartered around the docks of Barsella. The jaded local merchants say there are only two things you can't bribe your way out of in Barsella: hurricanes and the oligarchs' taxes.

Barsella offers much in return, however: efficient provisioners, talented shipwrights, well-stocked brothels, gambling halls that line the streets and the pockets of the oligarchs, and arguably the best-run port in Midgard. But for all the riches such enterprises provide, the fortunes of Barsella wax and wane not with trade routes and piracy, but with the very few ships that return from their long and mysterious journeys into the reaches of the Western Ocean.

When the one ship in ten does return, often years later, its holds burst with an exotic variety of beasts, spices, coins, gems, jewelry, metals, and magics. This erratic influx of foreign wealth sets Barsella's streets alight with festivals and celebrations that don't subside before talk of the next expedition begins. This cycle of booms and busts creates a population that is celebratory one week, then broke and hung over the next.

## PEOPLE AND LOCATIONS OF THE HAUNTED LANDS

## The Great Wall and the Gardens of Carnessa

Beyond the Haunted Land stands a stretch of impossibly tall and seamless stone that walls off the small peninsula of Al-Passor. Although the true history of the lands beyond is lost to time, it is known that a fantastic magical garden called the Garden of Carnessa once flourished here. Now a deadly jungle, this entire isolated peninsula is rife with assassin vines, shambling mounds, vegepygmies, yellow musk creepers, and all manner of deadly plants. Some historians blame mu spores for this riot of lethal flora, while other scholars believe an uncatalogued Great Old One rules the forest and breeds deadly plant armies for an unknowable alien purpose. Sages wonder aloud that perhaps someday soon, a powerful botanical soldiery made of sturdy trunks and steely sap, rather than flimsy flesh and blood, will top the wall and march forth to conquer the bleeding fauna of Midgard.

#### **The Ebon Tombs**

According to legend, the most ancient and powerful stone giant sorcerer-kings secluded themselves in hidden obsidian vaults, the better to avoid the final embrace of death and prepare for their prophesied return to their people in a time of great need. With the Great Restlessness afflicting all of giant-kind, many giants seek their hidden vaults, thought by some to be in or near the Ghostlight forest, in hopes of restoring the fabled giant civilization of yore. Other nongiant adventurers seek the vast treasures and powerful magic rumored to entombed with the legendary giant mummy-kings.

#### **The Black Cypress**

Hidden within a blackwater mire near Barsella is an enormous cypress tree the local lizardfolk worship as a god. This gnarled, ancient tree is as black as midnight and is said to be older than any other living thing on Midgard. The lizardfolk hang the shrunken heads of their enemies from its moss-draped branches as offerings to their swampland deity.



## WASTED WEST TRAITS & FEATS

## TRAITS

Explore a variety of traits designed for the Wasted West that can bring your character concept to life. The traits are broken into sections based on type of trait.

## COMBAT TRAITS

Conflict is the core of many interactions that the characters have with others in any game, and combat can often break out when more social and diplomatic options fail. The following traits provide players with more options that bolster combat-oriented elements of their characters while also granting the characters a Wasted West feel.

#### Let's Get Out of Here

Quick thinking and fast feet have kept you from being eaten by creatures of the Wastes.

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

#### **Wastelands Warrior**

You were raised in the Wastelands and are hardened against its dangers.

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

## MAGICAL TRAITS

Magic plays an important role in the game, and the following trait provides you with an option to make magic equipment to add both to your character concept and to how he or she interacts with a specific type of magic crafting in your Wasted West game.

#### **By My Will Alone**

You have seen your future, perhaps through a Kariv Oracle or a vision granted by a Great Old One, and you have vowed that you will see your vision become reality **Benefit:** You gain a +1 trait bonus to all Will saving throws.

#### **Charm Crafter**

Making a small fetish from fallen foes aids you against their kind.

**Benefit:** Once per day you may spend 10 minutes creating a magical charm from the remains of a fallen foe. Activating the charm will grant you a +1 trait bonus to a single skill check, saving throw, or attack role against a creature of the type used

to create the charm. Activating the charm is considered an immediate reaction made prior to the roll and the charm may be used only one time. These charms work only for you, and creating a new charm will drain the magic from any others you have.

## RACE TRAITS

The Wasted West has its own brand of goblins and kobolds. To reflect this, choose one of the following traits if you have a goblin or kobold character. Your character must be of the race specified in the trait to choose that trait. Refer to the core rules for more information about race traits.

#### **Goblin Cunning (Goblin)**

You are especially hardy and tricky, even for a goblin. **Benefit:** You gain a +1 trait bonus to all Survival checks and Escape Artist checks. One of these is always a class skill for you.

#### **Goblin Grubber (Goblin)**

You are an expert at finding and using ancient artifacts. **Benefit:** You gain a +1 trait bonus to all Perception checks and Use Magical Device checks. One of these is always a class skill for you.

#### Slippery Kobold (Kobold)

You are tricky and fast, even for a kobold. Benefit: You gain a +1 trait bonus to all Acrobatics checks and Escape Artist checks. One of these is always a class skill for you.

#### Vril Knack (Goblin)

You find blindly activating a *vril* device to be quite easy. **Prerequisite:** Goblin.

**Benefit:** You can activate a *vril* device blindly with a DC 20 Use Magic Device check.

**Normal:** Activating a magic device blindly requires a DC 25 Use Magic Device check.

## **REGIONAL TRAITS**

The following traits are specific to a region within the Wasted West. As a rule of thumb, a character needs to spend at least a year in the area before gaining the trait, but see the core rules for more information about using regional traits in your game.

#### Arcane Vendetta (Verrayne)

Mages are responsible for the filth of the Wastes, and all must die for their crimes.

**Benefit:** You gain +2 trait bonus to confirm critical hits against any creature capable of casting arcane spells or using arcane spell-like abilities.

#### **Archmage's Apprentice (Bemmea)**

You were trained in the dark halls or ivory tower of a Bemmean archmage.

**Benefit:** You can choose two of the following Knowledge skills in which to gain a +1 trait bonus: arcana, dungeoneering, or planes. One of these is always a class skill for you.

#### **Boar Rider (Goblin Wastes)**

You have been raised around and are trained to ride, the fierce boars of the Wastelands.

**Benefit:** You gain a +2 trait bonus to all Ride checks and Handle Animal checks regarding swine, dire or otherwise.

#### Filament Crafter (Silk Thicket)

You create useful items that incorporate spider silk. **Benefit:** You gain a +2 trait bonus to your Craft checks when you use spider silk. Items crafted with these filaments weigh half as much and have 1.5 times the hardness.

#### **Goblin Child (Goblin Wastes)**

You were raised among, or have had extensive dealings with, the goblin tribes of the Wastelands and know their ways. **Benefit:** You begin with Goblin as a bonus language. You gain a

+2 trait bonus to all Diplomacy checks, Sense Motive checks, and Bluff checks involving goblinoids.

#### **Goblin Slayer (Goblin Wastes)**

You were raised and trained to be the bane of goblins. This trait does not preclude you from being a goblin.

**Benefit:** You gain a +1 trait bonus to Bluff checks, Sense Motive checks, and Survival checks made against humanoids with the goblinoid subtype. This trait does not grant the favored enemy class feature, but it does stack with it.

#### **Goblin's Hardiness (Goblin Wastes)**

You were raised in the Wastelands and are resistant to its deadly nature.

**Benefit:** You gain a +1 trait bonus to all saving throws against poison.

#### Hardscrabble Crafter (Goblin Wastes)

You have mastered a particular craft and can make do with the small amount of materials at hand.

**Benefit:** You do not take the -2 skill check penalty for using improvised tools and for not having an alchemical lab.

#### Lore of the Lost Tower (Lost Tower)

You have been in or near the Lost Tower, and you have gained insights into the strange workings of the Planes.

**Benefit:** You gain a +1 trait bonus to all Knowledge (arcana) checks and Knowledge (planes) checks. One of these is always a class skill for you.

#### **Pilgrim of Mavros (Seat of Mavros)**

You have traveled throughout the Wasted West and beyond. **Benefit:** You gain a +1 trait bonus to Survival checks; Survival is a class skill for you.

#### **Relic Smasher (Seat of Mavros)**

The world would be a better place without the handiwork of the *vril*.

**Benefit:** You gain a +1 trait bonus to your Disable Device checks and Knowledge (engineering) checks. One of these skills is always a class skill for you.

#### **Ringwood Sylvan (Ghostlight Forest)**

You were raised in or near the Ghostlight Forest, and you have learned to deal with the creatures there.

**Benefit:** You gain Knowledge (local) as a class skill, as well as a +2 trait bonus to all Diplomacy checks, Animal Handling checks, and Sense Motive checks when dealing with will-o'-wisps or any creature with the aberrant or alien subtype.

#### Scion of Battle (Seat of Mavros)

Since the time you could walk, you have been training your battle reflexes.

**Benefit:** You gain a +1 trait bonus to attack rolls when making attacks of opportunity.

#### Silken Tongue (Silk Thicket)

You were raised in or near the Silk Thicket, and you have learned to deal with the creatures there.

**Benefit:** You gain Knowledge (local—Silk Thicket) as a class skill, as well as a +2 trait bonus to all Diplomacy checks, Animal Handling checks, or Sense Motive checks when dealing with creatures of the spider type (not including swarms, unless they are intelligent and can be communicated with), including any spider with the aberrant or alien subtype.

#### **Storm Hardened (Goblin Wastes)**

Not even the supernatural weather of the Goblin Wastes can stop you.

**Benefit:** You gain a +2 trait bonus to all saving throws to resist the effects of natural or supernatural weather.

#### **Strength in Sacrifice (Roatgard Forest)**

The wood craves blood and you provide it.

**Benefit:** You gain a 1d3 temporary enhancement bonus to a single ability score (your choice) for 3 hours when you sacrifice a helpless creature with HD equal to or greater than your own while within the borders of the Roatgard Forest. You cannot sacrifice more than one creature per day to gain this benefit.

#### Wastelands Rover (Goblin Wastes)

You have been raised in and around the Wastelands and know the dangers within them.

**Benefit:** You gain a +2 trait bonus to all Perception checks and Survival checks made while in the Wasted West.

#### Wild-Touched (The Goblin Wastes)

Due to being born so close to the Wastelands, you can feel its ebb and flow.

**Benefit:** You gain a +2 trait bonus to Survival checks. When you are in the Goblin Wastes, you gain a +4 trait bonus to avoid getting lost, avoid natural hazards, or predict the weather for the next 24 hours. Survival is always a class skill for you.

#### Wrath of Mavros (Seat of Mavros)

You were born in the Seat of Mavros and have been trained for battle all your life.

**Benefit:** You gain a +1 trait bonus to melee damage with all spears and axes.

## **RELIGION TRAITS**

The Great Old Ones and Charun play a role in the Wasted West, and the following traits bolster characters who choose one of these as their religion of choice. Refer to the core rules for more information on using religion traits.

#### **Fiery Servant (Mavros)**

You were exposed to the God Forge of Mavros at an early age, and it has granted you divine hardiness and insight. **Benefit:** You gain a +4 trait bonus to a Fortitude check against magical fire and heat once per day. This must be announced before the roll is made.

## In the Great Gods' Shadow (Great Old Ones)

You serve and bask in the shadow of a Great Old One and benefit from its generous gifts.

**Benefit:** You gain a +1 trait bonus to one of the following skills: Knowledge (History), Knowledge (the Planes), Perception, or Survival.

#### **Otherworldly (Great Old Ones)**

You are a servant of one or more of the Great Old Ones. Their alien wisdom makes you strong against this world's powers. **Benefit:** You gain a +1 trait bonus to all saving throws made against magic, spells, or effects that do not have realms beyond, aberration, or alien keywords.

#### Wayfinder (Charun)

You are a follower of the Saint of the Dead or have been touched by his powers.

**Benefit:** You gain a +2 trait bonus to spells and effects with the [death] descriptor.

## SOCIAL TRAITS

Characters from the Wasted West obviously have a history in the area. The following social trait is available to any character who grew up in the Wastelands.

#### Arcane Bondage

You were ensorcelled by a mage of Bemmea for an extended period. You will not wear arcane shackles again. **Benefit:** You gain a +1 trait bonus to all saving throws against arcane spells.

#### **Arcane Dabbler**

You have never studied magic formally, but have always had a knack for making magic happen.

**Benefit:** You gain a +1 trait bonus to all Use Magic Device checks and Use Magic Device is always a class skill for you.

#### **Desert Diplomat**

You have always been a peacemaker among the tribes and creatures of the Wastelands.

**Benefit:** You gain a +1 trait bonus to all Diplomacy checks and Bluff checks made when dealing with creatures of the Wastes.

#### Tinkerer

You were raised by an artificer and have always had a knack for making—and breaking—things.

**Benefit:** You gain a +1 trait bonus to all Disable Device checks and Disable Device is always a class skill for you.

## FEATS

The Wasted West tests character, skill, and endurance. The following feats are available to characters that meet the prerequisites.

## COMBAT FEATS

Fighting amid the Wasted West is rough and tumble. Two feats below reflect this by giving characters a boost to specific tactical choices.

#### **Wastelands Brawler**

You learned to survive the brutal combats of the Wastelands by any means necessary.

Benefit: You gain a +1 feat bonus to CMB and CMD.

#### **Wastelands Slayer**

You are a fearsome fighter, cowing your enemies with your fierce assaults.

**Benefit:** When you make a successful charge, you gain an immediate free Intimidate check against the victim, which has a DC set by the intimidate skill.

## ITEM CREATION FEAT

Charms are a key element among some inhabitants of the Wasted West, and the following feat reflects a certain practice that can bolster a character and lend him or her backstory at the same time.

#### **Charm Mastery**

You have learned to use your magic to create powerful charms from fallen foes.

**Prerequisites:** Charm crafter trait, ability to cast cantrips or orisons.

**Benefit:** You may spend 10 minutes and sacrifice one or more 0-level spells to create a magic charm from the remains of a fallen foe. Activating the charm grants you a +2 luck bonus to a single skill check, saving throw, or attack roll against a creature of the type used to create the charm for each spell slot sacrificed up to a maximum of +10. Activating the charm is considered an immediate reaction made prior to the roll and the charm may be used only one time. The charms lose their power after 24 hours or when you choose to replenish your spell slots.



## GENERAL FEATS

Spellcasters who study in the Wasted West have a few secrets up their sleeves when it comes to spellcasting.

#### **Spell Mnemonic**

You have learned the ancient and powerful Bemmean secret of the twice-cast spell.

Prerequisite: Ability to cast 3rd-level spells.

- **Benefit:** Once per day, after successfully casting any spell of a level two or more lower than the highest you can cast, you may
- choose to preserve the spell or spell slot as if you had not used it. **Special:** You may take this feat multiple times so that you may retain spells a number of times equal to the number of times you
- have taken this feat.

## **Religion** Feats

Baal grants followers an advantage in fiery situations and provides a boon to those who seek to honor the Elemental God of Fire.

#### **Cult of Baal (Baal)**

You are an ardent devotee of Baal, the Elemental God of Fire. **Prerequisite:** Knowledge (religion) 5 ranks. **Benefit:** You gain a +2 vs. spells with the fire descriptor, and all divine spells you cast (including those from items, such as staves) with the fire descriptor do +1 damage for every dice of damage rolled.

**Special:** Does not stack with the the Dragon Sorcerer bloodline ability.

## **REGIONAL FEATS**

Your character is from the Goblin Wastes or Allain, which gives him or her certain advantages based on upbringing and environment. Feats marked as regional are themed and relevant to the setting but no restrictions or special rules are involved in acquiring or using them. Refer to the core rules for more information on regional feats.

#### Alien Monster Hunter (Goblin Wastes)

You were trained to hunt, defeat, and kill realms beyond creatures.

**Benefit:** You gain a +4 feat bonus to all Survival checks while tracking realms beyond creatures. You also gain a +1 bonus to attack rolls and damage rolls against creatures with the realms beyond or alien subtype.

#### Alien Willpower (Goblin Wastes)

You are resistant to the pervasive alien magic of the Wastelands.

**Benefit:** You gain a +4 feat bonus to all saving throws made against spells and effects of the Great Old Ones and their servants and powers (any spell or effect with the alien, star, sky, aberration, or realms beyond keywords).

#### Child of the Wastelands (Goblin Wastes)

Your time in the wastelands has taught you to think before acting.

**Benefit:** Three times per day, if you fail a skill check, you can make a second roll. You must use the result of the second roll.

#### **Intestinal Fortitude (Goblin Wastes)**

You have developed a scavenger's palate from your time surviving in the wastes.

**Benefit:** You gain a +2 feat bonus to all saving throws made against poison. If you are nauseated or sickened, you can make a DC 15 Fortitude saving throw to shake off the condition at the beginning of your next turn. You can make this attempt even if you would normally not make an additional saving throw against the condition.

Normal: If you fail your initial saving throw against the condition, you must allow it to run its course.

#### **Rebel of Allain (Allain)**

You fight against the many tyrannies of the Magocracy and are resistant to their cunning and subtle ways. **Benefit:** You gain a +2 feat bonus to all saving throws against spells or effects with the illusion, charm, and dominate keywords.

#### Sandstalker (Goblin Wastes)

You have always evaded the dangers of the Wastelands because of your stealthy nature.

**Benefit:** You gain a +2 feat bonus to all Stealth rolls, and you are considered to have partial concealment to all ranged attacks when in a desert environment.

#### Vril Scavenger (Goblin Wastes)

Repairing the ancient technology of the *vril* is second nature to you.

- **Prerequisites:** Int 15, Knowledge (engineering) 3 ranks, Knowledge (history) 3 ranks.
- **Benefit:** You can repair *Vril* devices for 1/20th of the base cost of the device.
- **Normal:** You can repair a *Vril* device by making a DC 20 Craft (*vril* tech) check and spending 1 hour per 1 hit point restored. It costs 1/10th the total cost to complete repairs to items with 75–50% hit points. Items with less than 50% of their hit point cost an additional 1/10th of the cost per 5% missing hit points.

## HERITAGE FEATS

A heritage feat represents an ability gained through genetics, cultural upbringing, or a childhood event that occurred prior to beginning your adventuring career. Heritage feats can be taken only at 1st level and, unlike standard feats, they can grant supernatural powers and spell-like abilities. Sometimes they also have negative consequences as well as benefits. You can substitute all trait selections for a single heritage feat.

#### **Alien Blood**

You have alien creatures in your lineage, which grants you unusual powers.

Prerequisite: Intelligence 13

**Benefit:** You can use *blink* as a spell-like ability once per day. Caster level is the same as your character level.

#### **Barsonaut**

You were once held captive by the mysterious creatures that dwell on the far side of the Western Ocean; they did something to you before letting you go free. Now you have only vague, chaotic memories of your imprisonment.

**Benefit:** You can become *invisible* for 1 minute/per character level/day as a standard action. Minutes do not need to be used consecutively. Normal rules for invisibility apply.

#### **Dark God's Thrall**

You are an unholy servant of a Great Old One and are enthralled to it.

**Benefit:** You gain a +2 trait bonus to all Knowledge (arcana and planes) checks, and gain *augury* as a supernatural ability once per week.

#### **Of Two Worlds**

You were born in this world, but you are touched by the realms beyond. Now you dwell between worlds.

**Benefit:** In bright sunlight, your outline appears hazy and indistinct. You gain a +2 bonus to AC and Reflex saving throws and you gain *entropic shield* for 1 minute per day.

#### Stormchild

The Wastelands are infamous for their deadly storms, and you resist the raging elements of the Wastelands better than most. **Benefit:** When you select this feat, choose one of five energy types: acid, cold, electricity, fire, or sonic. This energy type cannot be changed. You gain DR 10 against this type of energy.

#### **Tentacled Freak**

The taint of the Wastes has left its mark on you in the form of short tentacles sprouting from different places on your body. **Benefit:** You gain a +2 trait bonus to your CMB to initiate or maintain a grapple. You also gain a +2 feat bonus to all Climb checks and Sleight of Hand skill checks. You take a -4 penalty to Charisma-based checks made outside the Wastes, but a +4 feat bonus to Charisma-based checks with Wastelands creatures.



# CHARACTER OPTIONS

## ARCHETYPES

Refine your character with one of the following Wasted West archetypes. Each of the archetypes specifies class, and you can refer to the core rules for more information about how to use archetypes in the game.

## Wastelands Summoner (Summoner Archetype)

The Wastelands summoner and her eidolon have been twisted by the alien energies and corrupted ley lines of the Wasted West.

- **Bonded Link (Sp):** At 1st level, the summoner can sacrifice the eidolon's hit points to prevent damage to herself that would reduce her to 0 hit points or fewer. If doing so reduces the eidolon to negative hit points equal to or more than its Constitution score, it is dispelled and sent back to its home plane with the normal penalties and durations for return. Also, all ranges for reducing the eidolon's hit points for being at a distance from the summoner are halved to 50 feet, 500 feet, and 5,000 feet This ability replaces the standard live link ability.
- **Summoner's Bond (Su):** At 2nd level, the summoner can speak through her eidolon, in her normal voice, even if the eidolon has no physical mouth. The summoner can hear and see through the eidolon, but cannot taste, touch, or smell anything the eidolon does. This ability replaces the standard bond senses ability.
- Alien Ally (Sp): At 4th level, choose one of the following spells: displacement, blink or gaseous form. Once per day, your eidolon gains the ability to cast this spell as a spell-like ability at the summoner's spellcasting level: At 8th level, she may choose to cast one of the other spells, and at 12th level or higher she can choose from any of the three spells, but can still only cast one per day. Concentration checks made by the eidolon are made at the spellcaster's level and modifier. This replaces the shield ally ability.

**Unseen Eidolon (Sp):** At 6th level, as a standard action, the summoner can make her eidolon invisible, as a spelllike ability, as per the spell. At 12th level, she can make it a greater invisibility. She may do this for one minute per day per summoner level. The minutes need not be consecutive, but if the effect is dismissed (which may be done as a swift action) in less than a one minute increment or segment, the rest of that minute is lost. This ability replaces maker's call. **Empower Eidolon (Su):** At 8th level, as a standard action, the summoner can temporarily grant her eidolon the Large evolution, for a number of rounds equal to the summoner's level, by giving up one hit point. If the summoner sacrifices 2 hit points per level, she may also grant her eidolon the Huge evolution. If the eidolon is banished while hit points are transferred, they are lost and the summoner is shaken for 1d4 rounds. The lost can be healed by magic, but not by the Heal skill. This ability replaces transposition.

- **Borrowed Aspect (Ex):** At 10th level, a Wastelands summoner gains the ability to borrow evolutions temporarily from her eidolon during a standard action. The eidolon immediately loses the evolutions for the duration of the borrowing. The summoner cannot select any evolution the eidolon could not normally possess, and she must meet the evolution's requirements as well. She may do this a number of times per day equal to her Charisma modifier. The effect lasts 1 round per the summoner's level. This ability replaces aspect.
- **Greater Alien Ally** (Ex): At 12th level, the eidolon gains the ability to cast one of the following spells of her choice once per day at the summoner's spellcasting level: *greater darkness\**, *greater invisibility*, or *circle of death*. This replaces the greater shield ally ability.
- Alien Mirrors (Ex): At 14th level, while the eidolon is on the same plane and within 100 feet of the summoner, the summoner gains a +4 arcane bonus Fortitude saving throws against arcane spells. If the summoner makes the save by 5 points or more, the spell is reflected back on the caster. If it is an area effect spell, the reflected spell is considered to be centered on the original caster. This ability replaces life bond.
- **Duplication (Ex):** At 16th level, as a standard action, the summoner may split her eidolon into two copies, each with full abilities and scores equal to those of the original eidolon. The summoner can use this ability for a number of rounds per day equal to her summoner level. She can end this effect at any time as a swift action. If the eidolon is returned to its home plane while duplicated, the summoner takes 4d6 damage and is stunned for 1d4 rounds. This ability replaces merge forms.

**Blood Ties (Ex):** At 18th level, as a standard action, the summoner may temporarily sacrifice her ability score points to grant additional temporary evolution pool points to her eidolon. For each ability point score donated, such as Strength or Wisdom, the eidolon gains two evolution pool points, up to a maximum of ten pool points. The summoner can end this effect at any time as a swift action. If the eidolon

is returned to its home plane while boosted by ability scores, the summoner takes 6d6 points of damage and is stunned for 2d4 rounds. This ability replaces greater aspect.

\* New spell: See "Spells of the Wasted West"

#### NEW EIDOLON WASTELANDS BASE FORM

Summoners of the Wastelands provide their eidolons with tentacles upon occasion.

#### Tentacled

Starting Statistics: Size Medium; Speed 20 ft.; AC +2 natural armor; Saves Fort (good), Ref (poor), Will (good); Attack bite (1d6); Ability Scores Str 16, Dex 11, Con 14, Int 10, Wis13, Cha 7; Free Evolutions tentacles (2), hover (new evolution—see below).

#### NEW EIDOLON WASTELANDS EVOLUTIONS

**Blink (Sp):** (2 points) The eidolon gains the ability to blink once per day as per the spell. Use the summoner's level as the caster level. If the summoner spends 3 evolution points, the eidolon can use this ability twice per day. If 4 points are spent, the eidolon can use this ability three times per day. Activating this evolution is a swift action.

**Hazy (Su):** (4 points) The eidolon appears hazy and indistinct, as if it is flickering between planes. The eidolon gains a +4 bonus to AC and a +4 bonus to Stealth.

**Hover (Su):** (2 points) The eidolon hovers 5 feet above the nearest surface and moves at a top speed of 20 feet. Additional hover evolutions add 10 feet per evolution. The eidolon ignores difficult terrain and can hover over liquid surfaces.

**Invisible (Sp):** (2 points) The eidolon gains the ability to become *invisible* once per day as per the spell. Use the summoner's level as the caster level. If the summoner spends 3 evolution points, the eidolon can use this ability twice per day. If 4 points are spent, the eidolon can use this ability three times per day. Activating this evolution is a swift action.

## Feywardens of Tintager (Magus Archetype)

The feywardens of Tintager are an elite group of magi who are called upon to carry the Midnight Blades of Tintager, and defend the last Bemmean Fey Ward against the elves of the Arbonesse. The Midnight Blades are arcane, sentient swords made of midnight-black cold iron. The swords' origins have been lost in the fog of time and war, but these legendary and powerful weapons have been handed down from one feywarden to the next for generations, and these deadly blades are always ready to taste elvish blood. **Midnight Blade:** At 3rd level, the feywarden gains a powerful sentient weapon known as a Midnight Blade, whose weapon type is always a longsword or scimitar. The feywarden's arcane pool has a number of points equal to 1/3 his level (minimum one) plus his Intelligence bonus. This ability replaces the magus arcana gained at 3rd level. A feywarden with this class feature cannot take the familiar magus arcana, and cannot have a familiar of any kind, even from another class.

**Fey Vendetta (Ex):** At 4th level, the feywarden gains a +2 arcane bonus to all melee and attack rolls made with his midnight blade against fey creatures. He also gains a +2 bonus to all Bluff checks, Knowledge checks, Perception checks, Sense Motive checks, and Survival checks made against all fey creatures, as long as he is holding his midnight blade in his hand at the time (as per the ranger's favored enemy ability). These bonuses increase to a +4 at 10th level, +6 at 15th level, and +8 at 20th level. This ability replaces the spell recall ability.

**Fey Resistance (Ex):** At 10th level, the feywarden gains a +4 bonus on saving throws against the spell-like and supernatural abilities of the fey. This bonus also applies to spells and effects that utilize or target plans, as per the druid's resist nature's lure ability. This bonus increases to a +6 at 14th level and +8 at 20th level. This ability replaces the fighter training ability.

**Smite Fey (Su):** At 11th level, once per day, plus his Int modifier, the feywarden can call upon the dark powers of his midnight blade and smite his fey enemies with the sword.



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As a swift action, the feywarden chooses one target within sight to smite. If the target is fey in nature, the feywarden gains his Int modifier (if any) to his midnight blade meleeattack rolls and adds his feywarden levels to his damage rolls made with the sword. If the target of the smite fey is elven, elfmarked, a fey outsider, fey dragon or drake or has the plant subtype (such as a treant), the bonus to damage from the first successful smite attack increases to two point per feywarden level. In addition, while smite fey is in effect, the feywarden gains a deflection bonus equal to his Int modifier (if any) to his AC against attacks made by the target of the smite effect. If the feywarden targets a creature that is not fey, elven or of a plant sub-type, the use of the smite is wasted with no effect. The smite fey effect remains until the target of the smite is dead or the next time the feywarden rests and regains the use of this ability. At 14th level, and every three levels thereafter, the feywarden may smite fey one additional time per day, to a maximum of four times per day at 20th level.

Arcane Wrath (Su): At 19th level, the feywarden gains the ability to choose from the cleric spell list as well as the arcane, when using the knowledge pool ability. The spell cannot contain fey or plant descriptors or keywords. This ability replaces the greater spell access ability.

### THE ORDER MILITANT OF MAVROS (CLERIC ARCHETYPE)

Weapon and Armor Proficiency: Clerics of Mavros are proficient with all simple and martial weapons, as well as all armors and shields (including tower shields).

Smite Arcane (Su): At 1st level, once per day, plus his Int modifier, the Mavrite can call upon the warlike power of Mavros and smite his arcane enemies with divine power. As a swift action, the Mavrite chooses one target within sight to smite. If the target is arcane in nature (spellcaster or magical beast), the Mavrite gains his Wis modifier (if any) to his attack rolls and adds his cleric levels to his damage rolls. If the target of the smite arcane is an aberration, construct, dragon, outsider or undead, the bonus to damage from the first successful smite attack increases to two point per cleric level. In addition, while smite arcane is in effect, the Mavrite gains a deflection bonus equal to his Wis modifier (if any) to his AC against attacks made by the target of the smite effect. If the Mavrite targets a creature that is not arcane (a spellcaster, construct, dragon, outsider or undead), the use of the smite is wasted with no effect. The smite arcane effect remains until the target of the smite is dead or the next time the Mavrite

rests and regains the use of this ability. At 7th level, and every six levels thereafter, the Mavrite may smite arcane one additional time per day, to a maximum of four times per day at 19th level. This replaces the orison ability.

**Hardy Soul (Ex):** At 3rd level, the cleric of Mavros ignores the effects of hold and cold climates as if under the effect of a continuous *endure elements* spell. The Mavrite also need to eat or drink only once a week, similar to the effects of wearing a *ring of sustenance*. The Mavrite still has all normal requirements regarding sleep. At 7th level the cleric also gains resist fire and cold 5. At 11th level the resistance to heat and cold increases to 10. At 14th level the resistances increase to 15. At 17th level the resistances increase to 20. At 20th level the Mavrite no longer needs to sleep and becomes immune to all sleep –related spells and spell-like effects. This replaces the Channel Energy 2d6 ability.

Divine Weapon (Sp): At 7th level, once per day, the Mavrite forms a divine bond with the favored weapons of Mavros (longsword or spear). When wielding one of these weapons, the Mavrite can call upon Mavros' warlike power and add a +1 enhancement bonus to the weapon (as per the paladin's divine bond ability) for once minute per cleric level. These minutes need not be consecutive, and the ability can be dismissed as a free action, but any partial minutes are lost. For every three levels beyond 7th, they can add another +1 enhancement or weapon property as per the paladin's ability, to a maximum bonus of +5 at 19th level. This replaces the Channel Energy 4d6 ability.

Might of Mavros (Sp): At 11th level, the Mavrite cleric adds one of the following spells to his list of spells. The spell must be of a level the Mavrite can cast. For every two levels beyond 11th, the Mavrite may select another spell of a level he can cast: *charm monster, dimensional anchor, fear, fire shield, locate creature, wall of fire, anti-magic field, globe of invulnerability, greater heroism, guards and wards, legend lore* or *planar binding.* This replaces the Channel Energy 6d6 ability.

Hard Edged (Sp): At 15th level, once per day, the Mavrite cleric may touch any mundane or masterwork edged weapon as a swift action and give it the keen property for one minute per cleric level. At 20th level, the cleric may choose the wounding property instead. These minutes need not be consecutive, and the ability can be dismissed as a free action, but any partial minutes are lost. This replaces the Channel Energy 8d6 ability.

Shield of Mavros (Ex): At 19th level, the Mavrite cleric gains a +8 divine bonus to resist all arcane spells and spell-like abilities. This replaces the Channel Energy 10d6 ability.

## Wastelands Seeker (Ranger Archetype)

Although they originate in Verrayne near the Seven Cities, Wastelands seekers are most commonly encountered patrolling the Goblin Wastes in pairs or small platoons. Seekers are widely known and respected for their skill in overcoming the Wasteland's deadly environs and creatures.

- **Wastelands Step (Ex):** At 3rd level, the seeker ignores difficult terrain for movement. This ability replaces the endurance ability.
- Wastelands Guide (Ex): At 4th level, the seeker gains an extraordinary rapport with the Wasteland, enabling him to direct others across the deadly terrain. When in the Wastes, the ranger can grant, as an immediate action, all allies within line of sight and that can hear him a +2 bonus to Initiative checks, Perception checks, Stealth checks, and Survival

checks. This ability replaces the hunter's bond ability.

- Lay of the Wastelands (Ex): At 7th level, the seeker is considered to have total concealment from all ranged attacks (including ranged touch and ray attacks) whenever in a desert or wastelands environment. This ability replaces woodland stride.
- **Wastelands Immunities (Su):** At 11th level, a seeker gains total immunity to all poisons and natural diseases. The seeker is still subject to magic diseases. This ability replaces the quarry ability.
- **Seeker's Vision (Ex):** At 19th level, the seeker is considered to be under a continuous *freedom of movement* effect, as per the spell. The seeker also gains the Blind-Fight feat as a bonus feat. This ability replaces the improved quarry ability.

## Wastelands Druid (Druid Archetype)

Wastelands druids are of two stripes: ones who worship the blighting might of the Great Old Ones and seek to spread and deepen their alien devastations; and those who use their powers to undo the damage that the alien monsters and their servants have wrought.

- Alien Bonds (Ex): At 1st level or higher, the Wastelands druid may call a familiar, as a wizard of the same level. Alternatively, she may select an additional domain from the Chaos, Darkness, Destruction, Madness, or Travel domains in addition to the normal druid domains. This ability replaces the nature bond ability.
- **Swarm Empathy (Su):** A Wastelands druid can improve the attitude of vermin and swarms as a normal druid can with animals. Vermin and swarms have a starting attitude of unfriendly. The Wastelands druid can also improve the attitude of animals with the normal, magical, and undead subtypes, but she takes a -4 penalty to the check. This ability replaces the wild empathy ability.
- Wanderer of the Wastes (Ex): At 2nd level, the Wastelands druid ignores sandy or rocky difficult terrain; she also ignores penalties to speed, Acrobatics checks, and Stealth checks in rocky or sandy terrain. This ability replaces the woodland stride ability.
- **Desert Hardiness (Su/Ex):** At 3rd level, the Wastelands druid gains DR 5 to fire and cold damage. She ignores the effect of hot and cold environments. She also needs only 1/4 the amount of food and drink a normal character requires and gets a +4 bonus to Constitution checks made to resist the effects of starvation and thirst. This ability replaces the trackless step ability.
- Alien Resistance (Ex): At 4th level, the Wastelands druid gains a +4 bonus to saving throws against the abilities, spells, and attacks of creatures with the alien, aberrant, or ooze subtypes. This ability replaces the resist nature's lure ability.
- **Wild Shape (Ex):** At 6th level, the Wastelands druid gains the wild shape ability, but the effective druid level is –2 for

all effects and results, unless the druid is taking a form of the vermin, ooze, or aberrant subtypes. At 10th level she can assume the form of Medium or smaller vermin, at 12th level she can assume the form of a Large or smaller vermin, and at 14th level or higher, she can assume the form of a Huge vermin or swarm. This ability duplicates the effects of beast *shape IV*, treating the vermin as an animal type to determine its abilities and natural armors.

- Waste-Wizened (Ex): At 9th level, the Wastelands druid becomes immune to all natural and supernatural diseases. This ability replaces the venom immunity ability.
- Spirit of the Wastes (Ex): At 13th level, the Wastelands druid can assume the form of a whirling mass of dust, grit, and sand. The effect is equivalent to the gaseous form, but the druid gains land and burrow speeds of 20 feet rather than a fly speed. While in this form, the druid may appear to be a gentle eddy of wind or as a punishing dust devil. As a gentle wind, the druid gains a circumstance bonus to Stealth rolls equal to her druid level. As a furious dust devil whirlwind, the druid gains a slam attack. The slam attack does 1d6 per four druid levels. The druid may switch between the two forms as a full round action. This ability replaces the thousand faces ability.
- Blightborn (Ex): At 16th level, the Wastelands druid becomes immune to mind-affecting charms and compulsions. She also becomes immune to being confused, energy drained, shaken, panicked, petrified, staggered, or stunned. This is in addition to the immunities gained at 9th level. This ability replaces the timeless body ability.

## WARMAGE OF TINTAGER (WIZARD ARCHETYPE)

Weapon and Armor Proficiency: Warmages are proficient with, and may wear, light armor with no somatic penalties, as long as it is made with, or contains, mostly cold iron. All other weapon and armor proficiencies and penalties remain the same.

- Arcane Bond (Sp): A warmage may choose a small gearforged construct as a familiar or bonded object (such as a Shatterpick) at first level, as long as they are made from cold iron, at least in part. All the normal rules apply for these familiars. Your GM may require you to take the Improved Familiar Feat first.
- Martial Skill: At first level, the warmage may choose a one-handed martial weapon and wield it with proficiency, as long as it is mostly made of cold iron. This proficiency replaces the Scribe Scroll feat.

## Iron and Fire (Warmage) School

Associated Schools: Metal School

Feyfire (Ex): Whenever the warmage casts a spell that causes damage and has the fire descriptor on opponents with the fey or elven descriptor, he does an additional point of damage for every caster level he possesses. This damage cannot be multiplied or otherwise increased.

Spellskin: At 8th level or higher, the warmage may turn his skin into spell-resistant cold iron for 1 minute per level. The warmage gains a +4 natural armor bonus to his Armor Class and a +4 arcane bonus to all saving throws against spells and effects with the fey descriptor. The warmage may use this ability once per day for every four spellcaster levels he possesses.

Twisted Metal (Sp): At 16th level or higher, the warmage does



double damage whenever he casts a spell that deals hit point damage to metallic creatures or metal constructs.

Metal Storm: At 20th level, the warmage may cause a dense whirlwind of metal shards to erupt from his skin and rage around him. Each opponent that is within 10 feet of him takes 8d6 damage each round it is in the area of effect. A Reflex saving throw drops the effect to half damage each round, but this ability negates the evasion and improved evasion special abilities. While the metal storm is in effect, the warmage is considered to have 50% cover for all ranged and area attacks. The warmage may use this ability three times per day, and it lasts for a number of rounds equal to his Intelligence modifier

#### **Arcane Discoveries**

**Iron Ways (Ex):** The warmage has discovered how to wear medium or heavy armor, as long as it made with cold iron. The warmage takes no arcane casting penalties for casting spells with somatic components while wearing cold iron armor. The armor must be nonmagical but may be masterwork quality. The warmage must be at least 8th level to make this arcane discovery.

**Soul of Fire (Sp):** The warmage have learned how to set his body ablaze with searing arcane fire as a swift action. The warmage skin begins to burn with an intense magical fire that doesn't harm him, but damages anyone or anything that touches him. Any creature or flammable object in his space or an adjacent space takes 5d6 fire damage for every round that it is adjacent to him (Fortitude save for half, spell resistance applies). Flammable objects stay alight if he moves away, and any secondary fires he starts can harm him. The warmage has DR 10 to cold attacks. He may use this ability one time per day plus a number of times equal to his Intelligence modifier. It lasts for up to 1 minute per level, and it can be extinguished as a free action. The warmage must be a 10th level or higher wizard to make this discovery.

### SERVANT OF THE REALMS BEYOND (WITCH ARCHETYPE)

Some Wastelands witches have given themselves over to, and gain their powers from, the powers of the realms beyond. They see the Great Old Ones as demigods and the new rulers of Midgard.

**Patron Spells (realms beyond):** *corrosive touch* (2nd), *frigid touch* (4th), *ash storm* (6th), *fleshworm infestation* (8th), *plague carrier* (10th), *major curse* (12th), *scouring winds* (14th), *whirlwind* (16th), *cursed earth* (18th).

#### **New Hexes**

*Coin Conjuring (Ex):* The witch may look in a dark, unused corner and serendipitously find 1d10 gp in mixed coins, spell components, or semiprecious stones. She may do this once per week.

Eye of Newt (Su): The witch gains the ability to see into water

as if it were still and clear even if it is turbulent and murky, effectively ignoring any concealment effects due to water or other similar liquids. The water's surface doesn't break line of sight for targeting spells.

#### **New Major Hexes**

*Cauldron of the Unliving (Sp):* The witch can animate one body per day as a zombie or skeleton for every two levels she possesses. All other normal requirements and restrictions for *animate dead* apply. She must have the cauldron hex to use this hex.

*Greater Charm:* Works as *charm* hex, but the creature's attitude improves two steps (three steps at 16th level or higher).

#### **New Grand Hexes**

Magnia Petra (Sp): The witch may convert flesh to stone or stone to flesh by boiling a helpless creature or stone in her cauldron, as per the wizard spells. The boiled creature takes 2d6 of non-lethal damage from the process. She must have the cauldron hex to use this hex.

*Cauldron of Life (Sp):* The witch may boil a recently deceased, mostly intact body to cast *reincarnate* or *raise dead* upon it, as per the druid and cleric spells. She must have the *cauldron* hex to use this hex.

#### **NEW FAMILIARS**

FAMILIARS	BONUS
Giant hissing cockroach	+2 to Fortitude saving throws
Crawling hand	+3 to Stealth checks
Blue-tailed barsellian baboon	+3 to Climb checks
Poison frog	+3 to Jump checks
Reefclaw	+3 to Swim checks

#### **New Improved Familiars**

IMPROVED FAMILIARS	BONUS
Grindylow	+2 to Perception checks
Grippli	+2 to Acrobatics checks and Climb checks
Gremlins	<i>jinkin</i> : +3 to Bluff checks <i>pugwumpi</i> :+2 to Initiative checks <i>vexgit</i> : +3 to Disable Device checks
Grig	+3 to Diplomacy check
Gryph	+2 to Perception checks

## Sorcerous Bloodlines

Sorcerers of the Wastelands have their own unique bloodlines that reflect the corrupt nature Wasted West.

## GHOULISH

The ghoul sickness has entered your bloodline at some point in your family's history. Perhaps your ancestor was enslaved in the Ghoulish Empire, or was wounded by a Darakhul but survived the sickness. Regardless, you feel their undead hunger and strength coursing through your veins.

Class Skill: Knowledge (dungeoneering)

- **Bonus Spells:** *cause fear* (3rd), *command undead* (5th), *halt undead* (7th), *contagion* (ghoul fever) (9th), *wave of fatigue* (11th), *create undead* (13th), *control undead* (15th), *create greater undead* (17th), *energy drain* (19th).
- **Bonus Feats:** Combat Casting, Diehard, Endurance, Iron Will, Silent Spell, Skill Focus (Dungeoneering), Still Spell, Toughness.

**Bloodline Arcana:** Whenever the sorcerer casts a spell against a creature with the undead subtype/keyword, increase the DC by 2.

#### **Bloodline Powers**

- Ghoul Touch (Sp): At 1st level, the sorcerer can make a melee touch attack that causes a living creature to become sickened for a number of rounds equal to 1/2 his sorcerer level (minimum one). If the sorcerer touches a sickened creature, it becomes nauseated for 1 round if it has fewer levels or Hit Dice than the sorcerer's level. The sorcerer can use this ability a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer also gains darkvision to 30 feet.
- *Rigor Mortis (Su):* At 3rd level, the sorcerer gains resist cold 10, +4 to saving throws against poison, and immunity to disease. Unintelligent undead ignore the sorcerer unless he attacks them. The sorcerer also gains Stealthy as a bonus feat.
- Ghoulish Chill (Sp): At 9th level, the sorcerer can make a melee touch attack that causes a living creature to become immobilized for a number of rounds equal to 1/2 his sorcerer level (minimum one—save ends). He can use this ability a number of times per day equal to 3 + his Charisma modifier. The sorcerer's darkvision also increases to 60 feet.

*Ghoul Spittle (Sp):* At 15th level, the sorcerer gains the ability to spray spittle infected with ghoul fever in a cone-shaped area to a distance of 15 feet three times per day. The spittle causes 1d8 damage, 1 Constitution damage, and 1 Dexterity damage immediately (a Fortitude save against your casting DC negates the score losses). All affected targets that fail their Fortitude saving throws

become infected with ghoul fever. (See the *Pathfinder Bestiary* for details on ghoul fever.) Also at 15th level, any corporeal undead that were once humanoids are treated as humanoids for the purposes determining which spells affect them.

*Death's Gate (Ex):* At 20th level, the sorcerer's ghoulish nature becomes fully manifest. The sorcerer no longer has a pulse or a body temperature. He gains immunity to cold, poison, paralysis, and sleep. Ghouls, ghasts and other intelligent undead consider him one of them unless he attacks them. He also gains the paralytic bite attack of ghasts.

## REALMS BEYOND

You have the power, and the madness, of the realms beyond running through your blood. This gives you arcane and powerful insight into the nature of magic and the planes, but it also means you run the ragged edge of sanity.

Class Skill: Knowledge (the planes)

**Bonus Spells:** *ray of sickening* (3rd), *web shelter* (5th), *agonize* (7th), *vitriolic mist* (9th), *acidic spray* (11th), *greater contagion* (13th), *scouring winds* (15th), *orb of the void* (17th), *interplanetary teleport* (19th).

Bonus Feats: Antagonize, Burning Spell, Combat Casting, Diehard, Endurance, Maximize Spell, Skill Focus (Dungeoneering), Toughness

**Bloodline Arcana:** Whenever you cast a spell or use a magical effect from an item with the charm or illusion type, the DC of that spell is increased by +2.

#### **Bloodline Powers**

- Alien Abscess (Sp): At 1st level, the sorcerer can make a touch attack as a standard action and cause the target to bleed. This affects creatures with 0 or positive hit points. The effect (1 hp per round) continues until the target is healed successfully by a Heal check, has a curative spell or potion used upon it, or until the casting sorcerer is dead.
- *Alien Senses (Su):* At 3rd level, the sorcerer gains low-light vision 30 feet. At 6th level, the sorcerer gains darkvision 60 feet. At 9th level, the sorcerer gains the Blind-Fight feat. At 12th level, the sorcerer gains tremorsense 30 feet.
- Alien Presence (Sp): At 9th level, the sorcerer's form becomes flickering and indistinct. He gains a +4 bonus to his AC and is considered to have concealment at all times, even against creatures with special sensory abilities, such as darkvision and tremorsense.
- *Between the Spaces (Sp):* At 15th level, the sorcerer can *blink* three times per day, at his caster level. The sorcerer can use this ability six times a day at 20th level.
- Alien Energies (Ex): At 20th level, the sorcerer's alien attributes become manifest. The sorcerer gains a permanent alien or aberrant physical alteration, such as ethereal wings, writhing tentacles, glowing spiral horns, or a prehensile, scaly tail. Treat as a summoner's evolution for rules

mechanics. The sorcerer gains an altered alien anatomy, so any critical hit or sneak attack made against the sorcerer has a 50% chance of failing and being treated as a normal attack. The sorcerer also gains fast healing 4.

## GOBLIN-BLOODED

Your blood courses with the rage and fury of your goblin ancestors. This gives you power your enemies should fear.

#### Class Skill: Disable Device

- **Bonus Spells:** *cause fear* (3rd), *darkness* (5th), *crushing despair* (7th), *freedom of movement* (9th), *dream* (11th), *mislead* (13th), *giant form I* (15th), *greater shout* (17th), *wail of the banshee* (19th).
- Bonus Feats: Arcane Strike, Diehard, Endurance, Improved Initiative, Iron Will, Maximize Spell, Skill Focus (Knowledge—dungeoneering), Toughness.
- **Bloodline Arcana:** Whenever you cast a spell that inflicts hit point damage, you add +1 damage to each die rolled.

#### **Bloodline Powers**

- *Fierce Spirit (Sp):* At 1st level, the sorcerer can make a touch attack to daze an opponent. The target can make a Will save (DC 10 + 1/2 level + Cha modifier). This effect persists for a number of rounds equal to 1/2 the sorcerer's level (minimum 1). He can use this ability a number of times per day equal to 3 + his Charisma modifier.
- *Desert Scions (Ex):* At 3rd level, the sorcerer gains DR 5 to cold and fire. At 9th level, the DRs increase to 10.
- Zephyr's Fury (Sp): At 9th level, the sorcerer gains the ability to make a Whirlwind Attack once per day, even if he does not have the prerequisite feats and ability scores. At 14th level, the sorcerer can make two whirlwind attacks per day. At 19th level, the sorcerer can make this attack three times per day.

## *Goblin Hardiness (Sp):* At 15th level, the sorcerer gains spell resistance equal to 10 plus his sorcerer level.

*Goblin Zenith (Ex):* At 20th level, the sorcerer's humanoid nature runs rampant. The sorcerer's eyes, ears, mouth, and head all double in size. The sorcerer's ears and teeth become pointed (if not a goblin already), giving the sorcerer a 1d6 natural bite attack. The sorcerer gains immunity to sleep and paralysis, and tremorsense to 30 feet. He also gains a +4 racial bonus to Perception checks and Ride checks.

## GIANT

At some point in your family's history, giants interbred with your bloodline, and now their strength and power flows through your veins.

#### Class Skill: Perception

**Bonus Spells:** *obscuring mist* (3rd), *levitate* (5th), *call lightning* (7th), *freedom of movement* (9th), *wall of stone* (11th), *chain lightning* (13th), *control weather* (15th), *world wave* (17th), *clashing rocks* (19th).

**Bonus Feats:** Combat Reflexes, Intimidating Prowess, Iron Will, Quick Draw, Skill Focus (Intimidate).

**Bloodline Arcana:** Whenever you cast a spell of the conjuration subschool, increase the spell's DC by 2.

#### **Bloodline Powers**

*Furious Touch (Ex):* At 1st level, the sorcerer gains unarmed strike and stunning fist as extraordinary abilities. The sorcerer's unarmed strike is treated as a natural weapon for purposes of spells, resistances, and other combat effects only. The sorcerer cannot use the ability if he has anything in his hands. His BAB follows the sorcerer's chart progression, but damage follows the monk chart for the appropriate size category. The stunning fist effect can stun only (in other words, the giantblood sorcerer cannot sicken or fatigue an opponent).

*Giant's Hardiness (Sp):* At 3rd level, the sorcerer gains a+2 natural AC bonus. At 11th level, the sorcerer's natural AC bonus increases to +4. At 20th level, the sorcerer's natural AC bonus increases to +6. The sorcerer also gains Throw Anything as a bonus feat at 3rd level.

*Spriggar's Fury (Sp)*: At 9th level, once per day, as a free action, the sorcerer can increase his size by two categories (Small to Large, Medium to Huge, and so on), along with any bonuses or penalties associated with his new size. The effect lasts a number of rounds equal to the 1/2 the sorcerer's level (rounded down). At 15th level, the sorcerer can do this twice per day. At 20th level, the sorcerer can do it three times per day. If low-light is not already possessed as a racial ability, the giantblood sorcerer gains low-light vision to a radius of 60 feet.

*Mountain's Path (Sp):* At 15th level, the sorcerer gains the ability to use *passwall* as a spell-like ability (caster level equal to your sorcerer level). The sorcerer can use it a number of times per day equal to his Constitution modifier. The sorcerer also gains the extraordinary abilities of Rock Throwing (60 feet) and Improved Rock Catching (see the *Pathfinder Bestiary* for details). The giantblood sorcerer gains darkvision to a radius of 60 feet.

*Mountain's Power (Ex):* At 20th level, the sorcerer's giant heritage becomes manifest. The sorcerer increases one size category (Small to Medium, Medium to Large, and so on) permanently. The sorcerer gains +2 Strength, +2 Constitution, and +4 natural armor permanently. If not already possessed by the sorcerer, the giantblood sorcerer gains tremorsense to a radius of 60 feet.

## CAVALIER ORDERS

The constant goblin raids and battle for resources within the Wastelands have given rise to several well-known cavalier orders, which fight for dominance across the dust and rubble of the fallen Magocracies.

## ORDER OF THE WHITE KNIGHTS (CAVALIERS OF BOURGUND)

The largest and most well-known cavalier order in the region is the White Knights of Bourgund. Created by the Magocracy to wear the unique magebound armors and defend the realm against the predations of the Great Old Ones, the order has the unique distinction of being the only fighting force in Midgard known to have killed a Great Old One.

- **Edicts:** A cavalier sworn to this order serves and protects the Last Magocracy. Each follows the orders of the Ninemage Council and the Commander of her order without question or hesitation, but each also remains answerable to any other mortal authority. Cavaliers of Bourgund are sworn to protect the surviving lands of Bemmea and Allain against all comers, including the Great Old Ones.
- **Challenge:** Whenever a White Knight issues a challenge, she receives a +1 morale bonus to all melee damage rolls made against the target of her challenge. This bonus increases for every four levels the cavalier possesses.
- **Skills:** A White Knight can add Knowledge (local—Allain) and Knowledge (arcana) to her class skills. In addition, when the cavalier makes an Intimidate check, she can add her Wisdom modifier as well as her Charisma modifier to the roll.

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#### **Order Abilities**

Fearsome Reputation (Ex): At 2nd level, the White Knight gains the ability to spend a standard action to remind her opponents who she faces in combat and why that might well spell her foes' doom. She uses this ability to the same effect as the Dazzling Display feat, but does not need to be holding a weapon for it to be effective. She must be wearing her magebound armor. The cavalier gains a +4 armor bonus to her AC against all demoralized opponents.

Arcane Reply (Ex): At 8th level, the White Knight gains the ability to make an attack of opportunity against an opponent that she threatens that has threatened or completed a critical hit against the cavalier in the current round. This action counts as an immediate interrupt, and therefore it can be used even if the critical hit brought the cavalier to negative hit points or killed her instantly. Blink Knight (Sp): At 15th level, the cavalier can use the magic of her armor to move instantly to intercept foes or to flee the scene. As an immediate action, the cavalier can move up to her speed (or her mount's speed if mounted) and make a single melee attack. This ability is similar in effect to a *dimension door*, and therefore not subject to attacks of opportunity. The burst of arcane energy used to power this effect temporarily drains the magebound armor of magical energy and breaks the mage bond for 1d4 rounds. Any abilities derived from the armor cease to work during this time.

## ORDER OF THE BLACK ROSE (CAVALIERS OF TINTAGER)

Sponsored by the Ninemage Council and led by the First Feywarden, the Order of the Black Rose is the infamous heavy cavalry of Tintager. Their ranks are filled with the cavaliers that are not worthy to join or have been expelled from the White and Rose Orders of Allain, as well as foreign mercenaries pressed into service. Their infamous midnightblack cold iron armor is not magebound like the armors of the White and Rose orders; however, it is often strongly enchanted by Tintagerian war mages, usually combining some invulnerability properties with resistances to mind-affecting enchantments—all the better to protect the knights against their cunning and elusive fey foes.

Edicts: A cavalier sworn to this order serves and protects Tintager and Allain from fey ravages. Cavaliers of this order must suborn all personal ambitions to the protection of Tintager and its environs. They are the last, best defense against the elvish predations of the Arbonesse, and they are ready to give their lives in defense of the Last Magocracy.

> Challenge: Whenever a Black Rose cavalier issues a challenge, he receives a +1 morale bonus to his attack rolls against the target of his challenge. This bonus increases by +1 for every five levels gained by the cavalier.

**Skills:** The Black Rose cavalier can add Knowledge (local—Arbonesse) and Knowledge (geography) to his class skills. In addition, when the cavalier makes a Ride or Survival check, he adds a +2 bonus to the roll.

#### **Order Abilities**

*Flame's Fury (Ex):* At 2nd level, the cavalier gains the ability to make an impressive display of horsemanship or swordplay as a standard action. Any intelligent creature with line of sight and that is within 30 feet of the cavalier must make a Will saving throw or bcome frightened (DC 10 + 1/2 level + the cavalier's Charisma modifier). He can perform this action a number of times per day equal to his Charisma modifier.

*Iron Fury (Ex):* At 8th level, the Black Rose cavalier ignores any armor penalty when using the Ride skill on any mount that is not his own. Whenever he makes a charge attack, he receives a +4 dodge bonus to his AC to avoid any attacks set against his charge. If making a charge attack while mounted, he adds his mount's Strength modifier to his own when rolling damage.

*Fey Fury (Ex):* At 15th level, the cavalier gains the ability to add his Charisma modifier to all attack rolls and damage rolls made against fey opponents. He also gains a +4 morale bonus to all attack rolls made to confirm critical hits against fey opponents.

## ORDER OF THE SCARLET BOAR (GOBLIN WASTE CAVALIERS)

As the heavy cavalry branch of the Scarlet Rovers, the cavaliers of the Scarlet Boar are the feared and fearless boar riders of the Goblin Wastes.

#### Prerequisite: Goblin

- **Edicts:** Cavalier sworn to this order are fierce goblin warriors and fanatical followers of the Mavros. They believe might makes right, and they believe that possession is ten-tenths of the law. To them, the strong thrive and the weak are swine food.
- **Challenge:** Whenever a Scarlet Boar cavalier issues a challenge, she receives a +1 morale bonus to her critical confirmation rolls against the target of his challenge and +1 to damage if the critical is confirmed. Both bonuses increase by one for every five levels gained by the cavalier.
- Skills: The Scarlet Boar cavalier can add Knowledge
- (local—Goblin Wastes) and Use Magic Device to her class skills. In addition, when the cavalier makes a Survival check, she adds a +4 bonus to the roll.

#### **Order Abilities**

Boar's Rush (Ex): At 2nd level, the Scarlet Boar cavalier gains the ability to make an impressive display of swinemanship. The boar gains a +4 circumstance bonus to all bull's rush, trample, and overrun combat maneuvers. The cavalier gains Mounted Combat and Trample as bonus feats.

*Boar's Fury (Ex):* At 8th level, the Scarlet Boar cavalier ignores any armor penalty when using the Ride skill. Whenever she makes a charge attack while mounted on a boar, she receives a +4 circumstance bonus to her damage roll. This bonus increases to +8 at 12th level and +12 at 16th level. The cavalier also gains Ride-By Attack as a bonus feat.

*Boar's Fierceness (Ex):* At 15th level, the Scarlet Boar cavalier can continue fighting even at negative hit points. The cavalier can take one standard action per round and takes a -4 penalty to all attack rolls, saving throws, skill checks, and ability checks until she reaches negative hit points that equal her Constitution score. Below that point, she takes a -6 penalty to all the same attack rolls and checks. When the cavalier reaches negative hit points that are equal to or greater than twice her Constitution score, she dies as normal. The cavalier also gains Unseat as a bonus feat.

*Mount (Ex):* Scarlet cavaliers may choose a Medium creature such as a boar or wolf as their mount at 1st level. At 4th level or higher, they may choose a Large creature (such as a dire boar) as a mount.

# SPELLS OF THE WASTED WEST

Those who have training in spellcasting in the Wasted West might know one or more of the following spells.

#### **Call Goblin Warriors**

School conjuration Level sorcerer/wizard 9 Casting Time full round action Components V, S, F (special: goblin pact rune-stone) Range medium (200 ft. + 10 ft./level) Area 40 ft. radius Duration 1 round/level (D)

**Spell Resistance** no; **Saving Throw** Reflex (see description) During and after the Great Mage Wars, Bemmean archmages made arcane pacts with charmed or otherwise suborned goblin tribes. Both signatories sealed the pacts by tracing runes with their own blood on stone pendants that were worn around the necks of the archmage and the goblin chieftain.

By casting the spell while clutching the rune-stone pendants, the archmage (or other possessor of the runestone) could summon the warriors of the tribe to fight or serve them for a time, as per the summon monster IX spell. The spell immediately summons 8d8 goblin warriors (similar to the Pathfinder Bestiary) and one goblin chieftain (use the bugbear statistics from the Pathfinder Bestiary). They appear in a burst of light (all opponents within 60 feet make a Reflex saving throw or be dazed for 1d4 rounds). They appear where you designate and act immediately, on your turn. They attack or perform other actions to the best of their ability as commanded. The holder of the runestone can communicate with the goblins, even if the summoner does not normally speak Goblin. At the end of the spell's duration (or if dispelled), the goblins disappear in a flash of smoke that acts as an obscuring mist for 1d4 rounds. If the runestone is taken from the neck of the chieftain or caster (alive or dead), the spell is immediately dispelled.

#### **Greater Darkness**

School evocation [darkness] Level druid/ranger/sorcerer/witch/wizard 5 Casting Time standard action Components V, S, M (piece of ebony) Range/Area 20' radius/3 caster levels Duration 1 minute/level Spell Resistance none; Saving Throw no You create an area of impenetrable darkness through which only you can see. The entire area of effect is immediately plunged into total darkness. Darkvision does not work in the area of effect. Otherwise all effects are the same as the *deeper darkness* spell.

#### **Ray of Annihilation**

School evocation Level sorcerer/wizard 5 Casting Time standard action Components V, S Range medium (100 ft. + 10 ft./level)

Effect ray
Duration instantaneous

## **Spell Resistance** yes; **Saving Throw** Fortitude (see description)

Focusing raw arcane power like a laser, you shoot a ray of sheer destructive power out of the palm of your hand. You must succeed in a ranged touch attack to strike your target. A creature struck by this ray takes 1d6 damage per caster level (to a maximum of 20d6) and is stunned for 1d4 rounds. The target may make a Fort Save to avoid half the damage and negate the stunned condition.

#### Wastewalker's Alacrity

School transmutation Level ranger/sorcerer/wizard 3 Casting Time standard action Components V, S Range/Area target +1/4 levels Duration 30 min./level (D) Spell Resistance no

Saving Throw none

This spell helps one creature (and more at higher levels) move quickly across the emptiness of the Wastes. When this spell is cast, ski-like planes of force form on the feet of the beneficiaries. The planes of force then expand and contract to give the affected creatures a forward motion similar to cross-country skiing, but across sand and stone. This allows the targets to move at a run (X4) speed without tiring until the spell expires. This spell can be used only while traveling. If the caster or any targets of the spell enter combat, the effect is dispelled.

# WASTELANDS MAGICITEMS

GMs can place the following items in their campaign to bring in elements of the Wasted West or provide these items when the characters adventure in the region.

#### AMULET OF SUSTAINING HEALTH

AURA strong evocation; CL 7th SLOT neck PRICE 5,000 gp WEIGHT –

#### Description

Created for the clerics of Mavros of the Wastelands, wearers of these amulets need to sleep only 2 hours a night, need to eat and drink only once a week, and gain a +2 bonus to all Fortitude and Constitution saving throws made against poison, starvation, dehydration, sickening, and nauseating effects.

#### Construction

**REQUIREMENTS:** Craft Wondrous Item, *create food and water, resistance*; **Cost** 2,500 gp

#### **DEADLY ROPE**

AURA strong transmutation; CL 14th SLOT none; PRICE 32,000 gp; WEIGHT 4 lbs.

#### Description

These animated ropes are sued to bind and strangle opponents. When cast at an opponent with a successful touch or ranged touch attack, the rope attempts to grapple the opponent with CMB 12/CMD 20. If the rope grapples successfully, it immediately attempts a "tie-up" maneuver. If the tie-up maneuver is successful, it can be commanded the next round to choke the opponent, causing 1d4 Constitution damage per round. The choking effect can be stopped by the user as a swift action, or if the grapple is broken. Creatures that do not breathe air, such as constructs, are immune to the choking effect. A deadly rope has AC 22, 24 hit points, hardness 12, and DR6/slashing. The rope repairs itself at a rate of one hit

point per minutes, but if severed (all 24 hit points lost to damage), it is immediately destroyed.

#### Construction

**REQUIREMENTS:** Craft Wondrous Item, *animate object*, *entangle, shadow evocation;* **Cost** 16,000 gp

#### DIMENSIONAL STAFF

AURA strong abjuration; CL 18th SLOT none; PRICE 104,000 gp; WEIGHT 6 lbs.

#### Description

These shimmering greenwood staves are used to subdue, capture, or kill monsters of the outsider or aberration subtypes. They are most commonly found in use in areas bordering the Wastelands, such as Verrayne or Bourgund. The staves can be used to cast the following spells:

Dimensional anchor (1 charge) Mind blank (1 charge) Protection from spells (1 charge) Dimensional lock (2 charges) Power word stun (2 charges) Dominate monster (3 charges)

#### Construction

**REQUIREMENTS** Create Staff, dimensional anchor, dimensional lock, dominate monster mind blank, power word stun, protection from spells; **COST** 52,000 gp

#### TALKING HEADS

AURA strong enchantment; CL 8th SLOT none; PRICE 10,000 gp; WEIGHT 4 lbs.

#### Description

These shrunken goblin heads are the enchanted remains of illustrious and cunning ancestors. Once per week, the goblin shamans and witches of the Wastes can *commune* by talking to the heads.

#### Construction

**REQUIREMENTS** Craft Wondrous Item, *commune*; **COST** 5,000 gp

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